

# THE CONQUERORS

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# THE MACEDONIANS

ALEXANDER IN PERSIA, 334-331 B.C.

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## RULES OF PLAY



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PLUS

# TACTICAL GAME

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## RULES OF PLAY

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## [1.0] INTRODUCTION

**The Conquerors: The Macedonians** is a strategic and tactical recreation of the conquest of the Western portion of the Persian Empire by Alexander the Great. The game enables the players commanding the Macedonian and Persian Armies to simulate the strategic portion of Alexander's conquests and, at the same time, fight any major battles that occur on the strategic game-map by reverting to a Tactical Battle Board and maneuvering the individual units of the armies on that board. The objective of Alexander and the Macedonian Army is to conquer the Western Persian Empire by seizing and controlling the Persian satrapies (provinces) as well as several key walled cities. The Persian player, representing the Achaemenid King, Darius III, must attempt to stop Alexander from gaining his objectives by retaining, or regaining, his territories and defeating the Macedonian Army in pitched battle.

**The Conquerors** system contains several new features, and the players are advised to gain a good grasp of the rules before attempting a complete playthrough. Specific attention should be paid to the sections covering Tactical Battle, Interception, and all Supply and Attrition rules. While **The Macedonians** is not an overly difficult game, players will find that the strategic decisions to be made are quite complex. It is suggested that if players wish to limit the time needed to play the game they should substitute the Strategic Combat Results Table for the Tactical Battle System. It is further suggested that Players unfamiliar with the historical campaign refer to the Players' Notes for some background. Note that rules and components for **The Romans** and **The Macedonians** are not interchangeable.

## [2.0] GENERAL COURSE OF PLAY

**The Conquerors: The Macedonians** is basically a two-Player game, in which one of the Players controls the Macedonian forces while his opponent controls the Persian forces. The game is played in sequenced Game-Turns. Each Game-Turn is composed of two Player-Turns. Each Player uses his Player-Turn to maneuver his forces and participate in Combat for the purpose of reducing the Enemy's overall strength and/or gaining or securing various geographical objectives. During each Game-Turn, control of each of the geographical **Satrapies** (provinces) on the mapsheet is determined for Supply and Attrition purposes. Combat may occur between opposing units occupying the same hex during either Player's Campaign Phase. Combat is resolved by comparing the total Combat Strength Points of the opposing forces and cross-referencing this comparison with the result of a dice roll on the appropriate Combat Results Table. Alternately, land Combat which meets the specific requirements may instead be resolved using the rules and equipment provided for Tactical Battle resolution. Unit types (Land, Naval and Commander) play an important part in determining both the permissibility and the outcome of a given Combat situation. The outcome of the game itself is adjudicated according to the rules concerning Victory Conditions.

## [3.0] GAME EQUIPMENT

### [3.1] THE GAME MAP

The 22" x 34" mapsheet depicting the western portion of the Persian Empire is the playing area on which the unit counters are maneuvered. A hexagonal grid is superimposed on the mapsheet to regularize the movement and positioning of the

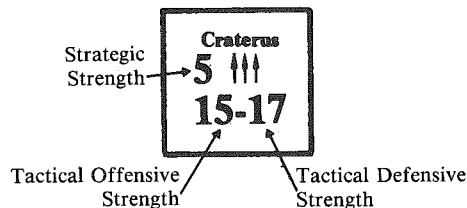
playing pieces and to delineate the various political boundaries and terrain features.

### [3.2] THE PLAYING PIECES

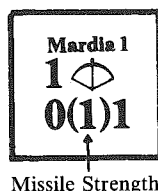
[3.21] The differently colored playing pieces (henceforth known as "markers" and "units") are used to record certain game functions and to represent the military forces of Macedonia and Persia. The units are distinguished by the numbers and symbols printed on both sides of the unit counters.

#### SAMPLE UNITS

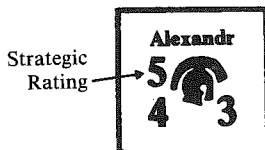
##### TYPICAL COMBAT UNIT



##### TYPICAL MISSILE UNIT



##### TYPICAL COMMANDER



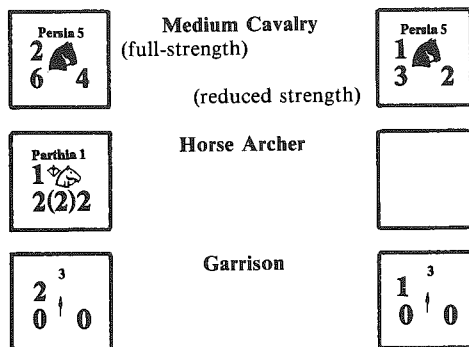
Tactical Offensive Rating Tactical Defensive Rating

#### SUMMARY OF UNIT TYPES MACEDONIANS

Front		Back
Perdicus 5 14-16	Phalanx (full-strength)	Perdicus 4 13-14
Perdicus 3 10-10	Phalanx (reduced strength)	Perdicus 2 7 8
Perdicus 1 4 4	Phalanx (reduced strength)	
Agema 4 11-12	Hypaspist (full-strength)	Agema 3 9 10
Agema 2 8 9	Hypaspist (reduced strength)	Agema 1 4 4
League 8 3 8 9	Hoplite (full-strength)	League 8 2 4 5
League 8 1 2 3	Hoplite (reduced strength)	

Parmanon 3 2 2	Commander	
Diades [20]	Siege Train	
Thracian 2 3(2)2	Peltast (full-strength)	Thracian 1 1(1)1
Cretan 1 2 0(2)2	Archer (full-strength)	Cretan 1 1 0(1)1
Agrian 1 2 0(2)3	Javelin (full-strength)	Agrian 1 1 0(1)1
Royal Sqd 1 5 3	Macedonian-type Heavy cavalry	
Thracian 1 5 2	Lancer	
Paeonian 1 2 1	Light Cavalry	
League 3 2	Squadron (full-strength)	League 3 1

Front	PERSIANS	Back
	Commander	
Amartes 1 1 0		
2 8 2	Chariot (full-strength)	1 3 1
4 17-16	Elephant (full-strength)	3 13-12
2 7 5	Elephant (reduced strength)	1 3 2
Uxian 1 2 4 3	Barbarian Infantry (full-strength)	Uxian 1 1 2 1
Media 2 2 8 6	Persian-type Heavy Cavalry (full-strength)	Media 2 1 4 3



[3.22] **Abbreviations:** The historical designations (names) on many of the counters have been abbreviated for obvious reasons—getting them on the face of a counter. Below are the full names of the units.

#### Macedonian Commanders

Alexander, Parmenion, Nicanor, Antigonos, Menander, Philotas, Calas, Craterus, Perdicas, Coenus, Cleitus the Black, Ptolemy, Philip (son of Amyntas), Philip (son of Menelaus), Amyntas, Meleagar, Hegelochus, Attalus, Sitalces, Clearchus, Agathos, Aristo, Amyntas the Lyncestian. (Note: there are three Amyntases in this game; one is Persian and two are Macedonian. The two Macedonians are differentiated by the Lyncestian Amyntas having an 'L' on his counter designation).

#### Persian Commanders

Darius III, Memnon, Arsites, Spithridates, Mithrobarzanes, Arsamenes, Reomithres, Petines, Omares, Orantabates, Niphates, Atizyes, Pharnabazus, Nabarzanes, Amyntas (see Note above), Mazeus, Bessus, Barsaentes, Pythagoras, Azemilk

#### Macedonian Combat Units

The only two units that might cause some wonderment are the **Agrianian** javelinists and the **Thessalian** cavalry. The remainder are all exactly as written or in close-enough proximity.

#### Persian Combat Units

GkMrc=Greek Mercenaries; Crdcs=Cardaces; RylGd=Royal Household Guards; Bctria=Bactria; Cpdcia=Cappadocia; Hyrcnia=Hyrcanian; Phrga=Phrygia; Msptnia=Mesopotamia; Co-Syr=Coelo-Syria; Arach=Arachosian; Tprian=Tapurian; Cadsia=Cadusian; Scsnian=Sacesnian; Babyln=Babylonian; Stcian=Sitaenian; Pphlgn=Paphlagonian

### [3.3] GAME CHARTS AND TABLES

The game makes use of various charts, tables, and displays as part of its play system to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables printed on the mapsheet and in the rules when reading the appropriate rules section. The charts are: Turn Record Track, Terrain Effects Chart, Cilician Gates Garrison Table, Army Force Box Display, the Susa/Reinforcement Box Display, Forced March Attrition Table, Land Interception Table, Naval Interception Table, Tactical Battle Boards, Macedonian Strategic Combat Results Table, Persian Strategic Combat Results Table, Naval Combat Results Table, Fleet Defection Table, City/Port Surrender Table, Siege Combat Results Table, Land Attrition Table, and Naval Attrition Table.

### [3.4] DEFINITIONS OF TERMS

As an aid to the players, the following terms used often in the rules are defined at the outset for clarity in studying the rules.

**Force:** Any number of **Land** Combat units stacked in the same hex. They may or may not be under

leadership of a Commander. All Land units in the same hex are considered to be in the same Force. If a Force is placed in an Army Force Box it is called an **Army**.

**Squadron:** Each full-strength Naval counter is a Squadron of Trieres (galleys powered mainly by oar; also called Triremes). A reduced-strength Naval counter would be a half-Squadron.

**Fleet:** Any number of Naval Squadrons in the same hex. They may or may not be under the leadership of a Commander. All Squadrons in that hex are considered to be in the same Fleet.

**Commander:** Individual historical personages, representing Kings, generals, satraps, etc. Commanders are needed to move units and have Combat: Combat units may not move or fight (except to defend) by themselves.

**Strategic Strength Point [SSP]:** The Combat Strength of a given **land** unit, used in the Strategic CRT version of the game. A unit's SSP may also be used to determine stacking restrictions; the SSP in such a case would be that unit's stacking points. The SSP of a unit is equivalent to the number of "steps" (for Combat reduction purposes) that that unit has.

**Satrap:** A Satrapy was a provincial/administration division of the Persian Empire. Thus the Persian Empire, on the game-map, is divided into Satrapies. The "governors" of these Satrapies were called satraps.

**Walled City:** Walled Cities are cities with varying intrinsic Fortification Strengths; they cannot be captured unless taken by full Siege. A Walled City may be a port (only Gaza amongst Walled Cities is not a port). There are only five Walled Cities on the game-map: Miletus, Halicarnassus, Sidon, Tyre and Gaza. Units (Naval or Land) in a Walled City hex are automatically either inside the city or besieging the city.

**Major City:** A Major City is an inland city with minimal defensive strength. A Major City is limited in the number of units it may protect and it may be taken without Siege. A Major City, if unoccupied, may be taken simply by moving into it.

**Major Port:** same as a Major city, except that it has port facilities for shipping.

**Capitals:** Certain Major Cities/Ports and Walled Cities are designated as Satrapal capitals. Control of capitals is necessary for supply and victory conditions.

**Naval Bases:** Certain Ports are designated as naval bases for the purposes of limiting naval Movement. The only function of a Naval Base different from that of a normal Port is that Naval Bases restrict naval Movement away from them.

**Minor Cities:** These are placed on the game-map purely for historical and referential notation. They have no bearing on the game whatsoever.

### [3.5] GAME SCALE

Each Game-Turn represents a six week period. Each mapsheet hexagon represents a distance of approximately 20 miles from side to side. The military units represent varying numbers of troops according to the unit type and nationality (see Section 25.0, Conversion to Miniatures).

### [3.6] INVENTORY OF GAME PARTS

A complete game of **The Conquerors** includes:

- One 22" x 34" **Macedonians** Game Map
- One 22" x 34" **Romans** Game Map
- One **Macedonians** Rules/Tactical Battle Rules Folder
- One **Romans** Rules Folder
- Two Track Sheets
- Two sets of Chart Sheets
- One double-sided Tactical Battle Display

Three sheets of 400 Die-Cut Counters  
Game Box  
Two Dice

If any parts are missing or damaged, please write:

Customer Service  
Simulations Publications Inc.  
44 East 23rd Street  
New York, N.Y. 10010

Questions regarding the **rules** of the game will be answered if accompanied by a stamped, self-addressed envelope, and if phrased to be answered by a simple one word answer. Send rules questions to the above address; please mark all envelopes "Rules Questions: the Conquerors".

## [4.0] SEQUENCE OF PLAY

Month

### CASES:

#### [4.1] THE GAME-TURN

The **Macedonians** is played in sequenced turns called **Game-Turns**. Each Game-Turn consists of two **Player-Turns**. The Persian Player-Turn consists of three **Phases**. The Macedonian Player-Turn consists of six **Phases**. The Player whose Player-Turn is in progress is called the **Phasing Player**. All actions must take place according to the sequence outlined below. There are twenty-six complete Game-Turns in the entire game.

#### [4.2] SEQUENCE OUTLINE

**Note:** The Persian Player-Turn occurs first in each Game-Turn.

#### A. PERSIAN PLAYER-TURN

**1. Campaign Phase:** The Persian Player moves his Forces and Fleets and uses them to attack Enemy units (if so desired). Commanders and the Forces and Fleets they command are moved according to precepts and restrictions of the Movement rules. Persian Reinforcements that are scheduled for the current Game-Turn on the Turn Record Track may either enter onto the map and be moved in accordance with the Reinforcement rules or be placed in the Susa Box. Combat, which generally requires the expenditure of Movement Points, may occur between opposing units which occupy the same hex at any time during the Campaign Phase. All Combat except Siege (which is prohibited to the Persian Player) is executed during the Campaign Phase in accordance with the Combat rules. Players should note that both land and naval units may be moved during the same Campaign Phase. The Phasing Player is permitted to move his various Forces and Fleets in any order he desires.

**2. Supply and Attrition Phase:** The Persian Player determines the Supply status of each and every Force or Fleet he controls on the map according to the restrictions of the Supply rules. Each unsupplied Fleet is immediately disbanded. Each unsupplied Force immediately undergoes Attrition as explained in the Supply and Attrition rules.

**3. Cilician Garrison Phase:** During each non-Winter Game-Turn, the Persian Player consults the Cilician Gates Garrison Table and immediately executes the achieved result (see Case 5.55). **Note:** This Phase is omitted on the first Game-Turn, on all Winter Game-Turns, and for the remainder of the game following the turn in which the Macedonian Player gains control of the Cilician Gates.

#### B. MACEDONIAN PLAYER-TURN

**1. Siege Phase:** The Macedonian Player conducts the Siege of Walled Cities according to the Siege rules. Besieging units are considered Disrupted for the Game-Turn in which they roll for Siege.



**2. Campaign Phase:** The Macedonian Player receives scheduled Reinforcements and may move his Forces and Fleets and use them for Combat according to the restrictions of the Movement, Combat, and Reinforcement rules.

**3. Supply and Attrition Phase:** The Macedonian Player determines the Supply status of each and every Force and Fleet he controls and applies the appropriate effect to each unsupplied Force as explained in the Supply and Attrition rules.

**4. Fleet Defection Phase:** Persian Fleets which defected to Macedonian control during the **current** Player-Turn are immediately removed from the map. These units are returned as Macedonian Reinforcements at the start of the next Macedonian Campaign Phase as explained in the Persian Fleet Defection rules.

**5. Satrap Appointment Phase:** The Macedonian Player may appoint a Macedonian Commander as the Satrap of any Satrapy controlled by the Macedonians according to the rules governing the Appointment of Satraps (see Case 15.4).

**6. Game-Turn Phase:** The Macedonian Player advances the Game-Turn Marker one space (six weeks) on the Turn Record Track, signalling the start of a new Game-Turn.

## [5.0] MOVEMENT

### COMMENTARY:

Movement and Combat are executed within the **same** Phase—the Campaign Phase—by the Phasing Player. Combat is thus considered to be a form of Movement, in that it requires the expenditure of Movement Points. (Combat rules are covered separately in Sections 9.0 and 11.0).

There are three basic types of units in the game: Land units (including the Siege Train), Naval units (or Squadrons), and Commanders. In general, all units are subject to the following Movement rules, although certain differences for each type are also noted below. There is no set sequence in which a Player must move his varying unit types: e.g., Fleets do not have to move before Forces, etc.

Movement Allowances are not printed on the units. No Combat unit (Land, Naval) may move or retreat **voluntarily** by itself; it may move **only** if accompanied by a Commander. The Commanders thus “transport” the otherwise immobile Forces and Fleets. All Commanders have a Movement Allowance of 30 Movement Points.

### GENERAL RULE:

During the Campaign Phase of his Player-Turn, the Phasing Player may move as many or few of his Commanders (and any Combat units they attach and transport) as he desires. Each Commander may be moved as many or as few hexes as the Player desires, as long as that Commander's Movement Allowance (30) is not exceeded in a single Campaign Phase. Unused Movement Points may neither be accumulated from Phase to Phase nor transferred from Commander to Commander.

### PROCEDURE:

Move each Commander individually, tracing the path of its movement through consecutive hexes across the hexagonal grid of the game-map. Commanders may be moved in any order; however one Commander's Movement (and any possible Combat) must be completed before another Commander's Movement is begun. A Commander may be moved alone, or it may move in company with Forces and/or Fleets (or other Commanders). An aggregation of Combat units, when accompanied by a Commander, is called a Force or Fleet. Land units in a given Force may not have to be

placed on the game-map if they are placed in an available Army Force Box (see Chart Sheet and Case 7.4). Naval units always remain on the game-map.

Forces and Fleets must be moved **one at a time**. When a given Force or Fleet (or Commander alone) has completed its movement, the Phasing Player **must** announce this to his opponent, and that Force or Fleet or Commander may not move again in that Player-Turn. The Force or Fleet of a Phasing Player may participate in Combat and then resume moving up to the limit of that Force or Fleet's Commander's Movement Allowance (the Concept of Continual Movement).

### CASES:

#### [5.1] HOW TO MOVE UNITS

[5.11] During a Player's Campaign Phase only that Player's units may be moved (Exception: see Section 6.0, Interception); all, some, or none of his units may be moved. Movement is at the Phasing Player's option; he does not have to move units. The non-Phasing Player is not permitted to move his units during an opposing Player's Campaign Phase, with the exception of Voluntary Retreat Before Combat and Interception (see Case 10.1 and Section 6.0). Combat may occur during a Campaign Phase at the Phasing Player's option (see Case 6.4, Interception Combat).

[5.12] Movement is calculated in terms of Movement Points. A Commander, and **only** a Commander, expends Movement Points from its Movement Allowance when entering a given hex. Each hex costs a certain number of Movement Points to enter (see Terrain Effects Chart on Chart Sheet). A Commander may not enter a given hex if he does not have the requisite number of Movement Points remaining in his Movement Allowance to spend.

[5.13] A Commander may attach and/or detach any Combat units of his side in any hex during his Movement. Combat units moved by a given Commander are considered to be under the command of that Commander. A Commander and his attached Combat units are referred to as a Force or Fleet. There is no additional Movement Point cost for a Commander to attach, transport, or detach any Combat units, either Fleets or Forces.

[5.14] Movement by a Force or Fleet is continual. Stopping for Combat does not prohibit the Force or Fleet from continuing to move **after** that Combat as long as its Commander has Points remaining in his Movement Allowance (Exception: see Case 9.25).

#### [5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A Force or Fleet may freely enter and/or move through hexes occupied by other **Friendly** Forces; there is no extra cost for this type of movement.

[5.22] A Force or Fleet **may** enter an Enemy-Occupied hex. However, if that Enemy Force or Fleet chooses to remain in that hex and accept Combat, the Friendly moving Force or Fleet must pay (and be able to pay) a cost of **three** Movement Points to engage in Combat. Note that a moving Force or Fleet may **never** enter an Enemy-occupied hex, unless that Force has the necessary Movement Points (three plus terrain costs) to expend (unless the enemy units are inside a major city or port). Thus a Force or Fleet that has expended 28 MP's in a given Player-Turn may **not** enter an Enemy-occupied hex as it does not have the requisite number of Points, regardless of whether the Enemy units desire to retreat or not.

[5.23] A Combat unit (Land or Naval) may be attached to **only one** Commander during the course of a single Campaign Phase. Thus, a given Combat unit may not participate in Combat under the

Command of different Commanders in a single Campaign Phase. Nor may a unit moved by one Commander participate in Combat under the aegis of another Commander.

[5.24] A Force may never leave the game-map. A Fleet may never end a Game-Turn in an all-sea hex (see Case 6.6, Interception). In addition, Fleets must end a Campaign Phase in a friendly Port or suffer Attrition (see Case 17.32).

[5.25] Forces may be restricted in Movement by control of Satrapies (see Cases 13.3 and 15.11 for definitions of control of Satrapies). A Friendly Force or Fleet may move **into** an Enemy-controlled Satrapy, but it may never move **through** an Enemy-controlled Satrapy into another Enemy-controlled Satrapy. Thus, a Phasing Force or Fleet may never move through one Enemy-controlled Satrapy to get into another Enemy-controlled Satrapy; to get into the second Enemy-controlled Satrapy he must first gain control of the first Satrapy. A force may move **through** an Enemy-controlled Satrapy to get to a Friendly-controlled Satrapy.

[5.26] **Example:** The Macedonian controls Hellespontine Phrygia, Lydia and Bithynia-Paphlagonia. The Persian player has a Force in Phrygia. He may not move directly through Lydia to get into Hellespontine Phrygia because he does not **control** Lydia, so such a move would be illegal. The Persian would have to gain control of Lydia first before he could attempt such a move. The same goes for a similar move using Bithynia-Paphlagonia.

[5.27] **The Terrain Effects Table** (see Chart Sheet)

#### [5.3] TERRAIN EFFECTS ON MOVEMENT

[5.31] The Movement Point cost for a Commander to enter a given hex may be found on the Terrain Effects Table (5.27).

[5.32] Land units may never move through an impassible Mountain hexside or an all-lake hexside. They may enter an all-sea hexside only if transported by the requisite number of Naval Squadrons (see Section 12.1, Fleet Transport). The presence of Enemy Fleets in a hex is not an inhibiting factor on Movement of Land Forces and vice-versa (see Case 5.63).

[5.33] Fleets may never enter an all-land hex or move through an all-land hexside. Fleets entering an all-sea hex are subject to attrition (see Case 17.31), with the exceptions of certain Sea-Lanes (primarily connecting Cyprus with the mainland). Sea-Lane hexes are treated as if they were Coastal hexes for the purposes of Naval Movement.

[5.34] Land units ending a Campaign Phase in a Marsh hex or Desert hex are subject to Attrition; however Land units in a Marsh hex may not be attacked by Enemy units. I.e., units may never enter a Marsh hex occupied by Enemy units.

[5.35] Any number of Squadrons and/or Land units may be moved through **Coastal** hexes as a single Fleet or Force under the same Commander. Remember, that if this Force or Fleet wishes to cross an all-sea **hexside** the Land units must be transported by the Fleets and thus meet the requirements of Naval Transport.

[5.36] A Commander may freely enter any Land hex without an Army Combat unit. However, for a Commander to cross an all-sea **hexside** he must be transported by a Naval Squadron.

[5.37] Certain hexsides (1102/1202 and 0404/0505) are special Ferry hexsides. Forces may be moved through a Ferry hexside only when one of the hexes adjacent to that hexside is occupied by at least one Friendly Naval Squadron (and no Enemy Squadrons). An unlimited number of Land units may cross that Ferry hexside as long as the above requirements are satisfied. There is no cost to move through a Ferry hexside, other than the normal cost to enter the terrain.

[5.38] Friendly units may not enter an Enemy-controlled Walled City hex unless they are going to besiege that city in the following Game-Turn. There is no cost in Movement Points to undertake a Siege.

[5.39] Movement Allowances for Commanders **beginning** a Game-Turn **north** of the Winter Line are halved to 15 (see Terrain Effects Chart. Persian Fleets may have command restrictions to their Movement (see Case 12.4). All Fleets are also restricted in their Movement by proximity to Friendly Naval Bases (see Case 5.9).

#### [5.4] THE ROYAL PERSIAN HIGHWAY

The Royal Persian Highway (RPH) was a system of relatively well constructed roads that linked the various Satrapies of the Persian Empire for purposes of communication. They were not intended as military-access highways, and the following rules reflect that intent. Only the **major** routes of the Highway are represented on the game-map; several minor spurs are not included.

[5.41] Units using the RPH pay a cost of one-half (½) Movement Point for each RPH hex they enter from an adjoining RPH hex. Units using the RPH ignore other terrain in the hex. Units simply passing through an RPH hex without using the actual highway use the cost of the terrain in the hex.

[5.42] Any Force may make use of the RPH. However, a Force that uses the RPH for **any** length of time in a Campaign Phase may **not** enter a hex occupied by an Enemy unit in that Phase, nor may it enter a hex with an Enemy-controlled (occupied or unoccupied) Major City/Port or Walled City.

[5.43] Units Retreating Before (or During) Combat may **not** use the RPH (see Section 10.0, Retreats).

[5.44] Units using the RPH may not enter an Enemy-controlled City or Port **on** the RPH. To pass through such a hex they must use the actual terrain in the hex.

#### [5.5] THE CILICIAN GATES

The only practical route from Asia Minor into the heart of the Persian Empire ran through a series of extremely narrow mountain passes just north of Tarsus in Cilicia. These passes were relatively easy to defend and virtually impossible to take by normal assault. Suffice to say that movement through them was tortuous at best. The passes—known as the Cilician Gates—were usually manned by a garrison. Unfortunately for the Persians the Cilician garrison, on spotting Alexander's rapid approach, felt that discretion was the better part of valor and immediately cut out for parts unknown. The following rules reflect the general historical situation pertaining to the famous Gates.

[5.51] The Cilician Gates comprise all of hex 2912. It costs a force **six** Movement Points to enter the Cilician Gates, in terms of terrain. During the Winter Turns, the Cilician Gates are impassable and may **not** be entered. A Force defending the Cilician Gates must move to the nearest Friendly City during the Winter Turns; it may not remain in the Gate-hex.

[5.52] A Force defending the Gate Hex is **doubled** in strength for the purposes of Combat. Thus, a Force of 35 SSP's would be worth 70 SSP's if attacked in the Cilician Gates. Players **must** use the Strategic CRT's (see Cases 9.53, 9.54) for Combat in the Cilician Gates; they may not use the Tactical Battle Board.

[5.53] A Force **defending** in the Cilician Gates increases its Morale Level by 25%: the Macedonian level would be 75% in the Gates, the Persian, 60%. For purposes of determining Morale Level, as per Case 9.6, the undoubted strength of the Force is used. Thus a Force of 50 SSP's defending the Gates would, if they were Persian, have a Morale Level of 30 (and could lose 30 SSP's before having to flee)

even though their actual strength would be doubled to 100.

[5.54] The Persian Player has certain restrictions regarding his defense of the Cilician Gates. He initially receives a garrison of 2 SSP's to guard the gates. He may, of course, add to this Force with other troops. However, starting with Game-Turn Two the Persian Player must check the Cilician Gate Garrison Table in the Cilician Gate Phase of his Player-Turn to see what Forces he may maintain in the gates. The Persian player rolls one die, modifying the result if necessary, and follows the instructions of the Table, making whatever adjustments are necessary. Any movement engendered by the Cilician Gate Table is not counted against Movement Allowance, nor does a Commander have to be present to make such movement. Units having to move, move to the nearest Friendly City or Port.

#### [5.55] The Cilician Gates Garrison Table

If a Force (not Fleet) commanded by **Alexander** is within **six hexes** of the Gates (regardless of intervening terrain) the Persian Player adds **one** to the die roll. It is not necessary to roll during Winter Turns.

##### Die-Roll Instructions

1 or 2	No change, no restrictions
3	A maximum of 30 SSP's may guard the Gates
4	A maximum of 20 SSP's may guard the Gates
5	A maximum of 10 SSP's may guard the Gates
6	A maximum of 10 SSP's may guard the Gates
7	The Gates are unguarded; any garrison units are placed in Tarsus and/or Mallus. If Tarsus and Mallus are Macedonian controlled, then the garrison is eliminated.

[5.56] Once the Macedonian Player gains control of the Gates, this Table—and the Persian Cilician Garrison Phase—is ignored, even if the Gates are retaken by the Persians.

[5.57] These rules reflect the historicity of the general situation. If players feel that the Table restricts their strategic choices too much they may ignore it. However, to do so does help the Persian player immensely.

#### [5.6] EFFECT OF ENEMY FORCES ON MOVEMENT

[5.61] Friendly Forces which are **inside** Major Cities/Ports (see Cases 13.11 and 13.12) do not inhibit Enemy Movement in any way, unless the moving Enemy Force wishes to attack that Major City/Port (see Case 13.1 for a more definitive discussion of this subject).

[5.62] Land or Naval units of any type may never enter an Enemy-controlled Walled-City hex unless they are going to lay siege to that Walled City (see Section 14.0, Sieges).

[5.63] Land Forces may move through Coastal hexes containing Enemy Fleets—and vice versa—without any effect on each other. In other words, Forces may never attack Fleets, and Fleets may never attack Forces. (Fleets may attack Ports, see Case 13.25.)

[5.64] If a Friendly Force enters an Enemy-occupied hex (with the exception of Case 5.61) and the Enemy units do not choose to retreat—or cannot retreat—combat is mandatory. (In addition, see Case 5.22 for Movement Point costs.)

#### [5.7] OVERRUN

Overrun is actually Combat but, for game purposes, is considered as Movement. It arises when a moving Force encounters a small detachment of troops to which it is far superior in strength. Because of its relatively ineffective status, the smaller Force may be completely overwhelmed by the larger Force with little trouble.

[5.71] Overrun occurs when a Friendly, moving Force enters an Enemy-occupied hex in which the Enemy Force totals 10 SSP's or less and is not inside a Major City/Port or Walled City. If the Friendly, moving Force has a Combat Ratio superiority of 7-to-1 or greater, the defending, smaller Force is considered to be eliminated (Overrun) automatically (including any Commanders), without resorting to any Combat Results Table.

[5.72] Non-Phasing, Enemy Forces which are in danger of being **Overrun**, as per 5.71, may **not** Retreat Before Combat, regardless of whether they have a Commander present or not. However, if that Enemy Force is in the **same** hex as—but not within—a Major City/Port, it may avoid Overrun by moving **into** that City or Port (being watchful for the stacking restrictions for such (see Case 7.13).

[5.73] Moving Forces expend **three** Movement Points (in addition to terrain costs) to Overrun Enemy units.

[5.74] Fleets may not conduct Overruns of other Fleets.

#### [5.8] MACEDONIAN FORCED MARCH

Units under the direct command of Alexander the Great (i.e., the unit) may Force March. Only **Land** Forces may Force March, and such units may Force March only if they **begin** the Campaign Phase stacked with Alexander. The Macedonian Player simply states that he is desirous of Force Marching, announces the number of Movement Points (from one to five) that he wishes to add to his allowance of 30 and then moves his Force accordingly. After the Force has ceased movement (whether it has used the allotted additional MP's or not)—and before it engages in any possible combat—the Macedonian Player rolls a die and checks the Forced March Table (below), cross-referencing the die roll with the number of additional MP's chosen. The result is the number of combat SSP's removed from Force.

Forced March Attrition Table  
Additional MP's Taken

Die Roll	1	2	3	4	5
1	0	0	0	0	0
2	0	0	0	0	1
3	0	0	0	1	1
4	0	0	1	1	2
5	0	1	1	1	3
6	1	1	1	2	3

Losses are taken in infantry/missile units only; never in cavalry.

#### [5.9] NAVAL BASES

[5.91] There are **eight** Ports in the game designated as Naval Bases (see Terrain Examples). They are **Pelusium, Tyre, Salamis, Side, Halicarnassus, Ephesus, Mytilene** and **Byzantium**. Only these cities are considered Naval Bases.

[5.92] A Fleet may never sail more than 15 MP's from a Friendly Naval Base. I.e., **no** hex that it enters may be more than 15 MP's from a Friendly, controlled Naval Base.

[5.93] The Base must be Friendly at the exact moment Movement is begun; it may not be captured **during** Movement and then considered Friendly (retroactively, as it were).

[5.94] If a Fleet moves from a Naval Base that is later captured by the Enemy, thus placing that Fleet outside of the 15 MP radius, that Fleet is immediately **disbanded** (see Case 12.2).

## [6.0] INTERCEPTION

### GENERAL RULE:

Each non-phasing Force or Fleet (Commander-led) has a **Zone of Interception**. A non-Phasing Force or Fleet's Zone of Interception enables it to block movement by Enemy Forces or Fleets by attacking the moving Enemy Force or Fleet. Depending on how far away the moving Force or Fleet is, a non-Phasing Force or Fleet may have increasing opportunities to attack Phasing Forces or Fleets in the Phasing Player's Campaign Phase. Each time a Phasing Force or Fleet enters an Enemy ZOI, it runs the risk of being intercepted and attacked. Interception is always voluntary; Fleets may not intercept Forces, and vice-versa.

### CASES:

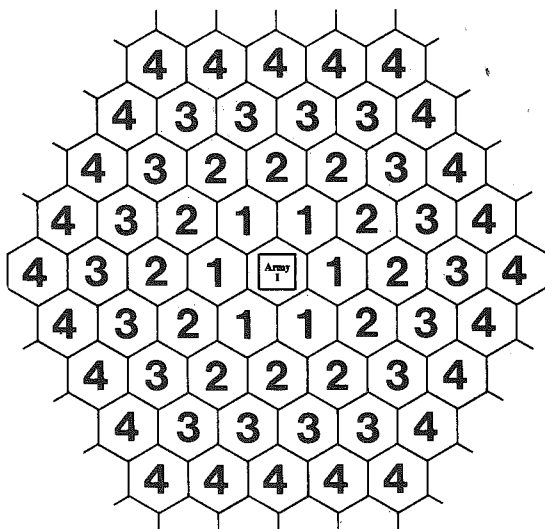
#### [6.1] DEFINITIONS OF A LAND ZOI

[6.11] Each non-Phasing, Commander-led Force has a Zone of Interception. A Force's ZOI extends outwards, in a radius, to a length of **four** hexes. Thus any hex that is 4 or less hexes from a non-Phasing Force is in that Force's ZOI (Exception: see Case 6.12).

[6.12] Land ZOIs do **not** extend through impassable Mountain hexsides, all-Lake hexsides, or all-Sea hexsides. They do extend across Rivers. They do not extend into the Cilician Gates.

[6.13] Units without a Commander have no ZOI. Disrupted units have no ZOI. Units **inside** a city have no ZOI.

[6.14] Hexes adjacent to the Force exerting the ZOI are called Zone-1 hexes. Hexes two hexes away are Zone-2 hexes; three away, Zone-3; and four hexes distant, Zone-4.



[6.15] The different zones exert varying influence on any Phasing Enemy Force attempting to pass through them (see Case 6.2).

#### [6.2] EFFECT OF LAND ZONES ON INTERCEPTION

[6.21] Whenever a Phasing Force enters a non-Phasing Force's ZOI, it may be intercepted. Its chances of being intercepted depend on the Zone (1, 2, 3, or 4) it enters. The farther away the moving Force is from the potential intercepting Force, the less its chances of being intercepted.

[6.22] Whenever a moving Force enters a Land ZOI, the non-Phasing Player may try to intercept. He does not have to intercept; he may do so **at his option**. If he decides to try to intercept, he checks to see which zone the moving Enemy Force is in and rolls a die, consulting the Interception Table (6.3).

[6.23] If the non-Phasing Player successfully intercepts the moving Force, he **must** immediately move his entire intercepting Force to the hex of Interception and attack the Enemy Force.

[6.24] **Example:** Force A is in hex 3315. Force B begins the turn in 2912 and moves toward Tarsus. It enters 2913, which is a Zone-4 of influence for the non-Phasing Force A. The Player who controls Force A rolls a die for Interception; it is a '3' and there is no interception (a '1' is needed). Force B now moves along the RPH to 3014, a Zone-3 of influence. Player for Force A rolls again (although he does not have to roll, Interception being voluntary). This time he rolls a '2', and Interception is achieved. Now he **must** attack Force B. He does so by moving his Force(A) to 3014 and attacking Force B (see Case 6.4).

#### [6.3] THE LAND INTERCEPTION TABLE

##### Zone Die Roll Needed to Intercept

4	1
3	1, 2, 3
2	1, 2, 3, 4
1	Automatic Interception (if desired)

#### [6.4] THE MECHANICS OF INTERCEPTION

[6.41] When a non-Phasing Force successfully intercepts an Enemy Force it is moved immediately to the hex of Interception. There is no movement cost to the intercepting Force for this maneuver; nor does it have to pay 3 MP's to engage in Combat.

[6.42] Interception is voluntary; however, once interception is tried and successfully attained the resultant Combat is mandatory. A successful intercepting Force **must** attack the Force intercepted.

[6.43] Combat resulting from Interception follows all the standard rules of Combat (Major Battles, Skirmishes, Overrun, etc.) However, a unit intercepted and attacked may **not** Retreat **Before** Combat; it must accept Combat.

#### [6.5] RESTRICTIONS ON INTERCEPTION

[6.51] Forces must have a Commander to intercept; moreover, the intercepting Force **must** be in excess of 10 SSP. Forces of 10 SSP or less may not intercept.

[6.52] Phasing Forces may not intercept, nor may Disrupted Forces (see Case 10.14).

[6.53] If a Phasing Force is moving **towards** an Enemy Force with the intention of moving into the hex occupied by (and thus attacking) that non-Phasing Force, such non-Phasing Force may **not** intercept that Phasing Force. The Phasing Player must announce his intention to attack. Thus, a Force about to be attacked may not use Interception to "turn the tables" on his attacker.

[6.54] If a Phasing Force **begins** its Campaign Phase in an Enemy (non-Phasing) Force's Zone of Interception, the Phasing Force may **not** be intercepted if it either does not move or its movement takes it into a Zone of lesser influence. If the Phasing Force chooses to move and it enters a Zone of Interception higher or the same as the Zone it just left, then Interception may occur. **Example:** Force A is in Zone-2 of Force B at the beginning of a Campaign Phase. Force A may move to Zone-3 and then directly to Zone-4 and then out of the ZOI of the non-Phasing unit without being intercepted. However, if Force A were to move first to either a Zone-1 hex or another Zone-2 hex, Interception would be possible.

[6.55] No more than **one** Force may intercept a Phasing Force in a given hex. The non-Phasing Player must choose his Intercepting Force before rolling for Interception.

[6.56] One non-Phasing Force may not come to the aid (by means of Interception) of another Friendly non-Phasing Force being attacked, even if the attacking Force enters the first Friendly Force's ZOI. Thus, Interception may not be used to aid in defense of other units.

[6.57] Forces may not be intercepted in a Marsh hex.

[6.58] A non-Phasing Force may use Interception only **once** in a Campaign Phase.

[6.59] Commanders moving alone (without Combat units) may not be intercepted. The Siege Train (alone) may be intercepted.

#### [6.6] NAVAL INTERCEPTION

The principle of Naval Interception (one Fleet intercepting another) is the same as that on Land, with some minor changes.

[6.61] Naval ZOIs do not extend across all-Land hexsides. Naval ZOIs have no effect on Land units. Naval ZOIs **do** extend into all-Sea hexes through all-Sea hexsides. Fleets conducting Interception in an all-Sea hex do **not** roll for Attrition and are an exception to Case 5.24.

[6.62] The radius of a Naval Zone of Interception is **two** hexes (not four, as on Land). Thus only the first two zones (One and Two) apply to Naval Squadrons/Fleets (see Case 6.14).

[6.63] The chances for Interception are somewhat different for Fleets than for Forces (see Case 6.7, Naval Interception Table).

#### [6.7] THE NAVAL INTERCEPTION TABLE

##### Zone Die Roll Needed to Intercept

2	1, 2, 3
1	1, 2, 3, 4, 5

## [7.0] STACKING

### GENERAL RULE:

An unlimited number of Commander and Combat units may occupy a single hex at any one time (Exception: see Case 5.55, Cilician Gates).

### CASES:

#### [7.1] THE STRATEGIC STACKING POINT SYSTEM

[7.11] The Strategic Strength Points of a given Land unit (see Case 3.2, Unit Examples) also represent that unit's "stacking" level. Thus a unit with 4 SSP's has a Stacking Level of **four**.

[7.12] In general, Players may have as many units, or SSP's, in a given hex as they wish.

[7.13] Players may place a maximum of 5 SSP's of Land Combat units **inside** a given Major City or Port (**not** Walled City). There may be additional Friendly units **outside** that City/Port within the same hex, but only 5 SSP's may be inside the City/Port (see Case 13.12 for designating units inside Cities). There is no restriction on the number of Naval Squadrons/Fleets that may be in a Port hex.

[7.14] There is **no** restriction on the number of Land units (or Fleets) that may be in a Walled City hex (and thus inside the City).

#### [7.2] EFFECT OF STACKING ON MOVEMENT

There is no additional Movement Point Cost to stack or unstack with Friendly or Enemy units. All units controlled by a single Player are considered

Friendly to that Player. There is a 3 Movement Point Cost to enter a hex occupied by Enemy units not in a City or Port.

### [7.3] EFFECTS OF STACKING ON COMBAT

[7.31] All Friendly Land units in the same hex are considered to be one Force and must attack or defend together, unless some defending units are inside a City and some are outside a City (see Case 7.13).

[7.32] All Friendly Naval Squadrons in the same hex are considered to be in the same Fleet and attack or defend as one (Exception: see Case 12.43).

[7.33] All Friendly units of the same side which are stacked in the same hex participate in Combat as a group; i.e., no unit in that Force may avoid Combat unless the **entire** Force retreats. A Player may not retreat with some units and leave others to fight; the Force fights or retreats together.

[7.34] If a Friendly moving Force enters a Major City/Port hex that contains Enemy Land units that are both inside **and** outside the City/Port, it must first attack the units outside the City before attempting to attack the City and the units therein. However, the Defending Player may, at any time during the Combat, enter all, some, or none of the units that are inside the City into the Combat "outside" the City. The reverse, however, is not true. A Defending Player, if he wishes to retreat units outside the City into the City must retreat his **entire** Force. While only five SSP's may go into the city, the rest of his Force (if any) must retreat, even if it is to a different hex. The Defending Player may not Retreat with some of his Force; he must retreat with all of his Force.

### [7.4] THE ARMY FORCE BOX

[7.41] All of the Combat units—excluding Fleets—under the command of a given Commander may be placed on the game-map in an Army Force Box and replaced with a counter designating that Army (e.g., Army #1, etc.).

[7.42] There is no limit to the number of Combat units that may be placed in a given Army Force Box; Commanders may control any number of units.

[7.43] Opposing Players may **not** check the composition of Combat units in a given Army Force Box until the moment of Combat. The Defending Player, in that case, always reveals his stack first. (This pertains mostly to Tactical Battle).

[7.44] Combat units placed on the game-map **without** a Commander may be inspected by opposing players.

[7.45] Combat units may be shifted from one Army Force Box to another as they are given into the control of a different Commander. There is no cost for this process (see Case 5.23).

[7.46] Players are limited to the number of Armies (i.e., Forces in the Army Force Boxes) as there are Boxes available. Thus, the Macedonian Player may never have more than 2 Armies, although he may have more than 2 Forces.



[7.47] When Darius III enters the game, and while he is in the game, he must maintain a minimum Force with him at **all** times. This Force may never contain less than 20 SSP; if it is reduced below that level by Combat it must proceed in the quickest way possible to remedy that situation. In addition, the Persian **Guards** units (both infantry and cavalry) must always be under the command of Darius. They can never be commanded by any other Persian Commander, unless Darius is dead.

## [8.0] COMMANDERS

### GENERAL RULE:

**Commanders** are actual historical generals, satraps, kings, etc., that led various portions of the armies involved in the game. Commanders affect both the strategic and tactical portions of the game. In the strategic portion of the game, Commanders are the means by which Combat units may move and fight; no Combat unit may move independent of a Commander. Tactical usage of Commanders is covered in the Tactical Battle Rules.

### CASES:

#### [8.1] DESCRIPTION OF COMMANDER UNITS

All Commanders have three numbers on their counters (see Case 3.2, Sample Units). The only number that has any importance in the Strategic portion of the game is the Commander's Strategic Rating. The other numbers are discussed in the Tactical Battle Rules. The Strategic Rating is generally the relative competence of that particular Commander.

#### [8.2] COMMAND MECHANICS

Commanders may attach and transport Combat units—Fleets or Forces—in order to move them and have Combat (see Section 5.0, Movement). For Combat purposes, only one Commander is considered to be in command of the units in his Force, although there may be additional Commanders present in the Force. The Player must nominate his Commanders for Strategic Combat Results Table battle prior to actual Combat (see Section 9.0). However, if either Darius or Alexander is present in any Force, they are automatically assumed to be in Command.

#### [8.3] RESTRICTIONS ON USAGE OF COMMANDERS

Certain Commanders are restricted as to what functions they may perform. Generally, a given Commander (e.g., Alexander, Memnon, et al.) may perform any function that a Commander may perform in the game; i.e., Command Forces and/or Fleets, move troops of any Friendly nationality, etc. However, there are certain Commanders who may not perform all functions. The restricted Commanders are listed here together with their capabilities.

**Pythagorus:** may command only Cypriot Fleets (see Case 12.43).

**Azemilk:** may command only Tyrian Fleets (see Case 12.43).

**Hegelochus:** may command only Macedonian Fleets (**Hegelochus**, **Alexander**, and **Parmenion** are the only Macedonian Commanders who may command Fleets).

**Philotas:** tactically, may command only cavalry (see Tactical Battle).

**Calas:** tactically, may command only cavalry (see Tactical Battle).

**Philip [son of Menelaus]:** tactically, may command only cavalry (see Tactical Battle).

All other Commanders are free to do as they wish (see Case 8.83). **Note:** Players should refer to Case 12.4 for Persian Command Restrictions on Naval Movement.

#### [8.4] EFFECT OF COMMANDERS ON COMBAT

Aside from enabling Combat units to move and engage in Combat, Commanders play an actual role in the outcome of battles. If Players are using the Tactical Battle Display they should check those rules for the effect of Commanders on Tactical Combat. If Players are bypassing the Tactical Battle Display and using Strategic Combat Results Tables the effect of Commanders is discussed under Combat (see Case 9.7). In essence, the side with the

higher rated Commander adds one to his Combat ratio when determining Combat results.

### [8.5] ELIMINATION OF COMMANDERS

**Note:** The rules in this Case pertain **only** to usage of the Strategic Combat Results Tables. If Players are using the Tactical Battle Display, these rules are ignored, as there are different rules concerning the elimination of Commanders in that section.

[8.51] When using the Strategic Combat Results Tables, Commanders may be eliminated when certain results are rolled on the dice.

[8.52] If a Friendly Player rolls a result on his Combat Result Table which indicates a **possibility** that the opposing Player's Commander has been killed, the Friendly Player rolls another die. If that die roll results in a 1, 2, or 3, the opposing Player then consults the Strategic Rating of his Commander and rolls a die. If the result of this roll is **greater** than the Strategic Rating of the Commander affected, that Commander is eliminated. **Example:** The Persian Player is rolling on his Strategic Combat Results Table at a 2-1 Combat ratio. He rolls a 9 which indicates that there is a **possibility** for eliminating a Macedonian Commander—in this case, Alexander. The Persian rolls a die and gets a 2, signifying that the possibility for eliminating Alexander still exists. The Macedonian Player now consults Alexander's Strategic Rating (5) and rolls a die. The result—in this case a 4—leaves Alexander unharmed. Had the Macedonian Commander been Parmenion (whose Strategic Rating is 3), Parmenion would have been eliminated.

[8.53] If a Commander has been killed, any other Commander who is **present** takes his place. If no Commanders are present, and the Force is the Attacker, then that Force flees (see Case 10.3).

[8.54] If a Commander unit (or units) is alone in a hex and is attacked by an Enemy Force, the Commander unit may retreat (see Case 10.1). If the Commander unit cannot retreat, it is eliminated (killed or captured).

[8.55] Commanders are never affected by Attrition.

#### [8.6] DARIUS III KING OF KINGS

The Persian Commanders often felt that the world—and the Persian Army—would be a better place without their king, Darius III, whose negative influence on the entire campaign was overwhelming. Darius had a nasty habit of fleeing from the battlefield (taking most of his army with him) at the most inopportune times. As a result of this unfortunate habit, the Persian Commanders tried to get rid of him in many, various ways. (This seems to be a Persian pastime: Darius, himself, with the aid of his trusty eunuch, Bagoas, danced his way to the throne over the poisoned corpses and slit throats of half his family.) The Persian Commanders finally succeeded after Darius bolted again at Gaugamela. The Persian Player may do better if he so wishes.

[8.61] Darius is automatically considered the Commander of any units with which he is stacked (see Case 7.47). In any battle that he is in command (**except** those on the Tactical Battle Board), after any individual Combat exchange in which the Persians suffer **greater** losses than the Macedonians, the Persian Player throws a die. If the result is a 6, the Persian Army flees (see Case 10.3), regardless of the outcome of the battle at that point. The die is thrown after each individual exchange in which the above qualifications are met.

[8.62] After any Persian Major Land Battle **loss** (see Case 9.45), the Persian Player may attempt to assassinate Darius, if Darius was Commanding in that battle. After the **first** such loss, the Persian Player throws a die; if the die is a 1, Darius is assassinated. With each succeeding loss, the Persian Player adds **one** to the number needed for



Assassination. Thus after a third loss, Darius can be eliminated with a 1, 2, or 3.

[8.63] If Darius is assassinated, the Macedonians receive no Victory Points for his death. However, the Game-Turn immediately succeeding such an Assassination, the Persian Player may not move any of his units except to retreat, as the Kingdom is considered to be in chaos.

[8.64] These rules reflect the historical setting at the time of Alexander. Players, however, may ignore the Darius rules if they wish to make the game more balanced, as the rules do help the Macedonians.



## [8.7] THE DEATH OF MEMNON

The best of the Persian Commanders was the Rhodian, Memnon, who was in charge of the Greek Mercenaries. Memnon was a capable Commander with a good grasp of the strategic situation; furthermore, he knew Alexander and knew what had to be done to stop him. Unfortunately he was easily overruled by the native Persian Commanders, who had all the insight of an avocado, and he died of natural causes at a particularly inopportune moment (right after retaking Chios and in the midst of besieging Mytilene). Thus the historical game has the Persian Player remove Memnon from play at the beginning of the Jun-Jul 333BC turn, replacing him with Amyntas (the Persian). Players may ignore this rule if they feel it unbalances the game.

## [8.8] COMMAND REPLACEMENTS

[8.81] The Macedonians may lose the services of some of their original Commanders (see Set-Up) because of Combat deaths or Satrapal appointments (see Case 15.4). If such is the case, for each such loss the Macedonian may replace the lost Commander with a Commander from his Replacement pool. The replacement Commander appears in the Friendly Campaign Phase following the loss of the original Commander. He may be placed with any Force on the game-map (see also Appointment of Satraps, Case 15.44).

[8.82] The Macedonian Commander Replacement Pool is limited to those Commanders in the pool; once those are gone there are no more replacements.

[8.83] The following Commanders are in the Macedonian Command Replacement Pool: **Craterus, Perdicas, Coenus, Amyntas, Meleager, Phillip A.** (son of Amyntas), **Cleitus the Black, Attalus, Sitalces, Clearchus, Agathos** (Cavalry only), **Aristo** (cavalry only), and **Amyntas L.** (the Lyncestian; cavalry only).

[8.84] The Persian Commander **Amyntas** (not to be confused with the Macedonian Amyntas) is used as a replacement for Memnon when he dies (see Case 8.6). Other than that, there are no Persian Commander replacements.

## [9.0] LAND COMBAT

### GENERAL RULE:

There are two distinct forms of land Combat in **The Conquerors**: Strategic Combat and Tactical Battle Combat. Any Combat that does not take place on the Tactical Battle Display is considered Strategic Combat. The rules in this Section deal only with Strategic Combat.

There is no distinct Combat Phase in **The Conquerors** aside from the Siege Phase (see Section 14.0). Combat occurs between opposing Forces which occupy the same hex at any time during the Campaign Phase at the Phasing Player's option

(Exception: see Section 6.0). Combat resolution usually requires an expenditure of Movement Points which are deducted from the Movement Allowance of the Commander of the Phasing Player. The units of the Phasing Player are considered the Attackers. The non-Phasing Player's units are the Defenders (except in the event of Interception, in which case the reverse is true).

### PROCEDURE:

Each Player totals the Strategic Strength Points (SSP's) of all his units involved in a specific Strategic Combat. Each Player then compares his total with that of the opposing Player to obtain a Combat Ratio (e.g., 134 to 73 is 3 to 2; 73 to 134 is 1 to 2). Combat Ratios are rounded off in favor of the opposing Player. In **The Conquerors**, each Player uses a Strategic Combat Results Table (CRT) in a given Combat—not just the Attacker. Thus, each Player uses his particular Combat Ratio on his own CRT. Each Player rolls two dice and cross-references the result with the proper Combat Ratio. Losses, if any, are taken immediately, and the Combat Ratios are adjusted to reflect any change as a result of loss; the dice are thrown again by both Players and the process is repeated until a definitive result (usually a result of Morale breaking and Flight) is attained.

### CASES:

#### [9.1] THE COMBAT UNITS

[9.11] Each Combat unit has several numbers on it (see Case 3.2, Sample Units). In determining Combat via the Strategic CRT's, the only number on the counter that has any effect is the Strategic Strength Point (SSP). The tactical strengths and unit type have no bearing on the outcome of a Major Land Battle or Skirmish using the Strategic CRT's. (Note: There are restrictions on cavalry units in terms of attacking Cities, Sieges, etc.)

[9.12] The number of SSP's that a particular unit has is also equivalent to the number of "steps" in that unit. Thus, a Macedonian phalanx unit with 5 SSP's has 5 "steps" in it. Each step has its own counter, some of which are on the reverse sides of the same counter. Thus, there are five separate counters for Coenus' Phalanx, one each for the SSP levels of 5, 4, 3, 2, and 1. A unit with an SSP level of 5 that loses one step is replaced with the same unit counter with an SSP of 4. Units with an SSP of 1 that take a loss are eliminated.

[9.13] The maximum SSP level for each unit is listed here. These are the levels at which the units start or enter the game.

**Macedonian:** Phalanx=5; Hypaspists=4; Hoplites=3; Peltasts=2; Archers=2 or 1; Javelinists=2; All Cavalry=1.

**Persians:** Hoplites=3; Peltasts=2; Barbarian Infantry=2; Heavy Cavalry=2 or 1; Medium and Light Cavalry=2; Horse Archers=1; Chariots=2; Elephants=4; Archers=1; Garrisons=2.

#### [9.2] HOW COMBAT IS EXECUTED

[9.21] During a Campaign Phase, the Phasing Player's Commanders and Forces attached to those Commanders are moved individually. All Combat units under a Commander for Movement purposes are under that Commander for Combat purposes as well. A Combat unit may be under the command of only one Commander during a given Campaign Phase.

[9.22] When a Force (Commander + Land Combat units) enters an Enemy-occupied hex, it must pay a cost of 3 Movement Points, unless the Enemy Force retreats from that hex. The Phasing Force may not enter that hex unless it has the 3 Points, in addition to terrain costs, to expend—even if the Enemy Force were to retreat. If thus costs 3 additional Movement Points to engage in Combat, the Points

being deducted from the Movement Allowance of that Force's Commander.

[9.23] Combat may never take place in a Marsh hex. A moving Force may never enter an Enemy-held Marsh hex (see Case 17.13 for effects of Attrition on Marsh hexes).

[9.24] If Enemy units are occupying a hex but they are all inside a Major City/Port, Phasing Forces may enter and leave that hex without paying any cost above that of the terrain. However, if the Phasing Force wishes to attack that City (i.e., attack into the City), they must pay a 5 Movement Point Cost.

[9.25] A Commander (and his Force) is not required to cease Movement after engaging in Combat unless that Force has Fled or Retreated During Combat. Otherwise, the Force may always continue to move and/or have Combat within the limits of its Commander's Movement Allowance.

[9.26] A Combat unit may participate in more than one Combat in a Campaign Phase (Exception: see Case 9.25). However, a given Phasing Combat unit may not participate in Combat under the command of more than one Commander.

[9.27] Phasing Forces entering an Enemy-occupied hex (except for Enemy Forces inside Cities, etc.) must engage in Combat if that Enemy Force chooses to remain in that hex. Opposing Forces may never voluntarily occupy the same hex without having Combat unless one of the Forces is inside a City/Port.

#### [9.3] SKIRMISHES

Whenever any Force in a given Combat is 10SSP or less, that Combat is considered a Skirmish, unless the Enemy Force is inside a City (see Case 13.2 for attacks on Cities). Skirmish Combat is, for all intents and purposes, the same as a Major Land Battle with one exception: the winner of a Skirmish receives no Victory Points for the victory. Skirmishes are always resolved using the Strategic CRT's.

#### [9.4] MAJOR LAND BATTLES

Whenever a Phasing Force of more than 10 SSP enters a hex occupied by an Enemy Force in excess of 10 SSP's, a Major Land Battle occurs.

[9.41] Major Land Battles may be fought in either of two ways: using the Tactical Battle Display (see Tactical Battle Rules); or by using the Strategic CRT's. The latter is recommended if the Players wish to have a quick, strategy-oriented game where they have little direct control over the outcome of the battle.

[9.42] In the event of Strategic Combat, both Players total the number of SSP's in their respective Forces. Each Player then compares his total to that of the opposing Player and obtains a Combat Ratio (see Procedure). Both Players then roll two dice apiece, cross-referencing the result with the respective Combat Ratio column on their individual CRT's.

[9.43] Each Player has his own Strategic CRT which he uses for resolving all Combat other than Sieges and Attacks on Major Cities/Ports (if he does not use the Tactical Battle Display). The Macedonian Player refers to the Macedonian Strategic CRT and the Persian Player refers to the Persian Strategic CRT. The respective CRT's give the results in SSP's (or steps) lost by the opposing side in that particular exchange. Thus, if the Persian Player has a 2-1 Combat Ratio and rolls a 9, the Macedonian Player would remove 1 SSP from his total.

[9.44] Combat using the Strategic CRT is a series of "Combat exchanges." Both Players are considered to be rolling the dice simultaneously, and both

Players extract losses at the same time. At the end of each exchange, the Players decide whether or not they wish to remain in battle (see Section 10.0, Retreats) and, if they both do remain, they then **recalculate** the Combat Ratios (they may have changed as a result of the previous exchange) and roll for another exchange. The Players repeat this process until one side either Retreats During Combat or Flees. **Note:** Just because one side has a 1-1 Combat Ratio, it does not mean that the reverse is true; 55-54 would be 1-1, but 54-55 would be 1-2.

[9.45] The following is a recapitulation of the Strategic Combat Play Sequence:

- A. Players each determine their respective Combat Ratios **vis a vis** the other Player; then
- B. Each Player refers to his own Strategic CRT and rolls two dice; then
- C. Each Player subtracts any losses; then
- D. The Players decide, Defender first, if they wish to remain in the hex or Retreat During Combat. If both remain, play reverts to Step A.

Remember to recalculate the Combat Ratio before each exchange.

[9.46] As the individual tactical counters do not really matter in Strategic Combat, Players should simply keep track of SSP levels on a piece of paper. They will find that easier than shuffling counters and subtracting losses that way.

[9.47] The side that either Flees **after** or Retreats **during** a Major Land Battle is considered the loser of the battle (see Cases 10.2 and 10.3). The other side is, generally, the winner (see Case 9.65).

#### [9.5] EXPLANATION OF COMBAT RESULTS

Combat results on the Strategic CRT's are given in "step" losses (see Case 9.12). Thus, a result of 2 means that the side affected would remove 2 SSP's from its total Force SSP by reducing one unit by two steps or two units by one step each.

#### [9.6] MORALE

[9.61] Each side has a Morale Level. The Morale Level is expressed as a percentage of the total SSP's that a particular Force had at the **start** of Combat in a given Campaign Phase. Morale is used in determining the victor in a given Combat.

[9.62] **The Macedonian Morale Level is 50%** of a given Force's total SSP. Thus, a Macedonian Force of 120 SSP's (at the beginning of a Combat) would have a Morale Level of 60 SSP's.

[9.63] **The Persian Morale Level is 35%** of its Force's total SSP. Thus, a Persian Force with 100 SSP's would have a Morale Level of 35 SSP's.

[9.64] When a given Force's losses exceed its Morale Level, the Force Flees (see Case 10.3). Using the example of Case 9.63, if the Persian Force of 100 (Morale Level=35) lost 36 SSP's in a given battle, it would Flee immediately upon losing its 36th SSP.

[9.65] If both sides exceed their Morale Levels in the same exchange, the side that took the greater number of losses (total) Flees. However, in such a case, **neither** side is considered the victor in the battle—it is a draw.

[9.66] The side that does **not** Flee—or Retreat During Battle—is the winner of the battle. The winner of a Major Land Battle receives Victory Points (see Section 20.0).

#### [9.7] EFFECT OF COMMANDERS ON STRATEGIC COMBAT

[9.71] Each side designates a specific Commander (if one is present: the Defending units do not have to have a Commander) as the Commander for a given battle (see Case 8.2). The two opposing Commanders compare their Strategic Ratings; the Commander with the higher Strategic Rating adjusts his Combat Ratio column one to the right for each exchange. Thus, if Alexander faced Memnon,

Alexander would be the higher Commander. If his Force had a 1-2 Combat Ratio, he would roll on the 1-1 column instead.

[9.72] If the Commanders of both sides are equal, there is no adjustment to the Strategic CRT's.

[9.73] Commanders may be eliminated in Strategic Battle (see Case 8.5).

[9.74] For effects of Commanders on the Tactical Battle Display, see the Tactical Rules.

#### [9.8] STRATEGIC LAND CRT'S

[9.81] **MACEDONIAN STRATEGIC LAND CRT** (see separate sheet)

[9.82] **PERSIAN STRATEGIC LAND CRT** (see separate sheet)

## [10.0] RETREATS

### GENERAL RULE:

Retreat is the process by which a Land Force avoids Combat, either voluntarily or involuntarily. There are three forms of Retreat: **Retreat Before Combat**, **Retreat During Combat**, and **Flight**. The latter is involuntary and is triggered by breaching the affected Force's Morale Level, while the two former types of Retreat are dependent on the whim of the Player. **Note:** Retreats by Fleets are covered in Section 11.0.

### CASES:

#### [10.1] RETREAT BEFORE COMBAT

[10.11] Whenever a Phasing Enemy Force enters a hex occupied by a Friendly Force, that Friendly Force may choose to Retreat rather than accept Combat.

[10.12] Forces may Retreat Before Combat only if there is a Friendly Commander present in the hex. If there is more than one Commander in the Force, the Force may split when it Retreats Before Combat.

[10.13] Forces may Retreat up to **30 Movement Points** in a single Enemy Campaign Phase. A unit may Retreat Before Combat more than once in a single Enemy Campaign Phase so long as it does not exceed the 30 Movement Point total during that Phase. Thus, a Force may retreat 10 Movement Points when threatened by one Enemy Force and still retreat an additional 20 Movement Points if threatened by another—or the same—Enemy Force later in that Phase.

[10.14] A Force that uses up **more than 5 Movement Points** in a single Campaign Phase in Retreats (either Before or During Combat) becomes **Disrupted**. Disrupted Forces may not move in the following Friendly Player-Turn, although they may engage in further Retreats in the ensuing Enemy Player-Turn (and thus risk further Disruption). Inability to move is the only result of Disruption.

[10.15] A Force may Retreat into any hex into which it could normally move. A Force may Retreat into a Major City/Port (observing stacking limitations, see Case 7.23) or a Walled City, if it controls such city **prior** to its entry.

[10.16] Retreats must be conducted towards a Force's basic source of supply. For the Persians, that source is Babylon; for the Macedonians that source must be Thrace.

[10.17] Forces may retreat through Enemy-controlled Satrapies (Exception to Case 5.23). However, for each Enemy-controlled Satrapy that a Retreating Force **enters** it loses 2 SSPs. Remember the restrictions and guidelines of Case 10.16.

[10.18] Intercepted Forces may **not** Retreat Before Combat.

## [10.2] RETREAT DURING COMBAT

[10.21] Once battle is joined (i.e., once the non-Phasing Player has accepted Combat by remaining in the hex and causing the Phasing Player to spend 3 Movement Points) Players may **not** Retreat Before Combat. However, they may Retreat **During** Combat.

[10.22] Players may not determine the size of an opposing Force until Combat is joined, unless that opposing Force has no Commander. Once Combat is joined (see Case 10.21), both Players reveal their Forces. At this point the non-Phasing Player, and **only** the non-Phasing Player, may decide to Retreat **During** Combat. In addition, **after** each Combat exchange the non-Phasing Player has the choice to Retreat During Combat. If he chooses to stay, the **Phasing** Player may **then** exercise that option. If neither Retreats, Combat continues through another exchange.

[10.23] If a Player chooses to Retreat During Combat, he Retreats under the same guidelines as in Retreat Before Combat, especially Cases 10.12 through 10.17. However, in addition to those Cases if a Player chooses to Retreat **During** Combat he must roll one die after completing his Retreat. The number thrown is the number of SSP's he must remove. These are in addition to any SSP's lost through Case 10.17.

[10.24] Movement Points used in Retreat Before Combat **do** count against Movement Points to be used in Retreat During Combat, and vice-versa.

[10.25] If a unit Retreats **During** Combat (**not Before**) the opposing side is declared the victor, if the Combat is a Major Land Battle.

#### [10.3] FLIGHT

[10.31] When a Force exceeds its Morale Level (see Case 9.6) it Flees. Flight is **involuntary** Retreat. In Fleeing a Force **must** move 30 Movement Points, regardless of the number of Movement Points it has used in other Retreats. The Fleeing Force may not split. In Fleeing, Forces follow the guidelines of Case 10.2. After Flight, a Force is **Disrupted**.

[10.32] In addition, a Fleeing Force suffers **Pursuit**. The non-Fleeing Force Player (the victor) rolls one die; he multiplies the total by 2 and the result is the number of SSP's the **Fleeing** Force **loses** due to pursuit.

[10.33] If a Force Flees, the non-Fleeing Force is declared the winner if it is a Major Land Battle (see Case 9.65).

[10.34] If a Force that is required to Flee cannot, for any reason, move a total of **30** Movement Points without leaving the game-map, that Force is completely eliminated. A Fleeing Force may never enter the same hex twice in Flight, and it must follow the guidelines of Case 10.16.

## [11.0] NAVAL COMBAT

### COMMENTARY:

Naval Combat is somewhat different from Land Combat in that there is only **one** CRT, only **one** die is thrown, and there is only **one** die roll for Combat resolution—as is prevalent in most standard wargames. Historically, there were no major Naval engagements between Alexander's fleet and the Persians; they did have some combat at the Siege of Tyre, but nothing in the way of a pitched sea battle. The Naval Combat system in **The Macedonians** is therefore gleaned from other previous engagements of the 4th Century B.C., as well as later exploits of the Diadochi.

### GENERAL RULE:

In Naval Combat, the Attacking Fleet/Player totals his Naval Strength Points and compares them to the

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total strength of the defending Fleet. All Fleets in the hex must engage in Combat, with certain exceptions pertaining to Siege. The Attacker then determines the Combat Ratio, in terms of simple odds (2-1, 1-3, etc.), always rounding off in favor of the Defender. He then rolls one die and consults the Naval CRT, following that Table's instructions for losses.

#### CASES:

##### [11.1] HOW TO UNDERTAKE NAVAL COMBAT

[11.11] Naval Combat—i.e., Combat between opposing Fleets—occurs when a Phasing Fleet enters an Enemy Fleet-occupied Coastal or all-Sea hex. Combat in this instance is mandatory.

[11.12] It costs 3 Movement Points for a Phasing Fleet to enter an Enemy Fleet-occupied hex; the Phasing Fleet must have the necessary Movement Points remaining in its Allowance, as per Case 9.22, in order to enter such hex. Remember, Fleets, like Forces, must be under the aegis of a Commander to move and attack but not to defend.

[11.13] Fleets may Retreat **Before** Combat (only) as much as Land units. They can expend up to 30 Movement Points to do so, and if they expend more than 5 MP's they become Disrupted (unable to move the following Campaign Phase). However, when Retreating, Fleets must Retreat into a Friendly Port; in addition, they may not Retreat more than 15 Movement Points from a Friendly Naval Base (see Case 5.92). If neither of the above can be done, the Fleet may not Retreat.

[11.14] To engage in Combat, the Attacking Player totals the Strength Points of his Fleet and compares that total to the total strength of all Enemy Squadrons in that hex. The totals are compared and a Combat Ratio is determined: 2-1, 4-1, 1-3, etc. The **Attacker** then refers to the Naval Combat Results Table (11.5), rolls a die and determines the losses.

[11.15] A given Phasing Fleet may attack a given non-Phasing Fleet only once in a Campaign Phase. A Phasing Fleet may make more than one attack in a Campaign Phase, but it must attack different Fleets each time. A non-Phasing Fleet may be attacked more than once in a given Campaign Phase (remember Interception!). However, a Phasing/Attacking Fleet may **not** continue to move, as above, if—as a result of the Combat—it suffers greater losses than the non-Phasing Fleet. In such a case, the Phasing Fleet must return to the nearest Friendly Port, as in Case 11.17(B).

[11.16] Unlike Land Combat, there are no Morale Level, Flight, or Retreats **during** Naval Combat (there is Retreat **Before** Combat). Fleets may not Retreat during or after Combat. However, if two opposing Fleets **start** a Campaign Phase in the same hex, the Phasing Player must either move his Fleet immediately or engage in Naval Combat.

[11.17] There are two exceptions to the last sentence of Case 11.16. One is the situation where a non-Phasing Fleet intercepts and attacks a Phasing Fleet (see Cases 14.62 and 14.63). Because the attacking (but non-Phasing) Fleet cannot move further, it **must** stay in the hex; whether the Phasing Fleet may **continue** to move depends on the results of the engagement:

- A. If the Attacker (Interceptor) suffers more losses on the Naval CRT than the Defender, then the Phasing (defending) Fleet may continue to move.
- B. If the Defender (Phasing Fleet) loses more steps on the Naval CRT than the Attacker/Interceptor or the result is even, the Defender must return to the Port from which it came or, if it did not come from a Port, to the nearest Friendly Port in the direction from which it came. If it cannot reach such a Port with its remaining Movement Allowance, it must remain in the hex.

Remember, this rule applies to Interception Attacks only! The second exception is covered in Case 14.42, concerning Fleets and Siege/Blockade.

[11.18] A Fleet must end a Campaign Phase in a Friendly Port or undergo Attrition (see Case 17.32). Therefore, if a Friendly Fleet attacks an Enemy Fleet, does not eliminate that Fleet entirely, and chooses to remain in that hex, it would undergo Attrition, even if it were in a Port, because the Enemy Fleet would still be in control of the Port (unless the Port were taken by land).

##### [11.2] EXPLANATION OF NAVAL CRT RESULTS

[11.21] Similar to land units, Squadrons have "steps"; they are either at Full-Strength or Half-Strength. Full-Strength may be either 2 or 3, depending on the Squadron; Half-Strength is always 1. A Squadron thus has two "steps": full- to Half-Strength; Half-Strength to eliminated. If a Squadron has to lose a step, it is inverted to its Half-Strength (if at Full-Strength) or eliminated (if at Half-Strength). A Full-Strength Squadron forced to lose two steps would be eliminated. The Half-Strength of each Squadron is on the reverse side of its Full-Strength counter.

[11.22] All results on the Naval CRT are given in steps lost to respective Fleets. Thus, on a roll of 5 at 1-1, the Attacker would lose 2 steps and the Defender 4. Each side may remove steps in any fashion, as long as all called-for steps are removed.

[11.23] To avoid the Persian Player's apportioning his Naval losses among Fleets designated for early defection, the Persian must distribute all Naval losses as evenly as possible amongst his different Squadrons. However, if a Tyrian, Cypriot or Egyptian Fleet is present in the battle, the first step-loss must come from one of those Squadrons. If Players find the above method cumbersome they may simply alternate removing step casualties, with the Opposing Player choosing first. Thus if Player B had to remove 4 steps, Player A would remove the first step, B the 2nd, and so on.

[11.24] A result of e means that the **entire** fleet is eliminated.

[11.25] Players should remember that in Naval Combat, as opposed to Land Combat using the Strategic CRT's, only one die is thrown, the die is thrown only once, and there are no "exchanges." Furthermore, one side is the Attacker (the Phasing Player or the Interceptor) and all Combat is initiated and resolved by him.

##### [11.3] RESTRICTIONS ON NAVAL COMBAT

[11.31] Naval Squadrons may never attack Land units. They may attack **unoccupied** Ports (see Case 13.25).

[11.32] Land units being transported by Naval Squadrons have no effect on Naval Combat. Players should be careful, if such a battle were to occur, to keep track of what each Squadron was carrying so that if it were to be sunk, or even reduced in strength, the units being carried would have to be adjusted to reflect any change (through losses) in Squadron size (see Case 12.12).

##### [11.4] COMMAND EFFECT ON NAVAL COMBAT

When a Naval battle occurs, the Players from each side compare the Strategic Rating of their respective Commanders as in Case 9.71. If the Attacker has the higher rated Commander, **1 is added** to the die-roll; if the Defender has the higher rated Commander, **1 is subtracted** from the die roll. If both ratings are equal there is no addition or subtraction. If the Defending Fleet has no Commander, the Attacker automatically adds one to the die roll. Commanders may not be eliminated in Naval Combat unless the entire Fleet is eliminated.

[11.5] Naval CRT (see separate sheet)

## [12.0] SPECIAL NAVAL CAPABILITIES AND RESTRICTIONS

#### CASES:

##### [12.1] NAVAL TRANSPORT

[12.11] Each Squadron may transport (carry) a certain number of Land units.

[12.12] Each Full-Strength Squadron may transport 12 SSP's of Land units; each Half-Strength Squadron may carry 6 SSP's. Commanders may be carried freely, and the Siege Train unit requires its own Full-Squadron for transportation (see Case 14.22).

[12.13] In order to be transported, a Force simply moves to a Friendly Port in the Campaign Phase, stacks with the Fleet (observing the transport limitations of Case 12.12) and then continues to move. Remember, the Movement Allowance of the **Commander of the Land Force** is the controlling Factor here.

[12.14] Land units must embark in a Friendly, controlled Port. They may debark in any clear terrain hex (occupied or unoccupied). However, there is no limit to the number of turns that the land units may remain on the ships.

[12.15] If Land units are being transported by Fleet and the entire Fleet is lost, the Land units are lost, too. If the Fleet is reduced in strength (see Case 11.21) the Land units being transported must be adjusted (eliminated) to correspond to the limitations in Case 12.12. Thus, Players must keep track of which Land units are being carried by which Squadron. If a Squadron carrying the Siege Train is either **lost** or **reduced in strength**, the Siege Train is lost.

[12.16] **Example:** Two Squadrons are carrying 20 SSP's of Land units, each Squadron carrying 10 SSP's. The two Squadrons are attacked and one of the Squadrons is reduced in the combat to Half-Strength status (see Case 11.21). That Squadron must reduce its transportation capacity to 6 and eliminate any 4 SSP's of Land units being transported by that Squadron.

[12.17] If a Force attacks another Force by amphibious landing (transported to the Combat hex by sea), and the attacking Force is forced to Flee or Retreats **During** Combat, the Attacking/Retreating Force must do so by using the Fleet that transported it to such hex. It may **not** Flee or Retreat without using the Fleet.

##### [12.2] DISBANDING FLEETS

[12.21] Fleets may be voluntarily disbanded at any time during a Campaign Phase by the Phasing Player. Fleets may also be disbanded involuntarily because of a lack of Supply (see Case 16.2). To disband there need not be a Commander present.

[12.22] To disband a Squadron, the Phasing Player simply announces at any point during his Campaign Phase that he is disbanding a particular Squadron. The Squadron is removed from the game-map, and note is made of its location at the time of its disbanding. A Squadron may voluntarily disband in a Friendly Port only. Involuntary disbanding may take place anywhere.

[12.23] Disbanded Fleets may not be captured or destroyed, even if the Port in which they disbanded is taken by the Enemy. (Of course, such Fleets could not be raised again unless the Port were recaptured.)

[12.24] To raise a disbanded Squadron the "raising" Player must expend one Supply Point for **each** Squadron he wishes to raise. Raising disbanded Squadrons is done in the Supply Phase of that Player-Turn. The Player must be in control of the Port in which the Fleets had been disbanded.

However, involuntarily disbanded Fleets (see Case 16.2) may be raised at any Friendly Port.

### [12.3] DEFECTION OF THE PERSIAN FLEET

At the time of Alexander's invasion of Persia, the Persian Navy was supreme in the Eastern Mediterranean. However, very little of that navy was actually "Persian;" virtually all of it was comprised of fleets from the great coastal trading cities of the Eastern Mediterranean—particularly Tyre and Cyprus. Because of the peculiar political crosswinds of the era, many of these cities' allegiance to the Persian Empire was tenuous. They were content to side with whoever looked the strongest. Thus, as Alexander continued victoriously into the heart of the Persian Empire, various squadrons of the Persian Navy defected en masse to the Macedonian cause. This rule reflects that peculiar phenomenon.

[12.31] **Defection** means that, at various times, elements of the Persian Fleet will change sides and go over to the Macedonians. Each of the Persian Squadrons has a corresponding counter in the Macedonian counter-mix. When a Persian Squadron defects, it is replaced with its Macedonian counter.

[12.32] When a Squadron defects, it is removed from the game-map in the Fleet Defection Phase (see Case 4.2). In the following Macedonian Campaign Phase, it is returned to play (in its Macedonian status) at its home Port. If its home Port is held by the Persians, it may be returned to any Friendly Port. Home Port for the Ionian Squadron is Ephesus.

[12.33] Once a Fleet or Squadron defects to the Macedonians, it remains with the Macedonians for the remainder of the game. Even if its home Port is recaptured by the Persians, the Fleet remains with Alexander: Defecting Fleets never revert to the Persians. Defecting Fleets are treated as any other Fleets in the game.

[12.34] The following is a list of the Persian Fleets that defect and the events necessary to bring about defection.

A. **Rhodian Fleet:** Defects in the Game-Turn that the Macedonian Player controls both Halicarnassus and Miletus

B. **Ionian Fleet:** Defects in the Game-Turn that the Macedonian Player controls Ephesus, Mytilene and Chios, but never before Game-Turn Three.

C. **Cypriot Fleet:** Defects in the Game-Turn in which the Macedonian Player controls the following ports: Mytilene, Erythrae, Chios, Ephesus, Miletus, Halicarnassus and Myndus. In addition, the Macedonian Player must control at least five Satrapies plus the Cilician Gates.

D. **Aradian Fleet:** Defects in the Game-Turn in which the Macedonian Player controls Aradus.

E. **Byblian Fleet:** Defects in the Game-Turn in which the Macedonian Player controls Byblus.

F. **Sidonian Fleet:** Defects in the Game-Turn in which the Macedonian Player controls Sidon.

G. **Tyrian Fleet:** The Tyrian Fleet never defects; when Tyre is taken the Fleet is removed from play.

H. **Egyptian Fleet:** Defects in the Game-Turn in which the Macedonian Player controls Canopus, Pelusium and Gaza.

### [12.4] PERSIAN NAVAL COMMAND/ MOVEMENT RESTRICTIONS

The Persian Fleet outnumbered Alexander's "Borrowed" fleet 400 to 160; unfortunately, it was ill-used strategically, costing the Persians many opportunities. To reflect Persian naval incompetence and indecision, the following rules are in effect throughout the game.

[12.41] Any portion of the Persian Fleet that wishes to move during its Campaign Phase must first check to see that it may do so. To do this, the Persian Player refers to the Strategic Rating of the Fleet Commander for the Fleet he wishes to move (Exception: see Case 12.42). He then rolls a die immediately prior to moving and adds the Strategic Rating of that Commander to the die roll. If the total is 6 or more, the Fleet may move. If it is less than 6, that Fleet may not move in that Campaign Phase. **Example:** Pharnabazus is in command of the Persian Fleet at Halicarnassus. He wishes to move. The Persian Player rolls a 4, to which is added the Commander's Strategic Rating—in this case, 1—for a total of 5. The Persian Fleet under the command of Pharnabazus may not move during that Campaign Phase.

[12.42] Persian Fleets that start a Player-Turn in any Port south of Aradus, inclusive, and Persian Fleets anywhere on the map using Interception are not bound by the restrictions of Case 12.41; they may move freely without command restrictions. (Such Fleets still require a Commander to move, however.)

[12.43] The Tyrian and Cypriot kings, Azemilk and Pythagorus, may command only their own respective Fleets. If stacked with a Persian Commander, the Persian Commander is assumed to be in command, not the king. The Tyrian Fleet and the Cypriot Fleet may not be moved together as one Fleet unless commanded by a Persian (e.g., Memnon, Pharnabazus, etc.). Further, neither the Tyrian nor Cypriot Fleet may move more than 15 Movement Points from its respective home Port unless commanded by a Persian Commander.

[12.44] During the Macedonian Campaign Phase, the Persian Fleet must **always** attempt to Intercept Macedonian Fleets whenever possible.

[12.45] Case 12.41 is reflective of the historical situation of 334 B.C. If Players feel burdened by such restrictions, they may abandon them. However, be warned: to do so is to swing the balance quite severely.

## [13.0] MAJOR CITIES AND PORTS

### COMMENTARY:

The Major Cities and Ports (as differentiated from the Walled Cities, which are discussed under Siege rules, 14.0) are objectives for conquest, in that they often provide or negate supply and control of the various Satrapies. Up to a point, Major Cities/Ports offer protection for a limited amount of troops; but this protection is often misleading as few of the "Cities" could offer lasting protection in any major assault. In addition, many of these Cities surrendered outright to Alexander, through either friendship or fear, thus easing his path through Asia. Thus Major Cities/Ports tend to be more of an obstacle in terms of time rather than a military threat. The rules reflect that assessment. **Note:** The cities of **Antioch**, **Pergamum**, and **Lysimachae** are not used—and do not exist—in **The Macedonians**.

### CASES:

#### [13.1] EFFECTS OF MAJOR CITIES/ PORTS ON MOVEMENT

[13.11] There is no additional Movement Point cost for a Force to enter a **Friendly** Major City or Port. However, Major Cities or Ports may hold no more than five SSP of Land units **inside** the City or Port. Ports may hold an unlimited number of Squadrons.

[13.12] Land units may be either inside or outside a Major City/Port. Units inside of a Major City/Port must be designated by placing an "Inside City" counter on top of such units. Units outside the City are then placed **on top** of the units inside.

[13.13] Land Forces inside a City exert no Zone of Interception. Therefore, an Enemy Force may move into and/or through a Major City/Port hex in which there are friendly Land Forces **inside** the City without paying an extra Movement Point cost—unless the Enemy Force wishes to attack that City.

[13.14] Units may Retreat into Friendly Cities/Ports (see Retreat rules).

[13.15] The presence of a City or Port in a hex has no effect on the terrain cost for Movement into that hex; the terrain in the hex (Rough, Clear, etc.) is the governing factor, not the City.

#### [13.2] EFFECT OF MAJOR CITY/PORTS ON COMBAT

[13.21] Major Cities/Ports are either occupied (contain Land or Naval units) or unoccupied (contain no units). For a Land unit to occupy a Major City or Port it must be **inside** that City or Port. The presence of a Fleet in a Port hex labels that port as occupied (by a Fleet).

[13.22] If a Major City or Port is **unoccupied**, a Phasing Force or Fleet does not have to engage in Combat to capture it. It simply pays a cost of 5 Movement Points, in addition to any terrain in the hex, and gains control of the City/Port (see Case 13.4 for City Surrender). Units using the Royal Persian Highway for Movement purposes may **not** take Cities in this manner.

[13.23] Each Major City or Port has an intrinsic Defense Strength of 5 **when occupied by Land units** (Force). As a maximum of 5 SSP's of Land units may be inside a Major City or Port, the maximum Defense Strength of such an occupied City/Port is 10 SSP. Fleets have no effect on the strength of a Port, nor do they derive any benefit from a Port defensively. Ports have **no** Defense Strength when occupied solely by Fleets.

[13.24] For a Force to take a Major City or Port occupied by an Enemy Force, it must simply move into that hex with at least one **more** SSP than the Defense Strength of the City (together with its garrison). The attacking Force must also pay a cost of 5 additional Movement Points (as per Case 13.22) and consult the **Siege Table** under Major City/Port, rolling two dice. If the attacking Player has greater than a 2-1 Combat Ratio, he may add 2 to his die roll. If the result is **YES** on the Siege Table, the City is taken. Fleets in a Port have no effect on an attack on that Port by a Force.

[13.25] Fleets may not attack Force-occupied Ports, nor do they have any effect on land attacks on Ports. Fleets may capture unoccupied Ports, and they may transport Forces to Enemy-occupied Ports for the purpose of capture (see Case 12.14).

[13.26] If an Enemy Fleet is in a hex with an otherwise unoccupied Port hex, a Phasing Fleet may not attempt to take that Port unless and until they have eliminated all Enemy Squadrons from that hex.

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#### [13.3] CONTROL OF MAJOR CITIES OR PORTS

A Player controls a Major City or Port (or Walled City, for that matter) if he has a Land unit or Squadron in that City or Port, or was the last Player to do so. Presence of a Land unit has precedence over presence of a Squadron. All Cities/Ports controlled by the Macedonians are indicated with a Macedonian Control Marker. All Cities not controlled by the Macedonians are automatically controlled by the Persians. At the beginning of the game, all Cities and Ports in Asia, with the exception of Abydos, are under Persian control.



### [13.4] CITY/PORT SURRENDER

Many of the Cities and Ports (even some Walled Cities!) in Asia chafed under the Persian rule—or lack of it. Oftentimes the Persians simply let these Cities be governed by Tyrants appointed by either the Persians or some local oligarchy. Some of the Cities, especially on the Ionian coast, had greater ties to the Greeks than to the Persians; others just welcomed a change. In any case, many of the cities in Alexander's path simply surrendered—garrison and all—rather than undergo attack. The following rules reflect this phenomenon and the frequency of its occurrence.

[13.41] Whenever a Force commanded by **Alexander** enters a Major City or Port hex (and, as an exception to Siege rules, one Walled City—Sidon) he may ask for Surrender rather than attacking the city. To check for Surrender, the Macedonian Player consults the City Surrender Table (13.5) and rolls a die. If the die roll result calls for Surrender, the City Surrenders immediately and is placed under Macedonian Control. If the result does not call for Surrender, the City does not Surrender and must be taken by attack (see Case 13.2).

[13.42] There is **no** cost in Movement Points to request—and accept—surrender. A City may be asked to Surrender only **once**. If it does not Surrender, it **must** be attacked in order to be taken.

[13.43] If a City does not Surrender it does not have to be attacked; it may be bypassed. However, if Alexander does wish to eventually take that City he will have to attack it as per Case 13.2.

[13.44] Any City or Port **not** listed on the City Surrender Table may not Surrender.

[13.45] When a City/Port Surrenders, any units inside the City/Port (excluding Fleets) are removed from play (including Commanders).

### [13.5] THE CITY/PORT SURRENDER TABLE (see separate sheet)

## [14.0] SIEGES

### COMMENTARY:

Several of the ancient Cities of Alexander's era were so fortified and walled that any military operation against them would require a full Siege. During the course of his conquests, Alexander conducted four such major Sieges. With the help of his exceptionally capable Siege Commander/Engineer, Diades, Alexander took Miletus, Halicarnassus, Gaza and Tyre—the latter in one of the most spectacular sieges in all military history—by direct Siege. As in most Sieges, most of the operations consisted of wearing down the City and the Enemy. Casualties to the besieger were minimal, and the only obstacle in any strategic sense was time.

### GENERAL RULE:

To conduct a Siege, the besieging Player must **begin** the Player-Turn in the Walled City hex which he wishes to besiege. He must have more attacking SSP's than the Walled City has Defense Strength Points, and he must have a Siege Train present as well as a Commander. Once these requirements are met, the Attacker/Besieger simply consults the Siege Table and rolls **two** dice. Cross-referencing that total result of both dice to the column of the Walled City he is besieging, the Player will receive either a **YES** or **NO**. If the result is a **YES** the city has fallen; a **NO**; the City resists and the Player may try again next Player-Turn. Besieging units are considered Disrupted for the turn they undertake a Siege.

### CASES:

#### [14.1] WALLED CITIES

[14.11] Certain Cities on the game-map are

considered Walled Cities: Miletus, Halicarnassus, Sidon, Tyre and Gaza (Players should note that Gaza is **not** a Port!). Walled Cities **may** be taken **only** by Siege in the Siege Phase. They may not be attacked in any other way (Sidon **may** surrender: see Cases 13.4, 13.5).

[14.12] Each Walled City has its own intrinsic Defensive Strength, to which may be added the value of any **non-cavalry** Land units and/or Fleets (except for Gaza) in the hex. A defending Player may add only as many Land Combat SSP's to his Walled City's Fortification Strength as the value of that Strength. Thus, the maximum number of Land SSP's that a Player may add to Tyre's Fortification Strength is 50, as Tyre's Fortification Strength is 50—for a total Defensive Strength of 100. Thus Tyre's Defensive Strength may be anywhere from 50 to 100 (without Fleet support; see 14.32) depending on the garrison.

[14.13] There is no limit to the number or strength of Forces or Fleets that may stack in a Walled City, with the understanding that there **are** restrictions to the number of SSP's that may be used for defensive purposes (see Case 14.12).

[14.14] There is no additional cost in Movement Points to enter a Walled City hex. **All** Friendly units in a Friendly Walled-City hex are considered to be **inside** that Walled City. An Enemy unit may not enter a Friendly Walled-City hex unless it is going to—and is able to—besiege that City in the ensuing Siege Phase.

[14.15] Land units inside a Walled City have no Zone of Interception.

[14.16] The Walled-City intrinsic Defense Strengths are as follows: Tyre(50), Gaza(40), Halicarnassus(30), Miletus(20), Sidon(20).



### [14.2] THE SIEGE TRAIN

[14.21] The Macedonian Siege Train unit is necessary for the conduct of Sieges. No Siege may be conducted without the Siege Train unit present.

[14.22] The Siege Train unit is a Combat unit only for the purpose of Siege; it has no effect on any other type of Combat and thus has no SSP. For **stacking** purposes it is considered to have 12 SSP's (and thus requires a full Squadron for Naval transportation).

[14.23] If the Siege Train unit is the only unit, aside from any possible Commanders, in a given hex and that hex is occupied by an Enemy unit, the Siege Train is destroyed.

[14.24] If the Siege Train unit is destroyed, the Macedonian Player receives a new one on the first turn following the **next** Winter turn. **Example:** If the train were to be destroyed in a March-April turn, the Macedonian Player would receive a new one in the **following** March-April turn. However, if it were destroyed in a Winter turn the Macedonian would receive a new train in the March-April turn after the **next** Winter turn.

[14.25] Siege Trains move and retreat like any Combat unit.

[14.26] For purposes of Siege, the Siege Train adds its **twenty** Siege Combat Points to the total SSP's of the besieging Force (see Case 14.3).

[14.27] The Persian Player has no Siege Train and may not conduct a Siege.

### [14.3] THE MECHANICS OF SIEGE

[14.31] Each Walled City has an intrinsic Fortification Strength (see Case 14.16).

[14.32] A Walled City may add to its Fortification Strength any **non-cavalry** SSP's within it up to a maximum equivalent to its Fortification Strength

(see Case 14.12). In addition, any Squadrons in that hex friendly to the Walled City (except for Gaza, which is not a Port) may add their Naval Combat Strength to the total. The Naval Strength may be above and beyond the Fortification Strength, unlike the Land units. Thus, if Tyre were besieged, and at the time of the Siege there were 65 SSP's of non-cavalry units and 12 Naval Combat Strength Points in the hex, the total Defensive Strength of Tyre would be 112: 50 Fortification Strength + 50 SSP (maximum allowed) + 12 Naval = 112.

[14.33] In order to besiege a Walled City, the attackers must enter the Walled City hex in the turn previous to Siege (as Siege is the first phase in the Macedonian Turn Sequence) with **more** SSP's (counting the Siege Train) than the Defensive Strength of the Walled City. Thus, in the example in 14.32, in order to besiege Tyre Alexander would have to have at least 113 SSP's (including the 20 of the Siege Train). A Commander is needed to conduct a Siege. If the besieger's Strength falls to the level of or below the Defender's Strength the Siege is aborted, and the attacking Force must leave the hex in the **next** Player-Turn.

[14.34] If the Attacker has satisfied the requirements of Cases 14.33 and 14.21 he then, during the Siege Phase of the Game-Turn, consults the Siege CRT for the column of the Walled City he is besieging. There is a column for each Walled City in the game (as well as for Major Cities). The attacker rolls two dice and consults the Siege Combat Results Table, cross-referenced with the City under Siege. If the result is a **YES**, the City has fallen; if it is a **NO**, the City stands.

[14.35] If a result of **NO** occurs, **each** Player rolls one die. The Defender removes **two times** the die roll in Land SSP's in the Walled City. The Besieger removes the number of SSP's from his besieging force equivalent to the number **he** rolls. The Fortification Strength of the Walled City is never affected by this rule.

[14.36] If a result of **YES** occurs, all Land units inside the Walled City are considered captured (including Commanders) and are removed from the game. When a City falls, control goes to the Besieger.

[14.37] Besieging units are considered Disrupted for the Game-Turn in which they roll for Siege; i.e., they may not move. Players may roll for Siege only once per City in a given Siege Phase.

[14.38] If the Besieging Force has at least **twice** the number of SSP's as the Walled City has total Defensive Strength Points, the Besieging Player may add 2 to his dice roll.

### [14.4] NAVAL COMBAT AND SIEGE

[14.41] Naval Squadrons Friendly to the besieging Player may add their Combat Strength to a Siege **if** there are no defending Naval Squadrons in the Walled City hex.

[14.42] Naval Squadrons Friendly to the besieged (defending) Player may **always** add their Strength to a defense of a Siege, regardless of the presence of Enemy Fleets in that hex. In an exception to Case 11.15, Fleets defending in a Walled City hex that is under Siege do not have to attack Enemy Fleets in that hex. They may remain in that hex without attacking, adding their Combat Strength to the Defense Strength of the City. However, they may try to leave the hex if they so wish (see Case 14.6). All Fleets in a Walled City hex Friendly to that City are considered **in** the City.

[14.43] Fleets Friendly to the Attacker must eliminate all defending Fleets in a Walled City hex before they can add their Combat Strength to a Siege.

### [14.5] SIEGE AND SUPPLY

All units—Land or Naval—defending in a Siege are considered to be in Supply. There are no supply penalties for being besieged. **Besieging** units must always be able to trace supply as per the supply rules. However, units conducting a Siege during a Winter Turn north of the Winter Line do not have to roll for **Winter** attrition (see Case 17.23).

### [14.6] BLOCKADE AND EVACUATION

[14.61] Forces and Fleets in a Walled City hex may desire to leave the city before—or during—a Siege. Evacuation may take place in any Campaign Phase preceding the Macedonian Siege Phase. If there are no Enemy (besieging) Fleets present in the Walled City hex, evacuation by sea may take place without hindrance. Land Forces may never leave a Walled City under Siege by land; a Walled City with an Enemy Force in the hex is considered under Siege.

[14.62] If there are Enemy Fleets in a Walled City hex and the units in the City wish to leave, they must fight their way through the "Blockade". If they wish to leave the hex, they **must** attack the Enemy Fleets blocking the hex.

[14.63] If, in an attempt to break a blockade, the Fleets wishing to leave inflict greater casualties on the blockading fleets than they themselves suffer, the Phasing Fleets may break the blockade and leave. If Fleets wishing to leave suffer equivalent or greater casualties than the blockading Fleet, then they may not leave during that Campaign Phase.

[14.64] **Example:** Macedonians have six Naval Squadrons worth 12 Naval points blockading Miletus. Inside Miletus are 20 Persian SSP's and five Squadrons worth 13 Naval points. The Macedonian Player has moved his Siege force into Miletus on the previous Game-Turn and now the Persian wishes to evacuate. He may not evacuate by land (due to the presence of the Macedonian Siege Force), but he may try to leave by sea. He thus attacks the Macedonian Fleet at 1-1. If he rolls a 0, 1, 2, or 3 he may not leave; if he rolls any other number he may evacuate the city (see Cases 14.62, 14.63, 11.17).

[14.7] **Siege CRT** (see separate sheet)

## [15.0] LAND SUPPLY

### GENERAL RULE:

Land armies in ancient times essentially lived off the land. They had neither the organization nor the ability to carry with them the huge stores of food needed to feed a 40,000+ army for an entire campaign. Thus, supply was a matter of taking and holding certain areas. In **The Macedonians**, armies draw supply from the Satrapies they control. The more Satrapies they control, the more a Force is able to do. Each Satrapy provides a certain number of Supply Points per turn which the player receives if he controls that Satrapy and can trace a connecting path of controlled Satrapies to it. As it takes **three** supply points to fully provision a Force for a given Game-Turn, Players will have to gather a lot of Supply Points or severely retard the number of field Forces they can muster. Lack of supply means attrition, and attrition can wear down an army quicker than battle. Most of the Supply problems are the Macedonian's—he will find it necessary to secure his supply as quickly as possible, lest he find himself severely hamstrung before he starts.

### PROCEDURE:

At the end of each Player-Turn, in his Supply and Attrition Phase, the Player counts up the number of Supply Points he has for that turn through the Satrapies he controls. He then apportions these Supply Points, three to a Force or Fleet (see Section 16.0, Naval Supply) tracing the path of Points from

the Force through controlled Satrapies. Any Forces that cannot be supplied undergo attrition.

### CASES:

#### [15.1] THE PERSIAN SATRAPAL SYSTEM

The Persian Empire was divided into a series of **Satrapies**, or provinces, for administrative purposes. While much of the territory within a given Satrapy was left to its own devices, the Persian Kings appointed governors—known as **Satraps**—to administer the Satrapy for purposes of finance, taxes, army levies, etc. Within each Satrapy was a system of "store Cities," used for any potential campaign supply. Thus, control of a Satrapy is useful for supply purposes, as well as victory conditions.

[15.11] Each Satrapy on the game-map has a capital. (E.g., the capital of Lydia is Sardes). In order to control a Satrapy, a Player must control that Satrapy's capital City (or Supply City) (see Case 13.3). A Player who controls a capital controls that Satrapy.

[15.12] Each Satrapy provides a certain number of potential Supply Points. The number of possible Supply Points is written in parentheses next to the name of the Satrapy on the game-map. This is the **maximum** number of Supply Points available from that Satrapy.

[15.13] The Satrapies on the game-map are somewhat of an abstraction of the actual Satrapal system. The Persian Satrapal system was less concerned with boundaries than with administration, producing some strange territorial bedfellows as it were. Therefore, some areas have been glossed over while others have been combined—all for purposes of playability.

[15.14] The Aegean islands of Lesbos, Chios, Samos, and Cos, as well as Crete and Rhodes, do not belong to any particular Satrapy. Cyprus is considered its own Satrapy for purposes of the game. Thrace is, of course, in the possession of Alexander at the beginning of the game. All other Satrapies are Persian.

#### [15.2] THE SATRAPAL SUPPLY SYSTEM

[15.21] The Player who controls a given Satrapy is entitled to the Supply Points for that Satrapy (see Cases 15.11, 15.12).

[15.22] For every Major or Walled City or Port in a given Satrapy, other than the capital, that is **not** controlled by the Player controlling the Satrapy, the controlling Player subtracts **one** from the number of Supply Points available. Thus, if the Macedonians hold Sardes, thus controlling Lydia, they are nominally entitled to 3 Supply Points. However, if the Persians still control Erythrae, the Macedonians would receive only 2 Points for Lydia (three minus one). Again, if the Persians control Phrygia by holding Ancyra, but the Macedonians hold Celaenae the Persians would receive **no** Supply Points (one minus one = none).

[15.23] **Each** Force, whether with a Commander or without—and with the exception of units inside a Walled City under Siege—needs 3 Supply Points to be "in supply." (Fleets need similar supply, but have different restrictions; see Section 16.0, Naval Supply Rules). Thus if a Player has four separate Forces on the game-map (garrison units do not count) he would need 12 Supply Points to keep those Forces in supply.

[15.24] Supply Points are traced **from** the Force **back** to the source of Supply. The route of Supply must travel through Friendly-controlled Satrapies; however, the Satrapy that the Force is in need not be controlled. It is best to think of the Satrapies as areas (ignoring the hexes), and the Player must trace a path of controlled areas to the source of Supply. Thus if a Force was in Cappadocia, which

it did not control, and it wanted to get Supply Points from Lydia, it could trace its path through Phrygia (if controlled) to Lydia, or Lycia-Pisidia to Caria to Lydia, etc. The Player may trace the path out of Cappadocia, which he does not control, but the path must enter only controlled Satrapies.

[15.25] The 3 Supply Points for a given Force may come from different Satrapies, as long as the requisites of Case 15.24 are met.

[15.26] Hexes themselves generally do not block Supply paths; only non-controlled Satrapies block a Supply path. Supply paths to Thrace may be traced through Ferry hexes, unless they are held by Enemy fleets. Supply to Cyprus may be traced through any Sea-Lane hex, as long as there are no Enemy Fleets in any of the Lanes through which a path is traced. Supply to other islands may be traced through any sea hex not occupied by an Enemy Fleet or ZOI.

#### [15.3] EFFECTS OF LACK OF SUPPLY

If a Land Force does not receive 3 Supply Points during a Supply Phase it must undergo attrition (see Section 17.0, Attrition). This is the only effect of lack of Supply.

#### [15.4] APPOINTING SATRAPS

[15.41] The Macedonian Player must appoint Satraps for each Satrapy he controls to replace the deposed Persian Satrap. He has a choice of appointing a non-military Satrap—in which case there is no change to the Supply status of the Satrapy—or a military Satrap—in which case the Supply level of the Satrapy is augmented.

[15.42] To appoint a non-military Satrap, the Macedonian Player need do nothing; there are no counters provided for these people (who would come from Alexander's personal retainers, etc.) Players should simply note that a non-military satrap has been appointed.

[15.43] To appoint a military Satrap, Alexander must remove one of his Commanders present in that Satrapy at the time control is gained and appoint him a Satrap. That Commander is no longer in the game (he may be replaced from the Macedonian Commander Pool). Satraps may not be taken from the Pool itself, only from active Commanders. The Commander to be appointed must be present in the Satrapy, and the appointment of the Satrap **must** be made in the Game-Turn in which control is gained.

[15.44] If a military Satrap is appointed, the **supply** output of the Satrap is **doubled**. Subtractions, as per Case 15.22 are still made, but they are **not** doubled.

[15.45] If a Satrapy is recaptured by the Persians, the Military Satrap does not come back into active play, nor is he killed. If the Macedonians then retake the Satrapy, the previously appointed Macedonian Satrap returns. Appointed Satraps may not be changed.

[15.46] Only Macedonians may appoint Satraps; this option is not available to the Persian Player.

## [16.0] NAVAL SUPPLY

### GENERAL RULE:

Naval Supply works similarly to Land Supply with its use of Satrapy Supply Points, but there are some differences. The ancient galleys rarely carried more than two or three days' provisions; thus the ships would rarely venture far from Port and Supply.

### CASES:

#### [16.1] HOW NAVAL SUPPLY IS GARNERED

[16.11] As with Land units, each Fleet (stack of Squadrons) on the game-map must be supplied by 3

Supply Points. These Points come from controlled, Friendly Satraps.

[16.12] Fleets must be in a Friendly hex (not necessarily a Port) to receive Supply. That Coastal hex must be in a Friendly controlled Satrapy or on an island that can trace an unobstructed path of Sea hexes to one. Thus, unlike Land units, which may be in an **uncontrolled** Satrapy and still trace Supply out of it, a Fleet must be in a **controlled** Satrapy to receive Supply.

[16.13] Supply is traced from the hex to the source, just as it is traced in Land Supply.

[16.14] Fleets suffer additional penalties if they are not in a Friendly **Port** (as opposed to a Friendly **hex**) in the Supply Phase, but this has nothing to do with actual Supply (see Case 17.32).

#### [16.2] EFFECT OF LACK OF SUPPLY ON FLEETS

If a Fleet cannot get the necessary 3 Points for Supply, it must disband (see Case 12.2). It disbands at the nearest Friendly Port. No Movement Point expenditure is required to move to such a Port.

### [17.0] ATTRITION

#### GENERAL RULE:

All Combat units undergo Attrition, using the Attrition Tables, for a variety of reasons. Attrition reduces the Forces and Fleets available because of lack of Supply, in most instances, and poor position in others. Some cases, such as Naval Attrition, may be triggered by Movement through certain hexes.

#### CASES:

##### [17.1] LAND ATTRITION

[17.11] Forces that do not receive the requisite number of Supply Points (see Case 15.23) must undergo Attrition.

[17.12] Forces without a Commander (except for garrisons) must undergo Attrition.

[17.13] Forces in a Marsh or Desert hex in an Attrition Phase must undergo Attrition. Land Forces north of the Winterline and not in a City in winter must undergo Attrition.

[17.14] Forces without a Commander that do not receive the requisite number of Supply Points or are in a Marsh hex undergo Attrition **twice**. Twice is the maximum number of times a Force may undergo Attrition in one Game-Turn.

[17.15] To undergo Attrition in the Supply and Attrition Phase, a Player rolls a die for each Force that must undergo Attrition, consulting the Land Attrition Table (17.4). He makes any necessary adjustments to the total strength of his Force as directed by the Table.

##### [17.2] WINTER

[17.21] During the Winter Game-Turns, all units **north** of the Winterline have certain restrictions and added Attrition problems. Note that Cyprus and Crete are south of the Winterline, while Rhodes is north of the Winterline.

[17.22] Movement Allowances are halved for Commanders starting a Winter Turn north of the Winterline, even if they move south of the line. In addition, Land units starting the Winter Turn south of the line may **not** move north of the line for any reason (including Retreat and Flight). All Rough terrain hexes cost 6 Movement Points to enter during a Winter Turn (whether above or below the Winterline).

[17.23] Land Forces north of the Winterline in a Winter Turn must end their Campaign Phase in a Friendly Major City/Port or Walled City; if they fail to do so, they must undergo Attrition. If they are also unsupplied, they undergo Attrition twice.

Twice is still the maximum a unit rolls for Attrition.

[17.24] Units undergoing Attrition in the winter anywhere on the game-map add 2 to their die rolls. This applies to both Land **and** Naval units.

##### [17.3] NAVAL ATTRITION

[17.31] Any time during a Campaign Phase that a Fleet enters an all-Sea hex it must roll for Attrition (Exception: see Case 6.61). It rolls for each all-Sea hex it enters.

[17.32] Fleets that do not end a Campaign Phase in a Friendly Port undergo Attrition in the Attrition Phase. If that Fleet must disband, it undergoes Attrition before it disbands.

##### [17.4] LAND ATTRITION TABLE

(see separate sheet)

##### [17.5] NAVAL ATTRITION TABLE

(see separate sheet)

### [18.0] GARRISONS

#### GENERAL RULE:

Players may wish to add strength to various Cities they control by having Garrisons assigned to them. There are two types of Garrisons: Garrison units (counters which function solely as Garrisons); and detachments from Land Combat units assigned as Garrisons. Garrison **units** are deployed by the initial set-up and may never move, with the exception of the Cilician Garrison (see Case 5.5). Other units assigned for Garrison duty function as normal Combat units with the exception that, as in the case of Garrison **units**, they are not subject to Attrition if they are on Garrison duty. Under certain circumstances the Macedonian Player may be forced to detach units for Garrison duty.

#### CASES:

##### [18.1] GARRISON UNITS

Garrison units (see Case 3.2, Unit Examples) are counters that have a special function. Only the Persian Player receives Garrison units and then only in his initial deployment. Garrison units have only one Combat Strength on the counter: their SSP (usually 2). They have no tactical strengths as they may not participate in Combat on the Tactical Battle Display. Garrison units may not move, even if led by a Commander. They are placed in cities and remain there (see 5.55, the Cilician Gate Garrison Table) until eliminated. Garrison units may be reduced in strength to 1 SSP, the same as other Land units. Garrison counters are never affected by supply problems.

##### [18.2] USING LAND UNITS AS GARRISONS

[18.21] Players may wish to leave units in Major Cities, etc. to "garrison" them against attack. To do so, players may detach "Garrisons" from a given counter and leave such a detachment in a given hex.

[18.22] To detach a "Garrison" from a parent counter, the Player simply removes as many steps as he wishes and replaces the parent counter with counters for the necessary steps. **Example:** If the Macedonian Player wanted to detach a Garrison from a Greek Hoplite unit (3 SSP) he would take the counters for 1 SSP and 2 SSP for that unit and place them on the game-map in place of the parent counter. The system is much the same as making change.

[18.23] A Player may leave a Garrison Force of any size (although a maximum of five SSP may be in any Major City/Port) and of any type—**except for cavalry units**.

[18.24] Units designated for Garrison duty do not need Supply: they are not counted as Forces for

purposes of distributing Supply Points. Players should keep track on a piece of paper which units are detached for Garrison purposes.

[18.25] Units detached as Garrisons may be rejoined to their parent counter in the reverse of Case 18.22. There is no Movement Point cost to perform either function, but both units must be in the same hex.

[18.26] The Macedonian Player is **required** to Garrison each Major City/Port or Walled City (except those on islands) that he takes by force (**not surrender**) with a detachment of at least 1 SSP (see Case 18.22). The Persian Player is not required to Garrison Cities.

### [19.0] REINFORCEMENTS

#### GENERAL RULE:

Both sides receive Reinforcements according to the Turn Record Track. Each side has several different kinds of Reinforcements, but, generally, all Reinforcements enter in the particular Player's Campaign Phase and may move and have Combat like any ordinary units. Reinforcements are placed on the game-map according to the specific rules covering that type of Reinforcement. The Persian Player should note that he has an area on the game-map entitled **Susa** in which he may "gather" his Reinforcements rather than bringing them on the game-map. Reinforcements, like regular Combat units, may not move without the accompaniment of a Commander.

#### CASES:

##### [19.1] MACEDONIAN REINFORCEMENTS

[19.11] The Macedonians receive Reinforcements in terms of SSP's: either infantry SSP's or cavalry SSP's.

[19.12] Macedonian SSP Reinforcements may be used to increase the size of any Combat unit on the game-map, as long as the original/maximum strength of the unit is not exceeded. **Example:** If the Coenus Phalanx was at an SSP level of 3 and the Macedonians received 6 SSP's of infantry Reinforcements, the Macedonian Player could build the strength of that unit up to its original strength of 5 SSP's by expending 2 of the Reinforcements' SSP's.

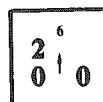
[19.13] Infantry SSP's may be used for infantry and/or missile-type units. Cavalry SSP's may be used for cavalry units only.

[19.14] If there are no units that the Macedonian Player wishes to increase in strength (see Case 19.12), or the Macedonian Player does not wish to use Reinforcements in such a way, he may bring on as Reinforcements any Macedonian infantry or cavalry units (see Case 19.13) not already in play equivalent to the Reinforcement SSP's available. **Example:** if the Macedonian Player is to receive 12 Reinforcement SSP's and all his units are up to maximum strength, he may then bring on four 3-SSP Greek Hoplite units.

[19.15] Macedonian units brought into the game as Reinforcements are placed in the same hex with Alexander. If Alexander has been eliminated, they may be placed with any other Macedonian Commander. There is no cost in Movement Points to so place a unit on the game-map.

##### [19.2] MACEDONIAN HONEYMOON

During the Winter of 334-333 B.C. Alexander decided to reward his troops for their early performances on the Ionian coast. One of the rewards consisted of sending over 1500 recently married men back to Macedonia for a belated honeymoon. These troops then returned to the



campaign in the following spring along with additional Reinforcements. To simulate this occurrence, the Macedonian Player must remove 6 SSP's from either phalanx or hypaspist units at the beginning of the 334 B.C. Winter Player-Turn. The SSP's are simply subtracted from the chosen units as if they were casualties; there is no need to actually transport them back to Greece. When they return in the April-May 333 B.C. Game-Turn, they may not return as hoplite units (see Case 19.14); they **must** be used to rebuild the units from which they came.

### [19.3] PERSIAN REINFORCEMENTS

[19.31] There are two distinct types of Persian Reinforcements: actual Combat units and Asiatic Levies (see Case 19.4). Actual units are listed on the Turn Record/Reinforcement Track. These are not SSP's, like Macedonian Reinforcements; rather they are historical Combat units. When a specific unit—or group of units, such as the Persian Cardaces—is listed on the Turn Record/Reinforcement Track, the Persian Player may bring in each and every unit in that group. Each unit is brought in at its maximum SSP level.

[19.32] The Persian Player has a choice as to where he may bring in his Reinforcements:

1. He may place them on the Royal Persian Highway Hex 6121 and proceed to move them normally from there.
2. He may place them in the **Susa Display Box**. (Susa was the capital of the Persian Empire.)
3. He may place them in Babylon.

[19.33] No Reinforcements may move without a Commander. Commanders are listed as Reinforcements (if they arrive as such) in **heavy type**.

[19.34] Units placed in **Susa** may not move in the Game-Turn in which they are placed in the box. Units may leave the **Susa Display Box** in the Game-Turn after they arrive and enter any adjacent hex to the box (if they have a Commander). The Macedonian Player may **not** enter the **Susa Display Box**. The **Susa Display Box** is a recommended place for gathering the giant Persian Horde that develops as the game progresses.

[19.35] If the Macedonians control Babylon, Persian Reinforcements may not arrive there. Persian Reinforcements may be placed in any **other** hex mentioned in Cases 19.32 and 19.34 even if they are occupied by Macedonian forces; Combat will, of course, ensue if the Macedonians choose to remain in the hex.

### [19.4] PERSIAN ASIATIC LEVIES

[19.41] Starting with Game-Turn **seven** and continuing to Game-Turn **twenty-three** (with exception of Winter Game-Turns) the Persian Player receives Asiatic Levies. These represent a steady stream of troops from the far reaches of the vast Persian Empire.

[19.42] On each Game-Turn that the Persian Player is to receive Asiatic Levies he chooses

1. **Two** barbarian infantry units; and
2. **One** Cavalry unit (from those cavalry units available in the unchosen pile); and
3. **One** Auxiliary unit. Auxiliaries include missile units (including horse archers), chariots and elephants.

These units may be taken, at the Persian Player's whim, from the units remaining in the counter-mix which have not been in the game. They may **not** be taken from **eliminated** units.

[19.43] Asiatic Levies are treated as regular Reinforcements for the purpose of placement on the game-map. Asiatic Levies need a Commander to function.

[19.44] If there are no units of a given type left in the unchosen counter-mix, the Player simply ignores that portion of his levy.

## [20.0] INITIAL SET-UP

### GENERAL RULE:

Prior to starting actual play, the forces listed below are placed on the game-map in their designated locations. There is no particular sequence for placing the units on the game-map as the locations are fixed and mandatory. Units not placed on the game-map at the start of the game are placed aside for further use.

### CASES:

#### [20.1] MACEDONIAN DEPLOYMENT

[20.11] All Naval Squadrons belonging to Macedon (those Squadrons with **League** designations) are placed in Sestus, hex 0404. **Hegeloehus** is placed in Command of the Fleet.

[20.12] The following Combat units and Commanders are placed in Abydus, hex 0505;

**1. Infantry:** Phalanxes Craterus, Perdicas, Coenus, Amyntas, Meleager, and Philip (These are **not** Commanders!); **all** hypaspist units; **seven** League hoplite units; **two** mercenary hoplite units; **three** mercenary peltasts; Thracian peltasts.

**2. Cavalry:** The Royal Squadron Cavalry; **seven** squadrons of heavy cavalry; **all** Thessalian cavalry; the Thracian, Paeonian, Allied Greek and Odrysian light cavalry; the Thracian lancers.

**3. Auxiliaries:** all Cretan archers; Macedonian archers; **all** Agrianian javelinists; the siege train.

**4. Commanders:** Alexander, Parmenion, Nicanor, Antigonus, Menander, Philotas, and Calas.

[20.13] The Macedonian Player receives 5 Supply Points in his first Supply Phase (only).

#### [20.2] PERSIAN DEPLOYMENT

At Cyzicus [0904]: 5 Greek mercenary hoplites; Memnon, Omares

At Sardes [1010]: 3 Lydian infantry; 6 Lydian cavalry; Petines, Niphates, Spithridates

At Ancyra [2205]: 4 Phrygian cavalry; Atizyes

At Pteria [2704]: 4 Cappadocian cavalry; Mithrobarzanes

At Heraclea [1901]: 4 Paphlagonian cavalry; Arsites

At Tarsus [2915]: 4 Median cavalry; 4 Bactrian cavalry; Reomithres, Arsamenes

At Rhodes [0917]: 1 Ionian Naval Squadron; 1 Rhodian Naval Squadron

At Salamis [2620]: 6 Cypriot Naval Squadrons; Pyntagorus

At Tyre [3026]: 3 Tyrian Naval Squadrons; Azemilk

At Aradus [3123]: 1 Aradian Naval Squadron

At Byblus [3124]: 1 Byblian Naval Squadron

At Sidon [3025]: 2 Sidonian Naval Squadrons

At Pelusium [2233]: 3 Tyrian Naval Squadrons; 2 Egyptian Naval Squadrons; 7 Greek mercenary hoplites and 5 Greek mercenary peltasts (on the galleys); Pharnabazus

In addition to the above units, each City receives 1 Garrison unit apiece: Pelusium, Miletus, Tyre, Celaenae, Sardes, Termessus, Tarsus and the Cilician Gates Hex.

#### [20.3] INITIAL CONTROL OF SATRAPIES/CITIES

At the beginning of the game, the Persian Player is considered to be in control of all Satrapies and Cities on the game-map except for Thrace (and Sestus/Byzantium) and the City of Abydus, which are controlled by the Macedonians.

## [21.0] VICTORY CONDITIONS

### GENERAL RULE:

Victory is awarded to the Player according to the Victory Level Schedule. At the end of the game, the Players total the Points they have earned according to the Victory Point Schedule. The Macedonian Player subtracts the number of Points earned by the Persian Player from his (Macedonian) total and then matches it with the level of Victory Points to determine his level of victory.

### CASES:

#### [21.1] VICTORY POINT SCHEDULE

[21.11] Each side may gain points by controlling certain geographic objectives at the end of the game (see Cases 13.3 and 15.11 for definitions of control).

1. The Player who controls a given Satrapy gains a number of Victory Points for that Satrapy equal to its Supply Point Level (undoubled). **Example:** Control of Phoenicia gives a Player 6 Victory Points.

2. In **addition** to the above, the Player who controls the following Walled Cities gains the Victory Points in ( ) after the name: Tyre (10), Gaza (5), Halicarnassus (3), Miletus (3), Sidon (3).

[21.12] For each victory in a Major Land Battle (see Case 9.4) the Persian Player receives 15 points. For each Victory in a Major Land Battle, the Macedonian Player receives 5 points.

[21.13] Each side receives Victory Points for eliminating opposing Commanders. Below is a list of Commanders and the number of points awarded to the opposing side if that Commander is eliminated.

Commander	Points
Alexander	25 V.P.'s
Darius	5 V.P.'s (unless assassinated)
Any other Commander	1 V.P.

[21.14] In order for a Player to gain the Victory Points for controlling Egypt, that Player **must** also control Gaza.

#### [21.2] LEVELS OF VICTORY

The Persian Player subtracts his Victory Point Total from that of the Macedonian Player. The total number of remaining Macedonian Points is compared with the following schedule and the winner, and the Level of Victory, is determined.

Adjusted Macedonian VP's	Level of Victory
75 or more	Macedonian Decisive Victory
40 to 74	Macedonian Tactical Victory
0 to 39	Persian Tactical Victory
less than 0	Persian Decisive Victory

For Players so interested, Alexander achieved an Adjusted Macedonian Victory Point Total of 81 in his actual campaign. If the Persian Player can do better than that he should consider himself at least a moral victor. If the Macedonian Player achieves less than 40 points he should consider some appellation other than "The Great."

## [22.0] SPARTAN REVOLT [Optional Rule]

The allegiance of the League of Corinth to its Macedonian ruler (Alexander) had been secured by conquest—twice: once by Alexander's father, Philip II, and then by Alexander himself when the League could not believe that a mere teenager could control the once powerful Greek city-states. However, Sparta was not a true member of the



League and had not sent any soldiers on the great expedition. They distrusted Alexander and their relations with the League were less than cordial. Thus, at any sign of failure in Alexander's campaign, they were likely to revolt against Antipater, the aging Macedonian general left as regent in Alexander's absence.

The Persian Player may roll one die after each Persian Major Land Battle Victory. For each victory above and beyond the first, the Persian Player may add one to his die roll.

#### Spartan Revolt Table

Die Roll	Result
1	No Effect
2	No Effect
3	No Effect
4	All Macedonian units that are "Mercenaries" are removed from the game-map. They may return 6 Game-Turns later as normal Reinforcements.
5	Same as 4, plus 6 additional SSP's of infantry
6	Macedonians send two full phalanxes (i.e., 10 SSP's of phalanx units) to Greece. They may return 9 turns later as regular Reinforcements.
7	Same as 6, except that the Macedonian Fleet (excluding any added defectors) is also sent to Greece under the same conditions.
8	Alexander returns to Greece with all phalanx units and all Hypaspist units. They may return 9 turns later as regular Reinforcements.

This rule is optional—and highly speculative historically, as it never happened—and Players should be aware that the consequences of using it can be grave. It does help the Persians somewhat.

### [23.0] PERSIAN INVASION OF THRACE [Optional]

#### COMMENTARY:

As noted previously, Greece was not absolutely secure in its allegiance to Alexander. Some Persians—especially Memnon—were aware of this and even suggested an invasion of the Greek mainland in order to sidetrack Alexander and foment rebellion. Such an attack was launched—the Persians sent a half-hearted fleet expedition which was intercepted and destroyed—but a main thrust never got off the ground. This optional rule considers this and the possibility of launching such an invasion.

#### CASES:

##### [23.1] THE STANDARD GAME

In the basic **Macedonians**, the Persian Player may not land any units in Thrace. The reasons for this are: a) simplicity; b) the 6 phalanxes and assorted cavalry squadrons available to the Macedonians not included in the counter-mix (Antipater's Home Guard); c) the inherent rules difficulties and changes such an invasion would incur. Thus the Persian Player gets no VP's for occupying Thrace, nor does it affect Supply.

##### [23.2] THE OPTIONAL RULE

There are, of course, Players who will not be satisfied with the explanations of Case 23.1. For them we have an answer. The Persian Player may move forces to Thrace by either Naval transport-

ation and/or ferry hexsides. For each Game-Turn that he maintains a minimum of 50 SSP's in Thrace (i.e., if they are still there after the Macedonian Player-Turn) the following occurs:

1. The Persians receive 10 VP's for each Game-Turn they maintain above Force.
2. The Macedonians lose 3 Supply Points each Game-Turn. The above rules should be tested gingerly, as their effect on the game could be overwhelming. All Supply and Attrition rules are in force.

#### [23.3] THE EXTENDED GAME

For the adventurous, Players might consider making up their own scenario using both **Conquerors** maps. In such a case, the Macedonian Player would have to receive six phalanx units and 12 SSP of cavalry in Pella (plus **Antipater**), along with hoplite forces and Fleets for Athens, Thebes, Corinth and Sparta of whatever strengths they deem necessary. Supply and Naval Movement rules would have to be adjusted for any possible Persian invasion. The whole premise is most speculative but possibly worth the investiture of time for those truly interested in such an enterprise.

### [24.0] PERSIAN INITIAL AGGRESSION [Optional]

Rather than conduct a strategic retreat, hoping that Alexander would outrun his supply lines (as most Players will do) the Persians historically chose to meet Alexander in pitched battle immediately. Despite the council of Memnon, the Persian Commanders/Satrapes present in Cyzicus, Sardes, etc., resented the suggestion that they should burn their crops and retreat. They chose to meet Alexander head on with the strategy of killing the young king, thus putting an immediate halt to the campaign. The result was the Battle of Granicus where the Persians, outnumbered and outfought, were severely drubbed by the well-drilled, veteran Macedonian army. In order to recreate this series of events, it is suggested that the Persian Player be forced, on his first Player-Turn, to move all his available forces to hex 0706 in Hellespontine Phrygia. On the ensuing Macedonian Player-Turn, if the Macedonian Force wishes to bypass the Persian Army, the Persian Player **must** roll for interception on every possible opportunity. Again, this rule is quite optional—and very much favors the Macedonians (a favor which they little need).

### [25.0] CONVERSION TO MINIATURES/ PRESTAGS

Because of the Tactical Battle System used with **The Conquerors**, it is possible for Players to convert such situations to use with either miniatures or SPI's Prestags game, **Spartan**. For miniatures, Players could simply formulate terrain for their layout based on the terrain of the hex in which the combat occurs. As for **Spartan**, Players can adjust the map accordingly as they see fit. For purposes of converting, the following information may be useful:

1. Each infantry SSP is equivalent to approximately 300 men.
2. Each cavalry SSP is equivalent to approximately 250 men.
3. Each auxiliary SSP is equivalent to approximately 500 men, 25 chariots, or 5 elephants. (Use of elephants by Darius is somewhat speculative).
4. Each Naval squadron contains 20 trieres, plus standard crews.

When using the game **Spartan**, the following equivalent types can be used:

#### MACEDONIANS:

**Phalanx**=Professional Pikeman (Reduce MA to 3)  
**Hypaspists**=Professional Spearmen (Increase MA to 4)

**Hoplites**=Militia Spearmen

**Peltasts**=EX (Experimental Phalanxes) Reduce Melee Strength to 1

**Archers**=Bowmen

**Javelinists**=Skirmishers

**Companion Cavalry**=Heavy Cavalry

**Thessalian Cavalry**=Medium Cavalry

**Light Cavalry**=Light Cavalry

**Lancers**=Oriental Cavalry

#### PERSIANS:

**Greek Mercenary Hoplites and Lydian and Persian Infantry**=Professional Spearmen

**Asiatic Levy Infantry**=Militia Infantry

**Cardaces**=Experimental Phalanx (Reduce Melee to 1)

**Heavy Cavalry**=1 HC unit per SSP

**Medium Cavalry**=1 MC unit per SSP

**Light Cavalry**=1 LC unit per SSP

**Horse Archers**=Oriental Cavalry

**Archers**=Bowmen

Chariot units are found in the **Chariot/Prestags** game.

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## THE MACEDONIANS

### Historical Notes

For those players who are not totally familiar with the exploits of Alexander as covered by the period of this game, a brief and somewhat general description of the events of 334 B.C. - 331 B.C. is provided.

Alexander III (the Great) assumed the throne of Macedon upon the death of his father, Philip II, in 336 B.C. After spending the next year consolidating his position as captain-general of the Hellenic League (by subduing the Dardanians and Illyrians and sacking Thebes), Alexander began preparations for his planned expedition into the vast Persian Empire, ruled by Darius III. The original objective of the expedition, as formulated by his father Philip II, was to "free" the Greek cities in Asia Minor. To that extent, Parmenion had been sent across the Hellespont with a small force to begin preparations. Parmenion's force started off well, but encountered some fierce opposition; it withdrew to its base in Abydos and Parmenion returned to Pella, the capital of Macedon.

In early spring of 334 B.C., Alexander gathered his army of invasion. No longer was the expedition merely for the purpose of claiming some scattered cities. Alexander wanted to conquer Persia (at least that is what our hindsight tells us). To that extent he brought together an army of approximately 40,000 troops, 5,000 of which were cavalry, supported by 120 galleys provided by the Hellenic League. Most of the members of the League gave some support—in the form of hoplite units, etc.—while others, notably Sparta, remained cool to the whole idea. Leaving the highly competent general Antipater in charge of a home force of 10,000, Alexander's army crossed the Hellespont in April of 334 B.C., and the invasion was under way.

Alexander had been able to cross into Asia so easily because the extremely powerful Persian Fleet (400 ships) was scattered throughout the Eastern Mediterranean, and no one could agree on what to do about Alexander. The leading Persian general, Memnon (a Rhodian), was desirous of fighting a strategic withdrawal, allowing Alexander to advance into Lydia and Caria while burning everything edible to deny him supplies. The strategy was undoubtedly sound; unfortunately the Persian satraps would have nothing of it. They felt that Alexander could and should be stopped at the outset, and to that end they sent an army of about 30,000 to wait for Alexander at the River Granicus. Half the force was Memnon's Greek mercenaries—the only half worth anything. Their strategy was to kill Alexander and blunt the expedition before it got rolling. To that end they almost succeeded—Cleitus the Black saving Alexander's life at the last moment—but the rest of the battle was a fiasco. The Persian army was completely routed and the Greek Mercenaries were slaughtered as quasi-traitors (Memnon escaped). The road to the empire now lay completely open.

Alexander's immediate problem was his line of communications. His only connection with Greece/Macedon was by land (his fleet had been disbanded—too expensive and not strong enough to bother with), and that meant it must cross the Hellespont. To that end, Alexander had to negate the Persian Fleet. Instead of doing this on sea, where he was hopelessly outclassed, he realized that his best bet would be to deprive the Persian Fleet of its Mediterranean bases thus rendering it incapable of interfering with his communications.

Starting in May, Alexander began to seize the "Greek" coastal cities. He took the valuable island port of Mitelene after a brief assault, but most of the Asian cities simply surrendered. Miletus fell after a brief siege and Ephesus just gave up. But Halicarnassus proved a tougher nut to crack. Memnon was garrisoned in the city with a strong contingent of Greek mercenaries and others, and they put up a tremendous fight late in 334. The outer city fell after several months (Memnon again escaping) and Alexander left Ptolemy in charge of the final reduction (which didn't happen for a while) while he headed inland. Alexander swooped down the coast to Side, the capture of which deprived the Persian fleet of any ports outside of their Phoenician cities; he then headed inland to Cappadocia and the inner satrapies.

By this time, Darius had begun to react. Hearing that Alexander had passed through the Cilician Gates (his rapid approach had so startled the garrison that they simply fled) he marshalled a force estimated anywhere between 40,000 and 100,000 (but probably much closer to the former) and headed toward Syria to cut off the Macedonian King. By some strange quirk of fate, the Persian army and the Macedonian army passed each other going in different directions, with the Jonah Pass in the Gulf of Issus screening the armies. When Alexander found that Darius was now at his rear with the threat of cutting his lines completely, he swung around and, after resting his men briefly, attacked the weary Persian army at Issus and the River Pinarus. The Persians did much better than Granicus, but the result was the same. Darius himself fled the field when a combined cavalry-infantry attack crumbled the Persian center, and the Persians were again routed. Captured were Darius' entire family and his treasury.

Following this victory, Alexander proceeded to further secure his line of communications. After Byblus, Aradus and the important Sidon all surrendered, Alexander was forced to lay siege to the great city of Tyre—the key to the Western Mediterranean. Despite the fact that by this time the Cypriot, Sidonian, Byblian, Aradian and Rhodian fleets had all come over to Alexander, the city resisted in one of the most spectacular sieges of all times. Tyre lasted seven months (January to August, 332 B.C.) before it fell; and then Gaza, gateway to Egypt, fell after another two month investment. In December of 332 B.C., Alexander marched into Egypt to be hailed by the priests as the son of Zeus.

Throughout this period, Darius was gathering another army—this time a huge horde of troops (mostly ill-trained Asian levies who tended to flee if they got within 5 miles of a spear) that has been historically estimated by some as close to 400,000. That figure is preposterous—simply based on the improbability of ever leading an army that large into battle in this era—but the Persian army was now quite big, perhaps 100,000 with all hangers-on counted in. Alexander realized that he would have to defeat Darius once more to gain final control over the Persian Empire. The winter of 332-331 had provided somewhat of a scare, as Persian graft and Spartan recalcitrance had led to a Spartan revolt under Agis II. Antipater had quickly quelled the uprising at Megalopolis, securing Greece once more, but the incident only served to fire up Alexander to greater efforts. To this end, and reinforced up to a strength of somewhat less than 50,000 (his total casualties had been minimal, perhaps 1,500 or so), Alexander returned to Tyre in early 331, and then turned eastward into the heart of Persia.

Alexander marched east rapidly, crossing the Euphrates and Tigris rivers unopposed. Finally, in September, 331 B.C., on the Plain of Gaugamela near ancient Nineveh, some 70 miles west of the town of Arbela, the two armies met for the last time. Darius offered half his kingdom, as well as his daughter and about \$900 million dollars, as a truce offering (he was obviously worried about the outcome), but Alexander refused and the Battle of Arbela/Gaugamela was joined.

The Persians, deprived of the heart of their army (the Greek mercenaries) were forced to rely upon their excellent cavalry plus chariots and elephants. Alexander still used his phalanxes as a vise and his cavalry as hammers to strike the final blow. The Persians initially fought quite well and, under the command of both Maezeus and Bessus, threatened the Macedonian lines. But the Macedonians began moving obliquely to their right and the Persians attempted to shift their cumbersome army to its left to keep up. The maneuver, ill-handled by the Persians, created a gap in the center. Into this gap drove Alexander with his Companion cavalry and the Hypaspists. The Persian army broke in two and Darius fled (again). Alexander then swung back to handle the problems on his left and the battle was won.

Darius fled to the interior, where he was murdered by Bessus as the fast-moving Macedonians pursuit closed in. The Battle of Arbela became one of the most important battles in history: Alexander was now ruler of the Persian Empire, and the West had come to the East.



For THE MACEDONIANS:

(20.2) Add to Persian Initial Deployment:

At Halicarnassus (0714): 3 Greek mercenary hoplites;

5 Garrison units; Orontabates.

# THE CONQUERORS TACTICAL GAME

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- 13.4 Phalanxes

## [1.0] INTRODUCTION

The Tactical Battle System for **The Conquerors** enables the Players to fight, on a Tactical Battle Display, Major Land battles that have been brought about by maneuver on the Strategic game-maps. The Tactical Battle Display (TBD) is not an attempt to portray total realism; it is simply a means whereby Players may recreate campaigns strategically, yet retain a tactical flexibility in their plans. Thus the TBD is something of an abstraction. However, there is ample opportunity for basic ancient warfare tactics—restricted maneuver, fire, melee and command.

Each turn in the Tactical Battle System is equivalent to about 10-15 minutes of real time. There is no terrain (however, see Case 8.6); virtually all ancient battles were fought in areas in which maneuver could take place with ease (although there are certainly exceptions to this; they key battle of the Second Macedonian War, Cynoscephalae, was fought on particularly rough ground). There are provisions for using the Center Line on the TBD as a river.

All rules in this system apply to both **The Macedonians** and **The Romans**, except where specifically noted otherwise.

## [2.0] THE TACTICAL BATTLE DISPLAY [TBD]

### GENERAL RULE:

The Tactical Battle Display is a series of connected boxes in which the Players place their units. There are four rows of boxes (connected at various points by Connecting Lines) as well as an elongated rectangle at the rear of each TBD called the Reserve Area.

### CASES:

#### [2.1] WHEN TO USE THE TBD

The TBD may be used whenever the Players engage in a Major Land Battle (see the Strategic rules for **The Macedonians** and **The Romans**). In such an instance, the Players may remove all units that are engaged in such a battle from the hex on the game-map and place them to the side in preparation for using the TBD. The TBD may be used **only** for Major Land Battles; however, the Players are not required to use the TBD, as the Strategic game rules so explain. A battle fought to completion on the TBD will take approximately 30 to 45 minutes, once the basics have been mastered.

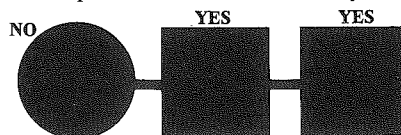
#### [2.2] WHICH TACTICAL BATTLE DISPLAY TO USE

The Tactical Battle Display is printed on both sides, and each side is divided into two sections. The side used depends on the forces involved in the battle. Whenever a Force contains at least 50% (in terms of SSP's) Roman Legion units, the Players use the TBD with the Manipular Legion Display. The Roman Player uses the Manipular Section while the other Player uses the Phalanx Section. In all other cases, Players use the Phalanx Formation side (both sections of which are identical).

#### [2.3] SETTING UP ON THE TACTICAL BATTLE DISPLAY

[2.31] Players remove all their units engaged in the particular battle from the Strategic game-map and place them on the table next to them. Each Player then selects an appropriate TBD (see Case 2.2).

[2.32] The **Resister** (the Force that has been attacked on the Strategic game-map) sets up first: he places all his units, obeying Stacking restrictions, on the TBD in any box (including the Reserve Area) except for the Flank "Box" (actually a circle).



[2.33] No units may initially set-up in the Flank Box, although there are no restrictions to Movement into the Flank Box once the battle has started. In addition, no Player may place more than 50% of his Force (in SSP's) in the Reserve Area.

[2.34] Once the **Resister** has completed his placement, the **Aggressor** (the Force that initiated Combat; the Attacker) repeats the process.

[2.35] After the Aggressor has placed his units on the TBD, the Resister—and only the Resister—may attempt to Retreat Before Combat (see Case 9.4). At this point, the Aggressor may not exercise this option.

[2.36] Once both sides are set up, Tactical Combat begins.

## [3.0] SEQUENCE OF PLAY

### GENERAL RULE:

The Sequence of Play for the Tactical Battle System is in an inter-woven form; i.e., **both** Players perform all functions within the same, singular sequence, often alternating functions with the opposing Player. Each Phase of the Tactical Sequence must be played in exact order; no Player may proceed to a new Phase until the Phase being played is finished. Each full Sequence of Play is considered to be one Tactical Game-Turn. There is no limit to the number of Tactical Game-Turns.

**1. Aggressor Fire Phase:** The Aggressor may engage in Fire Combat with any of his Missile units that are in range of enemy units (see Case 7.0).

**2. Resister Fire Phase:** Resister Missile units may fire as in Phase 1.

**3. Aggressor Movement Phase:** Units of the Aggressor's Force may move or change facing as per the rules for Movement (sections 4.0 and 5.0).

**4. Aggressor Disruption Removal Phase:** The Aggressor removes any Disruption markers from his units.

**5. Resister Reaction Phase:** The Resister may attempt to Retreat any of his units that are in danger of being Meleed (see Case 9.1); in addition, any missile units that have **not** fired in Phase 1 may fire at any enemy unit that entered **that** missile unit's Box in Phase 3.

**6. Aggressor Melee Phase:** The Aggressor resolves all Melee Combats he has initiated by his Movement in Phase 3.

**7. Resister Movement Phase:** The Resister moves his units in a fashion similar to Phase 3.

**8. Resister Disruption Removal Phase:** as in Phase 4.

**9. Aggressor Reaction Phase:** The Aggressor may react to Resister maneuvers as in Phase 5.

**10. Resister Melee Phase:** as in Phase 6.

**11. Reserve Area Phase:** Both Players resolve any Combat that occurs within their respective Reserve Areas. The Aggressor goes first, followed by the Resister (see Case 10.2).

**12. Retreat Phase:** Either Player may choose to Retreat from Combat, as per Case 9.4.

Players should note again the definitions of Resister and Aggressor in Cases 2.32 and 2.34.

## [4.0] MOVEMENT

### GENERAL RULE:

The Movement Allowances of the Strategic games for **The Conquerors** are ignored in the Tactical Battle System, where the entire Movement system is different.

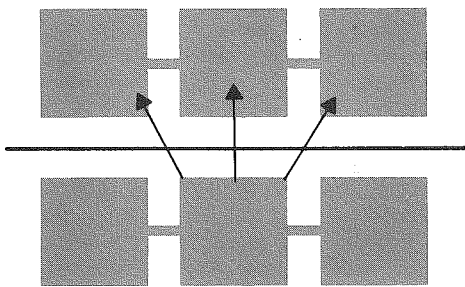
### CASES:

#### [4.1] THE MECHANICS OF MOVEMENT

[4.11] Units may move into any Box to which there

is a **Connecting Line** from the Box they are in directly to the Box they wish to enter (see Cases 5.21 and 5.25).

[4.12] In addition to Case 4.11, a unit may move across the Center Line to any Box that is directly opposite the Box the unit is in, or diagonally across the Center Line to boxes on either side of it. Phalanx units, chariots, and elephants may never move across the Center Line diagonally.



[4.13] Since it costs one Movement Point to change Facing (see Case 5.22), units that change facing during a Movement Phase may not move during that phase (Exception: see Case 5.4).

[4.14] A unit that enters an Enemy-held Box must stop.

[4.15] Movement generally takes place in the Movement Phases (3 and 7). However, there are certain times when a unit may decide to Retreat (Phases 5 and 9); Movement in these Phases does **not** count against the Movement Allowance of a unit.

[4.16] In addition to the above, there is a further restriction on Movement: the effect of Commanders (see Case 12.1). This restriction applies only to Combat units.

#### [4.2] MOVEMENT ALLOWANCES

In the Tactical Battle System, **all** units have a Movement Allowance of **one** (1), with the exception of cavalry, chariot, or elephant units that are charging (moving into an Enemy-occupied box to engage in melee). In such a case cavalry, chariot, or elephant units may move **two** boxes. There is no terrain, thus there are no terrain restrictions to movement (see Case 8.6). The only restrictions are those caused by the configuration of the TBD.

### [5.0] FACING

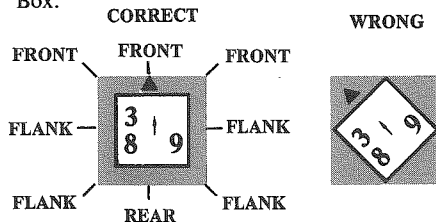
#### GENERAL RULE:

All units on the TBD must be faced (oriented) in a specific direction: the top of the unit (see example, Case 5.11) must always be adjacent to and facing one of the sides of the Box it is in. Facing affects Movement (by restricting the direction in which a unit may move) and Combat (by affording an attacking unit the opportunity to attack a Defender's flanks).

#### CASES:

##### [5.1] HOW UNITS ARE FACED

[5.11] Each unit must be placed within a Box so that the top of the counter is faced towards a side of that Box. It may not be placed facing a corner of the Box.



[5.12] All Friendly units in the same Box **must** have the same Facing. If a unit moving into a Box occupied by a Friendly unit cannot attain the same Facing as the unit in the Box (see Case 5.23), that unit may not move into that Box (see Case 9.14).

[5.13] A unit has a Frontal side, a Flank side, and a Rear side. In addition, the Connecting Lines for that Box are considered either Frontal, Flank, or Rear depending on the unit's Facing (see Diagram, Case 5.11).

[5.14] There is **no** Facing in the Reserve Area.

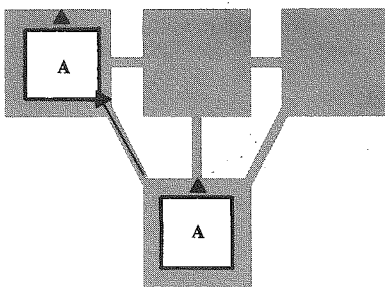
#### [5.2] FACING AND MOVEMENT

[5.21] Units may move only through their Frontal sides or by way of Frontal Connecting Lines (Exception: see Case 4.12). If a unit is faced Frontally towards a side of a Box through which Movement is not allowed—or the Player wishes to move a unit through a different, non-Frontal Side or Connecting Line—that unit must first change Facing before moving.

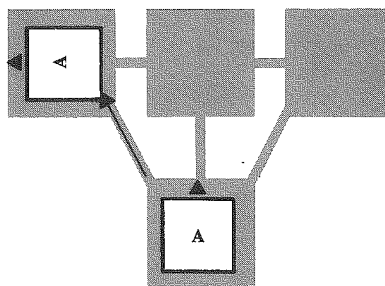
[5.22] It costs **one** Movement Point (usually a unit's entire Movement Allowance) to change Facing.

[5.23] Units may not change Facing after making their normal Movement; i.e., they must maintain the same general orientation and Facing in the new Box as they had when they entered that Box from the old Box.

Example: (Correct: No Change in Orientation)



Example: (Wrong: Change in Orientation)



[5.24] For units that move through Frontal Connecting Lines, the Facing in the new Box must be to the side of the original Facing side in relation to its position in the original Box (see Diagrams, Case 5.23).

[5.25] The following units may move **only** straight ahead; they may never use a Frontal Connecting Line that is connected to a corner of the Box (diagonal): **phalanxes, chariots, elephants**.

[5.26] If a cavalry, chariot, or elephant unit charges (attacks), it may not change Facing even though it has two Movement Points for its charge.

#### [5.3] EFFECTS OF FACING

[5.31] Units may move only through a Frontal Side or Connecting Line, never to the Flank or Rear (see Case 5.21).

[5.32] Missile units may fire only through their Frontal Sides or Frontal Connecting Lines.

[5.33] If an attacking unit enters the Box of the defending unit through its Flank Side or Flank Connecting Line (Melee), the attacker **adds 2** to his Melee **total**.

[5.34] If the Melee attacker enters, as in Case 5.33, through a Rear Side, it **adds 4** to its Melee total.

[5.35] In **The Romans** game (only), Case 5.33 is adjusted as follows: a unit making such an attack adds **3** when attacking a phalanx unit. (Rear attacks remain the same, and this rule does not affect **The Macedonians**).

[5.36] If there are attacking units entering from different angles (Flank and Front, etc.) the **Attacker** takes the Combat addition that is most favorable to him.

[5.37] Players should note that it is only the unit(s) moving **into** the Box that receive the above benefits. Units staying within a Box to counter-attack, etc., **always** attack through an Enemy unit's Frontal Side.

#### [5.4] FACING AND RETREAT

Units that Retreat, either voluntarily or as a result of Combat, **must** change Facing to Retreat into the box to which they want—or have—to go. That is, they must enter the new Box using "Frontal" Movement. Thus, a retreating unit is allowed a **free** change of Facing **before** retreating. However, the retreating unit may **not** change its Facing in the new Box until its next Movement Phase. The unit must, until that time, maintain the Facing it had when it retreated into that Box.

### [6.0] STACKING

#### GENERAL RULE:

There are restrictions as to the number of units that may be placed in a given Box on the TBD. These restrictions are based on the SSP system (see rules for Strategic Game). These restrictions apply at **all** times, including during Movement. The stacking limit for **The Macedonians** differs from that of **The Romans**.

#### CASES:

##### [6.1] STACKING RESTRICTIONS: THE MACEDONIANS

[6.11] In **The Macedonians**, both the Macedonians and the Persians may place up to 5 SSP's in any **one** Box. (There is no limit to the number of SSP's that may be placed in a Reserve Area). At no time may there be more than 5 Friendly SSP's in a Box—although both sides may have 5 SSP's **each** during Combat—including during the Movement Phase. Thus, if there are 3 SSP's in a given Box, only 2 (more) Friendly SSP's may move into or through that Box at any given time. A Friendly **3SSP** unit could not move into or through that Box.

[6.12] Commanders stack for free; they have no SSP value for stacking in the Tactical Battle System.

[6.13] A Phalanx unit of 4SSP or more may never stack with any other unit. This restriction applies at all times.

[6.14] Cavalry units may not end a Movement Phase stacked with infantry-type units (phalanxes, hoplites, barbarian infantry, etc.). They may move **through** a Box with infantry-type units when charging (however, remember Case 6.11). Peltsas and cardaces, as well as missile units, are not considered infantry-type units for this rule; cavalry may stack with such units. Elephants may stack only with other elephants.



## [6.2] STACKING RESTRICTIONS: THE ROMANS

The rules in Cases 6.11, 6.12 and 6.14 apply equally to **The Romans** with the following exceptions:

- A. The stacking (SSP) limit in **The Romans** is 2 SSP's per Box; except that
- B. **Hastati, principes, triarii, and velites** (legionary infantry) may stack up to 3 SSP in a single Box; in addition
- C. Two reduced-strength legionary infantry of the same type (principes, etc.) and belonging to the same Legion may stack up to 3 SSP in the same Box.

Case 6.13 does not apply to **The Romans** game.

## [6.3] EFFECTS OF STACKING ON COMBAT

All units stacked in the same Box must defend, or attack, as one unit. They may not split their strength.

## [6.4] EFFECTS OF STACKING ON RETREAT

Units stacked in one Box that are retreating, either voluntarily or involuntarily, may split and move into different Boxes.

## [7.0] MISSILE FIRE [COMBAT]

### GENERAL RULE:

Any unit that has a Missile Combat Rating (a Combat Strength in parentheses, e.g., (2)) is capable of Missile Fire. Some Combat units, such as peltasts, horse archers, etc., have both a Missile and an offensive Melee Combat capability. These units may both Missile Fire and Melee in the same Tactical Sequence.

### CASES:

#### [7.1] RANGE AND DIRECTION OF MISSILE FIRE

[7.11] All units capable of Missile Fire have a Range (how far they may fire their missiles) of one Box, with the exception of pure archer (not horse or camel archer) units, which have a Range of 2 Boxes.

[7.12] Missile units may fire into any Box within their Range to which they are connected by a Connecting Line. In addition, they may fire over the Center Line at any Box directly opposite or diagonal to the Box they are in (see Case 4.12).

[7.13] Archer units (see Case 7.11) may fire to a Box that is two Boxes distant (in terms of Movement). The Box from which the archer unit is firing and the target Box must be connected by Connecting Lines (or cross the Center Line as in Case 7.12). Pure archer units may fire over occupied Boxes. The direction of the fire must always conform to the general facing of the unit.

[7.14] Missile units may fire only through Frontal sides or Frontal Connecting Lines.

[7.15] No missile unit may ever fire into or out of the Reserve Area.

[7.16] An archer unit firing a distance of 2 Boxes halves its Missile Fire Combat Strength. If such a unit has only one Missile Combat Strength point, the Player would need 2 such units to achieve a minimal strength of one. I.e., fractions are not rounded down, but a full strength point is necessary to achieve a given level.

#### [7.2] HOW TO ENGAGE IN MISSILE FIRE

To resolve Missile Fire Combat, simply total the number of Missile Strength Points fired into a given Box. Consult the Missile Fire Combat Results Table (CRT) and determine the effect of that Missile Fire on any Enemy units in that Box.

[7.21] Missile units may engage in Missile Fire only

once per Tactical Sequence. Missile units may fire in either their respective Fire Phase or the Reaction Phase, but not in both. Units firing in a Reaction Phase are restricted to firing at Enemy units that have entered their Box in the immediately preceding Enemy Movement Phase, and such units may not have fired in the immediately preceding Friendly Fire Phase. This is the only time that a Missile unit may fire at something other than another Box. In addition, such units may do this only if their Box was entered from the Firing unit's Frontal Side or Connecting Lines (see Case 7.14).

[7.22] Missile units may not fire into Boxes containing Friendly units, although they may, if they are pure archers, fire over such boxes. In addition, missile units may not fire out of a Box that also contains an Enemy unit; (such a unit may try to stop an Enemy unit from entering such Box, as in Case 7.21).

[7.23] More than one missile unit may fire into a given Box.

[7.24] To determine the results of Missile Fire, Players total the number of Missile Strength Points being directed into a given Box, remembering to halve the strength of archers firing two boxes (see Case 7.13). The Player then cross-references that total with the roll of one die on the Missile Fire Combat Results Table (see Case 7.5). The result is the effect that that Missile Fire has on all the units in the target Box.

[7.25] A result of "D" on the Missile CRT means that all units in that Box (or, in the case of Reaction Fire, the Box from which the Enemy unit is moving) are Disrupted (see Case 7.4). A result of "DL" means that all units are disrupted, as above, and, in addition, the Enemy Player must remove one SSP total from the affected Box (not one from each unit in the Box).

[7.26] Certain results on the Missile Fire CRT are considered to be No Result if the unit fired at is a phalanx unit and the fire being directed against such a unit is directed to the Frontal Facing of the phalanx unit. Such results are marked with an asterisk (\*) on the Missile Fire CRT. Fire directed against the Flank/Rear of a phalanx unit and/or against any other units in that Box are treated normally.

[7.27] If an Enemy unit enters a Box occupied by a Friendly Missile unit and the latter fires on the former in the Reaction Phase, the moving, Enemy unit that suffers any result (except as noted in Case 7.26) must Retreat immediately. It must attempt to return to the Box from which it came; failing that, it may go to any other unoccupied or Friendly-occupied Box (within the restrictions of Stacking). If it cannot do any of these things, the Enemy unit is considered to have Fled (see Case 8.45).

#### [7.3] RESTRICTIONS ON MISSILE UNITS

Missile units operate like all other Combat units, with one exception: they may never move into a Box containing an Enemy unit, unless they have a Melee Offensive Capability (e.g., peltasts, horse archers, etc.).

#### [7.4] DISRUPTION

Disruption is a Combat result brought about by Missile Fire. All units may be affected by Disruption, including Commanders. Disruption affects both Movement and defensive capabilities. (Elephants have additional chances to be Disrupted; see Case 13.24).

[7.41] Units that are Disrupted are indicated by placing a Disrupted marker on top of them to indicate their status.



[7.42] Disrupted units may not move in a Friendly Movement Phase until the Disrupted (D) marker is removed in the Friendly Disruption Removal Phase.

[7.43] Disrupted units may not retreat voluntarily; they may retreat if forced to by Displacement or as a result of Melee Combat.

[7.44] When an attacking unit(s) engages in Melee with Enemy units, any one of which Enemy units is Disrupted, the Attacker adds 2 Strength Points to his total (not to each unit) Melee Strength. Disrupted units may not Melee offensively (as they cannot move), nor may they fire in a Fire Phase or Reaction Phase.

[7.45] Commanders that are Disrupted may not move, nor may they add their Tactical Combat Ratings (offensive or defensive) to the units with which they are stacked. In addition, Disrupted Commanders may not be used to move Friendly units, as per Case 12.1. The Strategic Ratings of such Commanders are ignored when computing the number of moving units (see Case 12.12).

[7.46] A Disrupted unit that suffers an additional D result is not affected by that additional D result.

#### [7.5] MISSILE FIRE COMBAT RESULTS TABLE [see Tactical Displays]

## [8.0] MELEE COMBAT

### GENERAL RULE:

Melee Combat occurs whenever units from opposing sides occupy the same Box in a Melee Phase. Melee, in this instance, is mandatory. The Player said to be conducting the Melee is the Attacker (as differentiated from Aggressor, which refers to the overall Strategic situation), while the Player undergoing the Melee attack is the Defender. The Player attacking is dependent on whose Phase it is within the Tactical Sequence of Play.

### CASES:

#### [8.1] THE MECHANICS OF MELEE

[8.11] Any Combat unit—except a Combat unit whose only offensive capability is Missile Fire—may engage in Melee Combat.

[8.12] Units engage in Melee Combat by entering a Box occupied by an Enemy unit(s) (see Cases 4.11 and 4.12).

[8.13] Units must obey Stacking restrictions within a given Box; however, these restrictions apply individually to each side. E.g., in **The Macedonians**, each side may have up to 5 SSP in a given Box, for a total of 10.

[8.14] Missile-firing units (except for peltasts, cardaces and horse archers) may not attack/melee, although they may defend against melee.

#### [8.2] HOW TO RESOLVE MELEE COMBAT

[8.21] Melee is initiated when units from different sides occupy the same Box at the beginning of a **Melee Phase**. The Phasing Player is the Attacker; the non-Phasing Player is the Defender.

[8.22] The attacking Player totals the Offensive Melee Strength (see Sample Units in Strategic Game Rules) of all his units in the Box and compares it with the total Defensive Melee Strength of the defending units. Both of these strengths may be modified by the presence of Commanders, by Disruption, or by the direction of the attack. The Attacker then subtracts the Defensive total from the Offensive total to obtain a plus or minus **Melee Differential**. Thus, if the Attacker has an adjusted total of 7 and the Defender an adjusted total of 8, the Melee Differential is -1. Melee Combat is then resolved on the -1 column of the Melee Combat Results Table.

[8.23] Players resolve Melee on the Melee CRT by throwing **one** die and cross-referencing the result of the die roll with the Melee Differential for that Combat. Each Player applies the results immediately to his units and the Attacker moves on to the next Combat.

[8.24] Melee Combats are resolved in any order that the Attacker wishes. Players should note that the order in which they carry out their attacks can be very important, as a victory in one Box can cut off Retreat in another Box, etc.

[8.25] Adjustments may be made to the meleeing units because of Disruption (see Case 7.44), Facing (see Case 5.3), and Commanders (see Case 12.22).

### [8.3] MELEE COMBAT RESULTS TABLE (see Tactical Displays)

### [8.4] EXPLANATION OF RESULTS ON MELEE CRT (see Tactical Displays)

### [8.5] EFFECTS OF RIVER ON MELEE

If, in the Strategic situation—or if the Players decide so between themselves—the Aggressor's units have crossed a River hexside (on the Strategic game-map) to enter the hex occupied by the Resister, the Center Line is considered to be a River for purposes of resolving Tactical Combat. The following adjustments then take place:

1. Any individual **unit** crossing the "river" to engage in melee subtracts 1 from its Tactical Offensive rating for each SSP for the turn in which it crosses the river.
2. Each **unit** crossing the river for **any reason** has a chance of being Disrupted. The owning Player rolls a die for each such unit; if the result is a 6 the unit is Disrupted. (Cavalry and chariot units add one to the die roll). If the Box to which the units were going was empty, the units reach the Box (albeit Disrupted); if the Box was Enemy-occupied, the Phasing units remain instead in their original Box.

### [8.6] ADDITIONAL TERRAIN [Optional Rule]

The Players may simulate additional terrain. They should do this only if Combat takes place in a Rough Terrain Hex on the Strategic map. Players may designate certain Boxes as Rough Terrain or Blocked Terrain. Units may not enter Blocked Terrain. If a unit attempts to enter a Rough Terrain Box, it has a chance of becoming Disrupted: the owning Player throws a die; if the result is a 6, the unit is Disrupted. Phalanxes become Disrupted on a 5 or 6. Chariots may not enter Rough terrain and, if forced to do so, are eliminated. A unit that is defending against Melee in a Rough terrain Box adds 2 to its total Tactical Defense Strength. Players may play around with this rule as they see fit. If they have maps of certain battles, they can assimilate that knowledge into the TBD. The only restriction is the Players' imagination.

## [9.0] RETREATS

### GENERAL RULE:

The term "Retreats" covers several different forms of Movement in the Tactical Battle System. Players should take care to differentiate between the Retreat rules in the Strategic Game and those in the Tactical System. Although there is some similarity, confusion can result unless you are careful. There are two types of Retreat in the Tactical Battle System: Retreat Before Melee and Involuntary Retreat.

### CASES:

#### [9.1] RETREAT BEFORE MELEE

[9.11] Players may attempt to Retreat Before Melee (one Box) in their respective Reaction Phases. Retreat Before Melee is **voluntary**; it consists of

"Movement" from a Box that is occupied by an Enemy unit. (Remember, although Combat is mandatory, units are not locked into the Boxes; they **may** move out of such Boxes—either in a Movement Phase or a Reaction Phase; see Case 9.3).

[9.12] If a Player chooses to Retreat Before Melee in a Reaction Phase, it does **not** consume Movement Points. Any Movement in a **Movement** Phase always consumes Movement Points.

[9.13] The same rules that cover Movement between Boxes—in terms of which Boxes may or may not be entered—determines which Boxes a unit may retreat into. Units Retreating Before Melee must obey all Stacking Restrictions (see Case 9.15).

[9.14] Units must change Facing to retreat into a Box; when they enter the new Box, they may not then change Facing **again**; such a retreating unit must conform to the Facing it had when it entered such Box (see Case 5.4). (Exception: if the unit retreating enters a Friendly occupied Box, the retreating unit assumes the Facing of the other unit). To Retreat, Players may change Facing without consuming Movement Points (see Case 9.12).

[9.15] A unit may move into a Friendly-occupied Box **over** the stacking limits by **Displacing** the Friendly unit already in that Box. That is, the original occupant of the Box is also retreated, in a sort of chain reaction. Units that are so Displaced are moved according to the standard Rule of Retreat. If any of the units along the chain of Displacement cannot Retreat for some reason, **no** Displacement may occur.

[9.16] The direction of Retreat is determined by the Retreating Player. It must be towards his own lines and away from Enemy lines/units. A Player may never retreat "forward", even though a Box is empty!

[9.17] Players may never **retreat** into an Enemy-occupied Box. (Remember, units **may** move, in a Movement Phase, from one Enemy-occupied Box into another; but they may not do so during a Reaction Phase or while Retreating in any other fashion; see Case 9.3).

### [9.2] INVOLUNTARY RETREATS

[9.21] Involuntary Retreats are mandated by the Melee Combat Results Table. When a Retreat is called for, the Player moves the affected unit **one** Box in accordance with the rules for Retreats as explained in Case 9.1.

[9.22] The rules for Involuntary Retreats are the same as those for Retreats Before Melee (in Case 9.1) except that these Retreats occur in the Melee Phase (immediately after each individual Melee). An involuntary Retreat is taken as soon as such result is obtained.

### [9.3] VOLUNTARY RETREAT CAPABILITY

[9.31] Any time that a Player wishes to **voluntarily** move one of his units from an Enemy-occupied Box into any other Box—whether as Retreat or as regular Movement in a Movement Phase—he must check the **Voluntary Retreat Capability Table** to see whether he can accomplish the move.

[9.32] For each stack of units wishing to so move (from an Enemy-occupied hex) the Player throws **one** die and refers to the Voluntary Retreat Capability Table, following the instructions under the die roll.

### [9.33] Voluntary Retreat Capability Table (see Tactical Display)

[9.34] If there is a Friendly Commander in the Box for which the Table is being used, and that Commander's Total Command Rating is at least 4 (SR + TO + TD), then the Player may subtract **one** from the die roll.

## [9.4] STRATEGIC RETREATS

The rules for each Strategic portion of the game cover Retreats on a strategic level (Before and During Combat). They may simply be applied to any given battle situation using the Tactical Battle System. Thus, after each Tactical Battle Turn, in the Retreat Phase, a Player may choose to Retreat (from the battle) During Combat as per the rules for such.

## [10.0] THE RESERVE AREA

### GENERAL RULE:

The Reserve Area—identified as such on the Tactical Battle Displays—is an area where a Player may put units he does not wish to commit immediately to battle. It is not considered a Box for Combat purposes and there is no Stacking limitation for units in the Reserve Area. Combat of a general kind may occur in the Reserve Area, but it is quite limited.

### CASES:

#### [10.1] USE OF THE RESERVE AREA

[10.11] A Player may place as many units as he wishes in his Reserve Area at any given time (see Case 10.12). There is never a limit (in terms of Stacking Points) as to how many units may be placed in a Reserve Area.

[10.12] In his Initial Set-Up/Deployment, a Player may place **no more than 50%** of his total Force (in terms of SSP's) in his Reserve Area. After that, there is no limit.

[10.13] Units may move in and out of the Reserve Area as if it were a regular Box, using the normal Movement Rules.

[10.14] Units in the Reserve Area have no Facing.

[10.15] The Roman Player (**only**) must place any consuls, praetors and/or legates in his Reserve Area. They may **not** move out of this area at any time during the battle.

#### [10.2] COMBAT IN THE RESERVE AREA

[10.21] Combat may occur in the Reserve Area. It occurs whenever Enemy units move into a Friendly Player's Reserve Area.

[10.22] A Player may move as many units as he wishes into an Enemy Player's Reserve Area. Once a **Friendly** unit enters an **Enemy** Reserve Area, it must remain in that Area until **Friendly** units achieve a 2-to-1 superiority (in SSP's) to the **Enemy** units in that Reserve Area. Units may then leave, but the 2-to-1 superiority must be maintained. Units may always leave their own Reserve Area.

[10.23] In the Reserve Area Phase of the Tactical Battle Sequence, each Player determines the strength of all the units he has in the other Player's Reserve Area. He totals the number of SSP's he has and consults the **Reserve Area CRT**, rolling one die. There is no true individual Combat or Melee within the Area—simply an abstract application of force strength.

[10.24] The Reserve Area CRT gives the number of opposing SSP's removed from their Reserve Area. They are considered to have **Fled**; they are **not** eliminated.

[10.25] Commanders have no effect on Reserve Area Combat.

[10.26] [optional] When playing **The Macedonians**, the Persian Player must set up with Darius in the Reserve Area. He may not move out of the Reserve Area. If the Macedonian Player places any units in the Persian Reserve Area and rolls for Flight on the Reserve Area CRT, the Persian Player checks to see if Darius sticks around. If the Persian suffers **any** losses from his Reserve Area, he rolls one die. He then adds the number of losses (that turn) to that die

roll. If the result is 6 or more, Darius Flees. If Darius Flees, the Persian Morale Level is dropped to 25% (which may result in a Persian Army Flight immediately.) This rule is optional, albeit historically meritorious. Its effect is to benefit the Macedonians.

#### [10.3] RESERVE AREA COMBAT RESULTS TABLE (see Tactical Displays)

### [11.0] MORALE

#### GENERAL RULE:

The Victor in a battle is determined by Morale Levels. A complete discussion of Morale is to be found in the Strategic rules for the individual games. The same principles used for Strategic Combat (i.e., levels, breaching levels, effect of such, etc.) are applied to Tactical Battle. Units that have Fled are counted as losses for Morale purposes.

### [12.0] COMMANDERS

#### GENERAL RULE:

Commanders affect both Movement and Combat in the Tactical Battle System but in ways quite different from the Basic game. The number of Combat units that a Player may move is directly related to the overall ability of his command staff. In addition, individual Commanders may directly aid Combat units in Melee by adding their Tactical Strengths to the units in the stack. Commanders may also be killed, wounded, or stunned as a result of certain Combat Results on the Melee CRT.

#### CASES:

##### [12.1] COMMANDERS AND MOVEMENT

[12.11] The number of Combat units (all units other than Commanders) that may move in a given Tactical Turn is equivalent to the **Strategic Rating** of all Commanders (total) present for that side at the battle.

[12.12] To determine how many Combat units may move, the Player totals the Strategic Rating of all Commanders present and active. Commanders that are killed, wounded, stunned, Disrupted, or have Fled (or otherwise left the Tactical Battle Display) do not add their Strategic Rating. Thus the loss of a Commander may lower the number of units that may move in any given Movement Phase.

[12.13] **Example:** The Persian Player has a total of 53 units on the Tactical Battle Display. (The total is in actual units, not SSP's). He has ten Commanders present with a total Strategic Rating of 18. He may move only 18 units in any given Movement Phase. If, say, Memnon were to become Stunned (removed for one complete Tactical Sequence) the Persian Movement Limit would drop to 15 and he could move only 15 Combat units that turn.

[12.14] Commanders may move freely, above the Movement Limit. They do not count against the total in Case 12.11.

[12.15] Combat units may Melee, Fire and Retreat without any restriction. The only restriction of this Case is against Movement. It is obvious that a unit must move to Melee attack (in most cases); however there are some instances where two opposing stacks occupy the same Box without Movement (e.g., after an Engaged Result). In this case the Movement Limit does not apply to a unit wishing to Melee. It would apply against a unit trying to move out of the Box in a Movement Phase.

[12.16] In **The Romans** game (only) a Player may always move one-third (1/3) of his Force (in numbers of units) regardless of the total Strategic Rating of his Commanders. This does not apply to **The Macedonians** (the game, not the country).

[12.17] No Player may place more than 2 Commanders in the Reserve Area. If there are more than 2 Commanders on one side in the Reserve Area, the excess over 2 may not add their SR to the total to determine Movement Limits. This rule does not include Roman consuls, praetors or legates (see Case 10.15).

[12.18] Any number of Commanders may stack in one hex. However, only one Commander may add his Tactical Offensive or Tactical Defensive Rating to the Combat units in the stack (see Case 12.22).

#### [12.2] COMMANDERS AND COMBAT

[12.21] Certain Commanders may aid units with which they are directly stacked (in the same Box) by augmenting their strength during Melee.

[12.22] Each Commander has a **Tactical Offensive Rating [TO]** and a **Tactical Defensive Rating [TD]** (see unit Examples). When a Commander is stacked with units that are Attacking in a Melee, he may add his TO to the total strength of that Melee. A Commander stacked with units Defending against a Melee may add his TD to the defending units' total strength.

[12.23] Commanders with a **zero** rating in either TO or TD obviously do not add anything to units with which they are stacked.

[12.24] Certain Commanders may command certain units only. (E.g., Philipus, the Syrian General, may command only Elephants—a sort of early-day Sabu, as it were). If these Commanders (noted either in the body of the rules or in the individual Scenarios) are stacked with units that they are ineligible to command, then they may not add either their TO or TD to any Combat. (This does not affect Case 12.1).

[12.25] Roman consuls, praetors and legates have **zero** TO and TD ratings. They may never directly aid melee Combat. Only Tribunes may do so for the Romans.

#### [12.3] ELIMINATION OF COMMANDERS

**Commander Elimination** is based on the Leader Loss Table and the Total Number of Command Points possessed by a Commander. The latter is somewhat of an abstraction (better generals are certainly no less mortal than the lessers), but it is borne out by the fact that the better generals somehow managed to get killed less often than the others (which is probably why they were better). As a result of the Leader Loss Table, Commanders may be killed, wounded or stunned.

[12.31] The Total Command Rating (TCR) of a given Commander is the sum of his **Strategic Rating**, his **Tactical Offensive Rating**, and his **Tactical Defensive Rating**. Thus, Philopoemen, the Achaean General, has a Total Command Rating of 8 (4+2+2=8) while Alexander the Great has a TCR of 12.

[12.32] Certain results on the Melee CRT (see the Melee CRT) indicate that the Player/side affected must check for possible loss to each and every leader in the Box in question. **Example:** if the Roman is attacking (Melee) at a Differential of +2 and he rolls 3 he will have to check the Leader Loss Table to see if any of his Commanders (if any are present in the Box) suffer a casualty.

[12.33] To use the Leader Loss Table, the Player totals the TCR of each Commander in the hex and, for each Commander, refers to the Table, rolling two dice. The Player then cross-references the dice total with the TCR of the Commander and applies any Result. **Example:** in the example in Case 12.32, if the Tribune Sestus was in the Box with a TCR of 4 and the Roman Player rolled an 8 on the Leader Loss Table, Sestus would be "wounded." A roll of 10 would have produced a "no result." The Player follows this process for each Commander in the hex.

[12.34] There are a variety of results possible on the Leader Loss Table (12.4):

**Killed:** The Commander is eliminated for the remainder of the game.

**Wounded:** The Commander is wounded. the Player immediately refers to the Wound Recovery Table and rolls one die. The result on the Table is the number of **Strategic Game-Turns** that Commander misses. **Example:** if a Commander were wounded in a battle in Strategic Game-Turn 3 and rolled a 3 on the Wound Recovery Table, he would return in Strategic Game-Turn 6 (he misses 2 Game-Turns in addition to the one he was wounded in). If the Player rolls a one the Commander is only slightly wounded, and may return after the next **Tactical Turn**; if he rolls a 6, that Commander dies of his wounds.

**Stunned:** A stunned Commander misses the next **Tactical Turn** (in addition to the one he was stunned in). He returns after that turn.

[12.35] Commanders who are wounded or stunned are removed from the TBD immediately. They may not add their SR to Movement Limitations, etc. They may return in any Box in which there are Friendly units (if they are to return during the battle).

[12.36] If a Commander finds himself alone in a Box and about to be attacked by Enemy units, he may move to the nearest Friendly occupied Box. However, if he is completely surrounded by Enemy-occupied Boxes, he is eliminated.

#### [12.4] LEADER LOSS TABLE (see Tactical Displays)

#### [12.5] WOUND RECOVERY TABLE (see Tactical Displays)

### [13.0] SPECIAL UNITS

#### GENERAL RULE:

Certain units—notably chariots, elephants, the phalanxes, and cavalry—had peculiar characteristics for which special rules must be applied.

#### CASES:

##### [13.1] CHARIOTS

[13.11] When crossing the Center Line, chariots may move **only** straight ahead; they may never cross the Center Line on the Diagonal.

[13.12] Chariots may never move to another Box using a Connecting Line that **starts or ends in the corner of either Box**.



##### [13.2] ELEPHANTS

[13.21] Elephants may cross the Center Line only by moving **straight** ahead; they may never cross on the diagonal.

[13.22] Elephants may never move to another Box using a Connecting Line that **starts or ends in the corner of either Box**.

[13.23] When attacked by Combat units **other than** elephants, Elephants use their TD rating. When attacked by other elephants they use their TO rating.

[13.24] Whenever an elephant suffers a result that leaves it Disrupted, it goes **Berserk**. In addition, each time it engages in Melee Combat (offensively or defensively) the owning Player rolls a die; if the result is 1, 2, or 3 the elephant is Disrupted (and goes Berserk). If a Commander is present in the hex with the elephants, the Player may add one to the die roll.



[13.25] A Berserk elephant moves and fights randomly. During the owning Player's Movement Phase, the Player notes each elephant unit that is Disrupted. Before he moves any other units he attempts to move the elephant. To do this, he rolls one die; a result of 5 or 6 means the elephant remains in place and the Disruption is removed (this is the **only** way elephants can be "calmed," or undisrupted). Any other result means the owning Player changes the Facing of that elephant that number of Connecting Lines in a clockwise direction and moves the elephant unit into the Box to which that Connecting Line leads. The elephant then immediately Melees any unit (Friendly or otherwise) in that Box. If the elephant moves into the Reserve Area, it is removed from Play. All this takes place before normal Movement, etc., for that side. If a Commander is present with the elephant (and he hasn't died of fright) he may add **one** to the die roll for Elephant Random/Berserk Movement.

[13.26] Cavalry may **never** attack elephants.

[13.27] Elephants may stack only with other elephants; they may never stack with other units.

[13.28] If an Elephant unit attacks a Cavalry unit, the elephant adds **four** to its Melee Strength, in addition to any Flank benefit, etc.

### [13.3] CAVALRY

[13.31] Cavalry units may never attack phalanx units through a Frontal Box Side or Connecting Line.

[13.32] Cavalry units attacked by other cavalry units defend with their Tactical Offensive Rating rather than their TD.

### [13.4] PHALANXES

[13.41] Phalanxes have the same Movement restrictions as do chariots and elephants (see Cases 13.11, 13.12, etc.)

[13.42] Phalanx units that change their Facing in order to Retreat are automatically Disrupted.

[13.43] In **The Romans**, phalanxes are also susceptible to increased penalties for being attacked on the Flank, etc. (see Case 5.35).

## DESIGNER'S NOTES: The Tactical Game

The tactical game is a strange beast. (**Sic Sua Soror**) When **The Conquerors** was first feed-backed last year, there was no predilection toward doing a tactical version of the operational game. However, certain trends of thought occurred which virtually mandated the design of a tactical game.

In looking back over the precious few operational and strategic ancient era games, such as **Fall of Rome**, **Punic Wars**, and **Caesar's Legions**, the one item which stood out in our mind was that none of these games imparted more than a fleeting glimpse of ancient warfare. The **Punic Wars** system was excellent on its grand-strategic scale, but had little to offer below that. And in the others, the only reason you knew you were recreating events that happened thousands of years ago is because you knew the title of the game. The reason for this was—or soon appeared to be—simple: ancient warfare consisted mainly of yearly campaigns culminated every few years by a battle. There were no fluid fronts, no Bulge-type campaigns. And this was what we were trying to simulate.

Therefore, having decided that the simulation would favor that theory on the operational scale, it became apparent that, if we

were to satisfy the increasing demand for a sophisticated ancients game, we would have to simulate the battles to some extent; and this meant a Tactical Game.

The first problem was the "surface" that the tactical game would be played on. For some reason (probably having to do with studying all those linear drawings of ancient battles) a system of connecting boxes somewhat similar to the present design was produced. The idea was to limit movement to a great degree and at the same time present a somewhat ancient feel. That the idea of a tactical system presented us with a chance to experiment was not lost on us, and thus we decided to proceed with the unusual configuration of the Tactical Battle Display. The boxes—as opposed to the usual hexes—presented us with some new challenges in terms of facing, etc. Thus the Connecting Lines were put in with scrupulous care as to their effect on the game. The intent of the lines is to channel movement and combat and, at the same time, further define facings.

Facings themselves became fairly easy to deal with. As movement had been reduced to one box per turn (in general), we simply made changing facing equivalent to moving, considering the compact, rigid formations adopted by the ancients, and the difficulty in moving them anywhere.

Combat rules evolved **before** assigning combat factors to the unit—an unusual occurrence in game design. Actually, the Tac System combat rules are an adoption of the usual missile rules added on to a quasi-TSS melee system. (The Melee CRT's from TSS and **The Conquerors** are quite similar in design, if not in result). The intent here was to actually simulate units engaging in melee combat, and to recreate the problems inherent in such combat. Thus we have the table for withdrawing voluntarily and the possibility that in doing so a unit may fall apart.

Once the system for combat developed—and it developed quickly—we set about assigning combat strengths. **The Macedonians** was done first—about three months before **The Romans**. In **The Macedonians**, the stacking points reflect actual manpower in a given unit formation. We chose the phalanx formation as the basic formation, and then worked down—also an unusual approach. We considered splitting the phalanx into its component sections, but the result was a plethora of counters that were a) unable to fit on the Tac Display and b) exceeded our counter-mix parameters twofold. At this point in design the Tac Display had a front row of only 15 boxes.

The actual strengths were arrived at on a comparison basis. We started by giving the phalanx **ten**, offensively and defensively. We then worked from that point on the other units, adjusting, of course, for the number of SP's in that unit.

Yet, the end result proved to be accurate in Playtesting. Phalanxes were tough to take

frontally, and heavy cavalry was the striking force of any well-handled army. The fact that the Tac System is somewhat abstract tended to hurt the capabilities of the lighter infantry and quasi-missile units, as we could not provide for them functioning as skirmishers and screens as they would normally do without complicating the system to a degree which we did not want. A further problem arose when we went to do the counters for **The Romans**. We were forced, for counter-mix reasons, to use a stacking limitation of 2 for each counter, thus increasing the manpower in each unit. This forced us to rethink the combat strengths to a great degree, aside from the fact that combat had changed somewhat over the 125 years in between. (E.g., there was a slight de-emphasis on cavalry, especially on the part of the Romans). As we now had more counters-per-army, we now expanded the number of boxes in the Display (which increased playability for **The Macedonians** at the same time) and created the Manipular portion of the display to account for the Roman tactical theory (and its increased maneuverability).

The numbers for any particular unit—say Syrian hoplites as opposed to Aetolian hoplites—was a product of educated guess, reports of effectiveness in battle (somewhat scarce, to be sure) and playtesting for balance. There is really little hard information for comparisons of this kind.

There is better information for the commanders, and we used that for the ratings of such. Again, there are comparative ratings, not absolute; Scipio's **five** should not be compared to Alexander's **five**. The various tactical and strategic ratings were then adjusted for their cumulative effect on movement (an expression of the commander's total control over what happened and the inability of troops of this era to act on their own) as well as their battle capabilities.

The Leader Loss Table was a result of an afternoon of letting one's mind run freely. It is pure chrome, but the testers loved it. Despite the fact that the idea was gleaned from systems used in various simulation football games, the table is accurate in that "lesser" leaders **did** tend to get killed more than others.

In all, the Tactical System recreates ancient warfare on a level that is somewhat abstract. However, it is experimental in that we are trying to provide a system whereby operational maneuvers may be quickly translated to tactical results. In that aspect, it should work.

## TACTICAL BATTLE SYSTEM DESIGN CREDITS

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[5.27] TERRAIN EFFECTS CHART

Type of Terrain	Movement Cost	Effect on Combat	Special Notes
Clear	1MP	None	
Rough	3MP	None	6MP in Winter
Marsh	2MP	Combat Prohibited	See Attrition (case 17.13)
Desert	2MP	None	See Case 17.13
River Hexside	+1MP to cross	None	
Impassable Mountain Hexside	May not cross	None	
Lake Hexside	May not cross	None	
Coastal Hex	Naval: 1MP Land: Depends on terrain in hex	None	
All-Sea Hex	1MP (Naval only)	None	See Attrition (Case 17.13)
Sea-Lane Hex	1MP (Naval only)	None	Treat as coastal hex for naval movement
Ferry Hexside	None (see Case 5.37)	None	
Walled City	1MP (see Case 14.14)	(see Case 14.3)	
Royal Persian Highway	½MP (see Case 5.41)	(see Case 5.42)	
Blocked Hexsides	No Land Movement Across		

[9.81] MACEDONIAN STRATEGIC LAND COMBAT RESULTS TABLE

Ratio of Macedonian SSP's to Persian SSP's

Dice Roll	1-4	1-3	1-2	1-1	3-2	2-1	3-1+
2	•	1	2x	•	1	3	1
3	1	1	2	2	2	2	5
4	•	2	•	1x	2	3	2
5	1	•	1	1	4x	2	2
6	•	•	2	3	3	1x	4
7	1	2	•	2	1	3	3x
8	•	•	2	•	2	2	4
9	1	1	1	2	2	4	2
10	•	1	•	1	1	3	4
11	1x	1x	1x	1	3	2	1
12	•	1	2	2	2	4	3

KEY:  
•=No Losses

#=Loss in SSP's (or steps)  
x=Check for possible Commander elimination (see Case 8.5)  
Odds of less than 1-4 are treated as 1-4

[9.82] PERSIAN STRATEGIC LAND COMBAT RESULTS TABLE

Ratio of Persian SSP's to Macedonian SSP's

Dice Roll	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1+
2	1	1x	•	•	•	1	1	2
3	1	1	1x	2	2	2	3	2
4	•	•	1	•	•	2	1	4
5	•	1	1	1	•	2	4	4
6	•	•	•	2	3	•	3	2
7	1	1	2	•	2	3	2	4x
8	•	•	•	1	1	1	2x	1
9	•	•	1	1	1x	2x	1	3
10	•	1	1	2	•	•	2	3
11	•	1	•	1x	2	1	2	3
12	1x	2	•	•	2	2	1	1

KEY:  
•=No Losses  
#=Losses in SSP's (or steps)  
x=Check for possible Commander elimination (see Case 8.5).  
Odds of less than 1-3 are treated as 1-3.

[5.8] FORCED MARCH ATTRITION TABLE

Die Roll	Additional Movement Points Allocated				
	1	2	3	4	5
1	•	•	•	•	•
2	•	•	•	•	1
3	•	•	•	1	1
4	•	•	1	1	2
5	•	1	1	1	3
6	1	1	1	2	3

KEY:  
#=Losses in SSP's. Losses are taken in infantry/missile units only; never in cavalry. Note: only a Force commanded by Alexander may Force March.  
•=No Losses

[6.3] LAND INTERCEPTION TABLE

Zone of Interception	Die Roll Required For Interception
1 (adjacent)	Automatic Interception
2	1,2,3 or 4
3	1,2 or 3
4	1

[6.7] NAVAL INTERCEPTION TABLE

Zone Interception	Die Roll Required For Interception
1 (adjacent)	1,2,3,4, or 5
2	1,2, or 3

[11.5] NAVAL COMBAT RESULTS TABLE

Combat Ratio [Attacker to Defender]

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1+
0	Ae/•	Ae/•	Ae/D1	A5/D1	A4/D1	A2/D1
1	Ae/•	A4/•	A4/•	A3/•	A2/D2	A1/D2
2	Ae/•	A4/•	A3/D1	A2/D1	A1/D3	A1/D3
3	A5/D1	A4/D1	A3/D2	A2/D4	A2/D5	A1/D5
4	A4/D1	A3/D2	A2/D3	A2/D5	A1/D6	A1/D6
5	A3/D1	A3/D2	A2/D4	A1/D6	•/D6	•/De
6	A2/D2	A3/D4	A1/D4	A1/D6	•/D6	•/De
7	A2/D4	A2/D4	•/D5	•/D6	•/De	•/De

KEY:  
A=Attacking Fleet; D=Defending Fleet; e=Eliminated; •=No Losses; #=Number of "Steps" Lost (see Case 11.21). For effects of Commanders, see Case 11.4.  
Odds of less than 1-3 are treated as 1-3.  
Ignore excess losses.

[14.7] SIEGE COMBAT RESULTS TABLE

Die Roll	Walled City						Major City
	Miletus	Halicar-nassus	Tyre	Sidon	Gaza		
2	NO	NO	NO	NO	NO	NO	NO
3	NO	NO	NO	NO	NO	NO	NO
4	NO	NO	NO	NO	NO	NO	NO
5	NO	NO	NO	NO	NO	YES	YES
6	NO	NO	NO	YES	NO	YES	YES
7	YES	NO	NO	YES	NO	YES	YES
8	YES	YES	NO	YES	NO	YES	YES
9	YES	YES	NO	YES	YES	YES	YES
10	YES	YES	YES	YES	YES	YES	YES
11	YES	YES	YES	YES	YES	YES	YES
12	YES	YES	YES	YES	YES	YES	YES

Add 2 to dice roll if ratio of attack is 2-1 or better.

KEY:  
YES=City Falls  
NO=Siege fails this turn (see Case 14.35)

[17.4] LAND ATTRITION TABLE

Die Roll	Remove
1	Nothing
2	1 SSP
3	2 SSP
4	10% of Force
5	20% of Force
6	25% of Force
7	33% of Force
8	50% of Force
Note: Round fractions up.	

[17.5] NAVAL ATTRITION TABLE

Die Roll	Remove
1	Nothing
2	1 Naval Strength Step
3	1 Naval Strength Step
4	2 Naval Strength Steps
5	3 Naval Strength Steps
6	3 Naval Strength Steps
7	50% of total fleet
8	100% of fleet
Note: Round fractions up.	

[13.5] CITY/PORT SURRENDER TABLE

City/Port	Hex #	Die Roll Needed [less than or equal to]
Ancyra	2205	4
Aradus	3123	3
Byblus	3124	3
Canopus	1533	5
Celaenae	1611	3
Chalcedon	1202	2
Chios	0310	4
Cyzicus	0904	3
Damascus	3327	4
Dascylium	1104	3
Ephesus	0712	4
Erythrae	0510	4
Heraclea	1801	3
Ipsus	1811	3
Lampsacus	0604	5
Mallus	3116	3
Mazaka	3009	2
Myndus	0614	1
Mytilene	0508	1
Pelusium	2233	4
Perga	1715	4
Pteria	2704	2
Rhodes	0917	*
Salamis	2620	**
Samos	0512	3
Sardis	1010	4
Side	1815	4
Sidon	3025	4
Soli	2815	3
Tarsus	2915	3
Termessus	1713	1
Thapsacus	4319	3
Trapesus	4101	2

Note: Die roll necessary for surrender must be equal to or less than the number indicated on table for specific City/Port  
\*=does not surrender; goes to Macedonian when Rhodian fleet defects  
\*\*=does not surrender; goes to Macedonian when Cypriot fleet defects



# THE MACEDONIANS

## TURN RECORD/REINFORCEMENT TRACK

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### MONTH/GAME-TURN

Year	Mar-Apr	Apr-May	Jun-Jul	Jul-Aug	Sep-Oct	Oct-Nov	Winter
334 B.C.		1.	2.	3. <b>Per R:</b> Royal Gd. (hoplites & cavalry), <b>Darius</b>	4.	5.	6. <b>Per R:</b> Persian cavalry, cardaces, <b>Nabarzanes</b> <b>Mac:</b> remove 6SSP of phalanx or hypaspists
333 B.C.	7. <b>Per R:</b> Asiatic levies	8. <b>Per R:</b> Asiatic levies <b>Mac R:</b> 6SSP from GT 6, 12SSP infantry, 4SSP cavalry	9. <b>Per R:</b> Asiatic Levies; replace <b>Memnon</b> with <b>Amyntas</b>	10. <b>Per R:</b> Asiatic levies	11. <b>Per R:</b> Asiatic levies	12. <b>Per R:</b> Asiatic levies	13.
332 B.C.	14. <b>Per R:</b> Asiatic levies	15. <b>Per R:</b> Asiatic levies	16. <b>Per R:</b> Asiatic levies <b>Mac R:</b> 12SSP infantry, 2SSP cavalry	17. <b>Per R:</b> Asiatic levies	18. <b>Per R:</b> Asiatic levies, <b>Mazeus, Barsaentes</b>	19. <b>Per R:</b> Asiatic levies	20.
331 B.C.	21. <b>Per R:</b> Asiatic levies	22. <b>Per R:</b> Asiatic levies	23. <b>Per R:</b> Asiatic levies	24.	25.	26.	

### [7.48] ARMY FORCE BOX DISPLAY

**Macedonian  
Army  
1**

**Macedonian  
Army  
2**

**Persian  
Army  
1**

**Persian  
Army  
2**

**Persian  
Army  
3**



CONQUERORS  
TACTICAL BATTLE DISPLAY

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TACTICAL BATTLE SYSTEM  
SEQUENCE OUTLINE

1. Aggressor Fire Phase
2. Resister Fire Phase
3. Aggressor Movement Phase
4. Aggressor Disruption Removal Phase
5. Resister Reaction Phase
6. Aggressor Melee Phase
7. Resister Movement Phase
8. Resister Disruption Removal Phase
9. Aggressor Reaction Phase
10. Resister Melee Phase
11. Reserve Area Phase
12. Retreat Phase

[7.5] MISSILE FIRE COMBAT  
RESULTS TABLE

		Total Missile Strength					
Die Roll	1	2	3	4	5	6(+)	
1	•	•	•	•	•	•	D
2	•	•	•	•	•	•	D
3	•	•	•	•	D	D	D
4	•	•	D	D*	D*	D*	D*
5	•	D*	D*	D*	D*	DL*	DL*
6	D*	D*	D*	D*	DL*	DL*	DL*

KEY TO RESULTS:

•=No Effect  
D=Disrupted (see Case 7.4)  
DL=Disrupted; in addition lose one Strategic Point (see Case 7.25)  
\*=Result is No Effect on phalanx unit in certain circumstances (see Case 7.26)

[8.3] MELEE COMBAT RESULTS TABLE

Die Roll	Combat Strength Differential (Attacker minus Defender)											
	-5	-4,3	-2	-1	0	1	2	3,4	5,6	7,8	9+	
1	F*/•	F*/•	R/•	1/•	1*/•	1*/•	M	1/1	1/1	•/1	•/1	
2	F*/•	R/•	1*/•	1*/•	M	M	1*/1	•/1	•/2*	•/2		
3	F*/•	R/•	1*/•	M	M	M	1*/•	•/1	•/2*	•/2	•/F*	
4	R/•	1/•	M	M	M	1/1*	•/1*	•/2*	•/R	•/R	•/F*	
5	2*/•	M	1/1	1*/1	1*/1*	•/1*	•/1*	•/R	•/F*	•/F*	•/F*	
6	1/•	1*/1	1/1*	•/1*	•/1	•/R	•/R	•/F*	•/F*	•/F	•/F	

KEY TO RESULTS:

#=Loss in steps to unit  
R=All units retreat one Box or lose 1 SSP (total)  
M=Melee engaged; no units may move (see Case 8.46)  
F=All units Flee from field; each affected unit loses 1 SSP  
\*=Check Leader Loss Table  
•=No effect

[8.4] EXPLANATION OF RESULTS ON  
MELEE COMBAT RESULTS TABLE

[8.41] Each individual result has a section that applies to the Attacker's units and a section that applies to the Defender's units. The section to the left of the slash applies to the Attacker's units; the section to the right of the slash pertains to the Defender's.

[8.42] A result of "•" means that the units involved suffered no casualties.

[8.43] A result of 1 or 2 means that the Player whose units are affected must remove that number of SSP's (Strategic Strength Points) from his units. This number of SSP's is a total, it is not the number of SSP's removed from each unit.

[8.44] A result of R means that the affected unit(s) must either Retreat one Box (see Case 9.2) or lose one SSP from the total SSP's in the Box (not from each unit). The choice is the affected Player's—unless the units are unable to Retreat, in which case they must take the SSP loss—but the choice must be made immediately.

[8.45] A result of F means that all affected units in the Box have Fled the field. Each unit they must choose either 1 or 2 above.

suffers a one SSP loss and the remaining units, if any, are removed from the Tactical Battle Display and placed aside. Units that have Fled may not return to the Tactical Battle Display during that battle. However, they may be used in any subsequent Game-Turns in the Strategic Game. Units that have Fled are counted against Morale limits (see Section 11.0).

[8.46] A result of M means that all units in that Box—from both sides—are **Melee Engaged**. They may not move from the Box until a different result is obtained (in the next Melee Phase, perhaps). However, the defending Player, in his ensuing Melee Phase (in which he will then be the Attacker) has several options:

1. He may stay and attack the Enemy units in the Box; or
2. He may stay and attack the Enemy units and, in addition, bring up more units (up to his stacking limitations) to aid in the attack; or
3. He may attempt to leave the Box in the next Voluntary Movement Phase by rolling on the Voluntary Retreat Table (9.33).

[9.33] VOLUNTARY RETREAT CAPABILITY TABLE

Die Roll	Retreat Capability	
1,2,3	Units may move	
4,5	Units may not move; must remain in Box	
6	All units Flee (see Case 8.45)	

[10.3] RESERVE AREA COMBAT RESULTS TABLE

Die Roll	Number of Attacking SSP's											
	1	4	11	16	21	26	36	to	to	to	to	46+
1	•	•	•	•	1	1	1	1	1	3		
2	•	•	•	1	2	2	3	3	5			
3	•	•	•	1	3	3	3	5	7			
4	•	1	2	3	4	5	7	10				
5	•	1	2	3	4	6	9	15				
6	1	3	4	5	7	8	10	All				

KEY TO RESULTS:

•=No Effect #=Number of Strategic Strength Points Fleeing

[12.4] LEADER LOSS TABLE

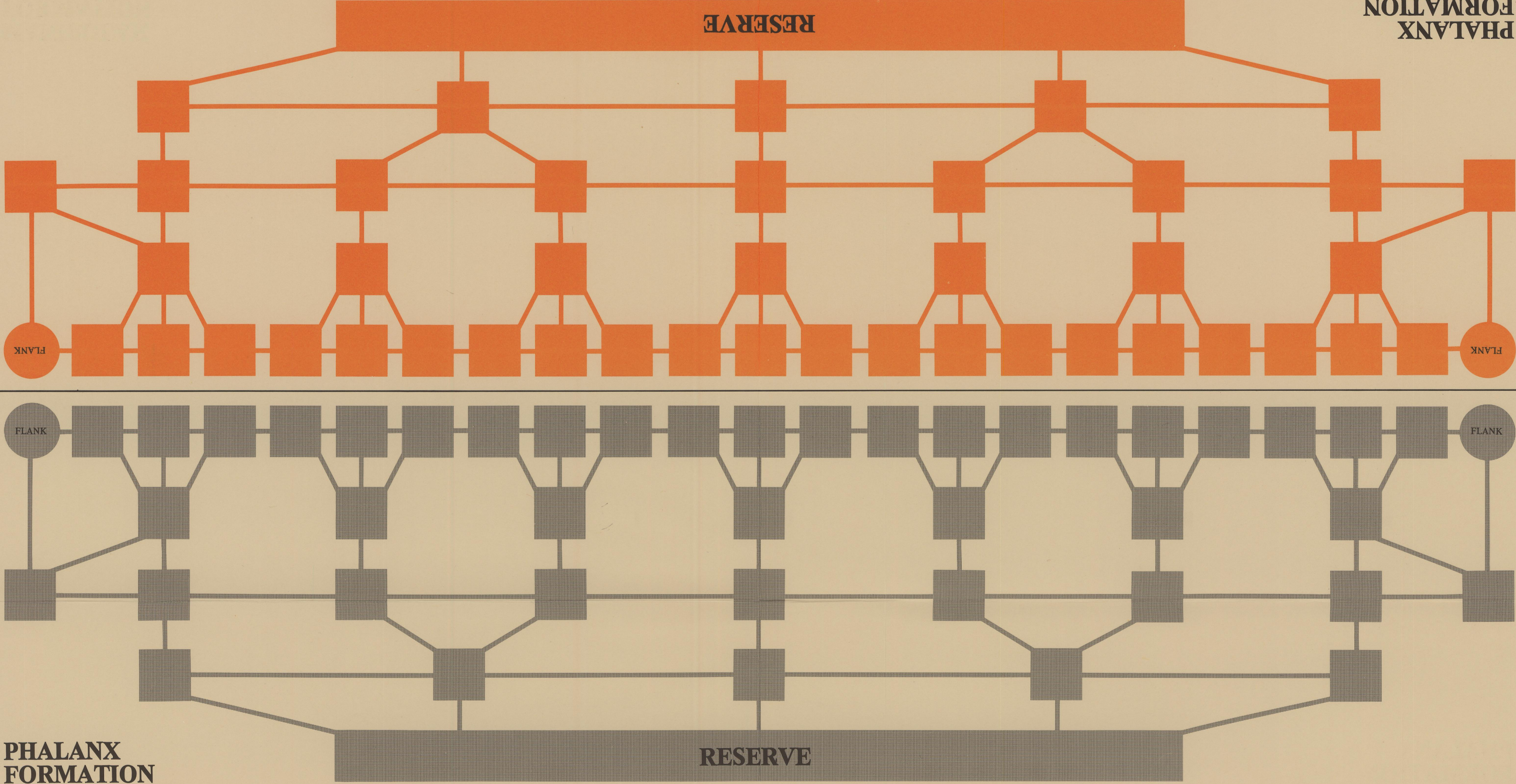
Total Command Rating [SR + TO + TD]							
Dice Roll	1	2	3	4	5	6	7 8+
2	W	S	W	•	•	K	K
3	•	W	W	K	•	K	•
4	W	•	•	•	K	•	•
5	•	K	•	S	•	•	•
6	W	S	S	•	•	•	•
7	K	W	•	•	•	•	•
8	S	•	•	W	•	•	•
9	•	•	K	•	W	S	•
10	K	•	•	•	S	W	S
11	S	•	W	K	•	•	W S
12	W	K	W	•	•	K	W

KEY TO RESULTS:

•=No Effect  
K=Killed  
W=Wounded (see Wound Recovery Table)  
S=Stunned (remove for one complete Tactical Turn)

[12.5] WOUND RECOVERY  
TABLE

Die Roll	Turns Missed	
1	Remainder of current Tactical Turn	
2	1 full Strategic Turn	
3	2 full Strategic Turns	
4	3 full Strategic Turns	
5	4 full Strategic Turns	
6	Dies from wounds	



PHALANX  
FORMATION





# Battle Report: THE CONQUERORS

by Richard DeBaun  
with Brent Ellerbroek

**THE CONQUERORS: THE MACEDONIANS/THE ROMANS**  
Simulations Publications, Inc.  
Design & Development: Richard H. Berg  
Art: Redmond A. Simonsen

**The Conquerors: The Macedonians/The Romans** is one of the most fascinating games to come from SPI in a long time. It is actually four games in one, three strategic and one tactical. **The Macedonians** covers the Persian Campaign of Alexander the Great, 334-331 B.C.; **The Romans** covers Roman expansion into the Eastern Mediterranean, 200-189 B.C., and reconstructs both the Second Macedonian War and the Syrian War; and the **Tactical Game** enables Players to fight major land battles on a

stylized Tactical Battle Display. For the purposes of this report, Brent and I concentrated on **The Romans**, and players should note that although many of the rules in **Romans** and its **Macedonians** companion are nearly identical, there are significant differences (e.g., the time/Turn-scales are different, and units from one game are **not** compatible with units from the other.) **The Conquerors** is basically a two-player game and plays well as a solitaire game.

The physical systems, on the whole, are both attractive and complete. The entire **Conquerors** package includes two 22-inch x 34-inch paper maps depicting the Ancient World from the Balearic Islands to Babylon, 44 pages of rules in two booklets, a

Tactical Battle Display, and an assortment of charts, tables, etc. as play aids. There are also beaucoup die-cut cardboard playing pieces in a variety of colors — everything from Tribunes to triremes — something like 56 different unit types, not including reduced-strength units and miscellaneous utility counters. Most of the combat units are back-printed to show reduced strengths. The only significant packaging pain is that the single box the games come in isn't large enough to conveniently segregate all these pieces (it takes at least three SPI-type boxes to do the job). There are a few other minor annoyances in the physical system (e.g., no City-State labels on the Greek leaders, no Victory Point track), but nothing to get worked-up about.

## THE BASICS

The scenarios in **The Romans** last a specified number of 'Campaign Years', which consist of eight (monthly) Game Turns and a Winter/Planning Game Turn. During each 'regular' Game Turn, Players attempt to gain support from Greek City-States and Leagues (by bribery and/or expending 'ambassador' units), besiege cities, move, engage in combat, and — under certain conditions — suffer attrition. In the Winter/Planning Game Turn, Players collect taxes, raise and pay maintenance for armies and navies, consult the Augury (i.e., random events) Table, check for attrition, draw new ambassadors, and the Roman Senate elects new Roman Commanders. Victory is achieved by capturing cities and winning major land battles.

Although **The Romans** is basically a two-Player game in which one Player commands the forces of Rome and the other commands either the Macedonians or Syrians, Players may also gain control of the small, but important, armies of the various Greek City-States and Leagues through diplomacy, and there is an interesting three-Player option in the Syrian scenario.

Commanders play a key role in the game, and making the maximum, most efficient use of Commanders is central to playing the game well. Units may move voluntarily *only* if accompanied by a Commander, similar to the systems used in **Punic Wars** and **Frederick The Great**. Commanders also affect the combat capabilities of the Forces under their control (e.g., raise morale, column-shifts on the Strategic Combat Results Table, the number of units which may be moved per Turn on the Tactical Display). The Romans have a slight edge in leadership in that they have more commanders available to them and each Legion has two Tribunes organic to its TO&E. The entire Roman command, however, is replaced each Winter/Planning Game Turn by a random draw of new leaders (with certain exceptions). The strengths/weaknesses of these new Commanders remain unknown to both Players until the Commander in question either engages in battle or attempts a Forced March. These 'hidden' Commanders add a delicious degree of uncertainty to the game.

Combat can take place when opposing Forces occupy the same hex, but rarely occurs unless both Players are looking for a fight since defending units almost always have the option to voluntarily retreat in order to avoid battle. The exception to this is when a moving Force tries to bypass an enemy Force and is 'Intercepted'. This concept of Interception is fundamental to the success of the strategic game system. It gives the non-phasing Player the capability to stop a moving enemy Force during the latter's movement phase, adds a slight flavor of simultaneity to play, and prevents the game from degenerating into endless, inconclusive 'dosedoe' maneuvers. Combat is resolved either by: (1) comparing the opposing Forces' relative strengths, determining odds-ratios, and simultaneously rolling for results on the Strategic CRT, or (2) deploying the engaged Forces on the Tactical Battle Display and actually conducting a unit vs. unit battle. Once battle is joined, it continues until one side or the other either voluntarily retreats or sustains so many losses it exceeds its morale level and flees the battlefield (leaving 25 Victory Points for his opponent behind him).

The Tactical Battle Display is an interesting experiment. The Display itself — i.e., the tactical 'map' — is merely an arrangement of boxes in a configuration that ostensibly reflects

the tactical flexibility of the combatants. Movement and missile fire is allowed only between adjacent boxes connected by lines, and melee combat occurs when opposing units occupy the same box. This system is obviously not intended to be 'realistic' — whatever that means vis-a-vis wargames — yet still allows the Players to grasp and simulate the essential elements of basic ancient warfare tactics (e.g., restricted movement, fire, melee, and command). There seems to be a basic flaw, however, in that Roman units lose their maneuverability once they cross into 'phalanx territory', and, conversely, non-Romans gain maneuverability once they cross into 'Roman territory'. Players who use the Tactical Game System should find overall playing time of the strategic game increased by 30 to 60 minutes per battle so fought.

Military operations in **The Romans** are strongly influenced by logistics. Basically, land Forces are supplied if they are within ten Movement Points of either a Friendly Naval Base or their Capital City. Otherwise, a Player must expend funds from his treasury if he wishes his Forces to move and/or fight beyond their supply range. Any Force that cannot pay the economic penalty for being out of supply or is out of supply during the Winter/Planning Game Turn undergoes attrition. Supply restrictions for Naval Squadrons are less severe: Fleets are supplied up to 20 MP's from a Friendly Port, although they must end their movement in a Friendly Port or suffer attrition. Because of these limitations, Players will find that a large portion of their efforts — conquests, naval blockades, diplomacy — will be directed toward securing supply sources (and revenues) for themselves while trying to deny them to their opponents.

## THE PLAY

Brent and I learned many things the first few times we attempted to play **The Romans**. The first thing we learned was that you need more rules than those provided to play the game. We consulted the oracle at SPI (aka Richardio Bergus), and he was kind enough to answer our 13 typed pages of questions in record time. (This 'errata' — necessary to properly play the game — appears condensed in this issue). With Berg's 'official' rulings in our hot little hands, we sat down to replay the Second Macedonian War...

Initially, the Macedonians (Brent) had 22 talents in their treasury, 75 Strategic Strength Points of land units, a fleet of 20 SSP's, and control of strategic Corinth and a half-dozen cities in Macedonia. The Romans (me) had 25 talents, five Legions (114 SSP's) in Italy, a merchant fleet, miscellaneous barbarians in the western Med, and naval squadrons totaling 24 SSP's. We had 26 Game Turns in which to avoid being defeated in a major land battle while attempting to seize control of as many Greek cities as possible.

We both spent our opening moves establishing bases of supply for the upcoming campaign. The Macedonians gobbled-up the small cities on the east coast of Greece and built a naval base at Corinth; the Romans captured Naupactus and bought Athens — both important naval bases.

The crucial importance of game economics revealed itself almost immediately. The Macedonians received uncommonly low tax income in the first Winter/Planning Game Turn, the Romans received uncommonly high. After raising new units and paying maintenance costs, the treasury totals were Rome 26, Macedonia 7. We discovered that having low funds severely curtails a Player's options, not only by limiting the size and composition of his military organization, but also by limiting what he can do with them (see 'supply' above). Brent had money problems throughout the game — not only because of consistently poor tax collection, but because I deliberately sacked all the cities in the no-man's-land between Macedonia and the Peloponnese to deprive him of the revenues he might have acquired by sacking these cities himself. The economic pinch eventually forced Brent to disband his naval squadrons (giving Rome absolute control of the sea) and prevented him

from doing little more for most of the game than sit around and wait for the Romans to make a mistake. Meanwhile, Rome captured Corinth after a prolonged siege and conquered all of the cities in the Peloponnese with the exception of Sparta (which allied itself with Rome anyway). April, 198 B.C. was the high-water mark for Roman fortunes, with 38 Roman Victory Points to Macedonia's paltry 12.

But then I made the blunder that cagey devil Brent had been waiting for: when I tried to lure his phalanxes into battle by naval transporting my Legions to the Macedonian heartland, I inadvertently left Corinth unguarded. Brent was quick to exploit my error, and hustled his main army south in a desperate gamble to retake Corinth before I could transfer my Legions back in time to challenge him. To my dismay, Corinth fell on his first siege attempt, and the Macedonians swept through the Peloponnese sacking every city on the peninsula. As clouds of smoke from the burning City-States rose over the map, Brent observed that he wasn't certain who was winning, '...but the Greeks are losing...'

Now it was my turn to be desperate — there were only two or three Game Turns left. I had to come up with a foolproof plan that would force Brent into battle. 'Aha!' I schemed. 'I'll naval transport my Legions to the Macedonian heartland and lure his phalanxes into battle!' The plan had a vaguely familiar ring to it, but was crazy enough that it just might work...I landed my Forces at Pydna and started to mutter about burning Macedonia to the ground. To my surprise, Brent fell for it — but only because he had committed an uncharacteristic oversight: he failed to count the current Victory Point totals. By laying waste to the Peloponnese, the Macedonians were now ahead in Victory Points, yet Brent mistakenly assumed that if I were allowed to run free in Macedonia I could either sack and/or capture enough cities to change the balance back to my favor — in the single Game Turn there remained to play. He rushed his main army north out of Attica, planning to link up with the sizeable Force he had hiding in Demetrias and, with their combined strengths, intended to crush my invading Legions.

But the gods have a bizarre sense of humor. They allowed the Roman Expeditionary Force to ambush the returning Macedonian army at Pherae on a 50-50 chance Interception roll. Thus, the single (and conclusive) battle of the war was joined in virtually the last Turn of the game: my 118 SSP's of five Legions and their Spartan allies under Consul Villus against 96 SSP's of Macedonians under Philip V. The odds were even despite the disparity in SSP's since the Macedonians had a superior army commander. Unfortunately, this leadership advantage was lost when Villus was killed in battle and replaced by Praetor Blabrio, a more able Commander. This doomed the Macedonians to defeat. They were driven from the field after suffering 48% casualties. Brent was sent home on his shield, and after 4½ hours the game was over. Final Victory Point tally: Rome 51, Macedonia 36.

## PLAYERS' EVALUATIONS

**BRENT ELLERBROEK:** Getting acquainted with *The Conquerors* requires a certain amount of time and effort. This is in large part due simply to the game's novel movement and combat system, but all too much of the responsibility must be shouldered by a rulebook which is a decided cut below SPI's generally acceptable norm. Players will find that ease of play also suffers slightly at first on account of occasional annoying omissions in the game's charts and mapsheet. For example, the defensive values and stacking capacities of the different towns are buried deep within the rulebook, and the political allegiances of the multitudinous Greek City-States are not indicated on the map. Such details are admittedly minor, and most Players can of course survive easily enough without such aids after one or two playings; still, such rough edges and the lamentable state of the rules may cause *The Conquerors* to suffer somewhat in popularity and possibly acquire a reputation

of complexity not wholly deserved. For, once you wade through the rules, *The Conquerors* is fairly easy to grasp. There is a lot of new stuff, but not too much to remember at any one point in the game.

*The Conquerors* remains worthy of more than cursory inspection in spite of its production flaws. Those with even a modest interest in ancient strategic warfare should find it an enjoyable and generally credible simulation on the subject. Genuine 'historical accuracy' is a bit much to ask for from a game on this period, but *The Conquerors* certainly seems to be correct in flavor, appearance, and general outline. Even better, it is interesting and challenging as a game, and the wargamer long accustomed to games involving essentially linear situations will discover an entirely new assortment of mistakes to be made and nuances to be appreciated. Richard Berg has apparently discovered a workable framework for ancient and medieval strategic simulations, and I, for one, am eagerly awaiting its future applications and refinements.

**RICHARD DeBAUN:** There is something special about Richard Berg game designs. He's hip to the fact that *Illusion* is the principle factor in Players' acceptance of a game as having historical verisimilitude, and is a master at creating this illusion. He has a knack for getting the right feel/ambiance/mystical nuances into his games for the subjects/events which they portray simply by combining deceptively simple mechanics and a motherload of 'chrome'. He adds neat little touches like calling game money 'talents' instead of using some sterile term like ERP's or BRP's, calling random events the Augury Table, or identifying individual Commanders by name. More importantly, however, is the way he integrates such 'flavoring' into the basic game structure. Roman Legions, for example, are not represented merely by a single counter that has 'Roman Legion' stamped on it, but by a group of counters which reflect actual Legion organization (e.g., velites, triarii, etc.). And Roman Commanders are not differentiated merely by titles — Consul, Praetor, Legate, Tribune — but also have functional differences. All this combines to give Players' a real feel for the subject and make the game extremely entertaining to play.

*The Conquerors* is a game of maneuver, of outfoxing your opponent, and since getting it, it's one of the three or four games I now play regularly for fun. SPI is contemplating expansion of *The Conquerors* game package with three more maps, extra counters and rules to cover the Punic Wars, Roman expansion into Gaul, and Alexander's conquests east to India. I sincerely hope they follow through...



From: Brandon Einhorn <brandon@global-tech.com>

Subject: Variant rules for Conquerors [SPI - 1977 - Richard Berg]

Conquerors: Richard Berg / SPI 1977

#### Movement

1) The basic Movement Allowance (MA) is raised to 32 from 30.

a) The size of the force affects the speed.

#### SP Modifier to MA

0 -	20	+4
21 -	40	+0
41 -	60	-2
61 -	80	-4
81 -	100	-6
101 -	120	-8
121 -	140	-10
141 -	160	-12
161 -	180	-14
181 -	200	-16

b) When moving along a road the cost of the terrain in the hex is used, but the cost is reduced by 20%.

2) Over run costs 1 extra MP, not 3. [1 MP = 4.2 days, 12 days for an over run seems excessive]

3) No units may move through more than 3 consecutive desert hexes.

#### Combat

1) The victor recovers 1/2 rounded up of his losses. [Perhaps he should recover 75%] Any of the defenders units that fled are considered destroyed.

2) Tactical System:

a) In general a major flaw of the system using the phalanx TCD is its too easy to refuse a flank, or even the entire position. 7 large units and some strong flank units can hold up a much larger army. Both sides should be forced to put a unit in every front line box, and a rear box should be able to be attacked by all boxes that can move into it.

b) The defender and attacker alternate setting up 1/4 of their army at a time.

c) Flanking Cavalry Maneuvers take too long to develop and are too crowded.

d) All units of the same legion/formation/tribe must be set up adjacent to each other. Each leader must stack with and control only his troops.

e) Only one full strength infantry unit may be in a hex. [Now weak units with 2SSP are much inferior to 3 and 4 SSP units, instead of the other way around]

f) If a unit takes a step loss, the unit behind it may feed replacement steps if its of the same type.

g) if a unit is attacked in the rear or flank, +1 is added to the combat die roll.

#### Supply

1) 1 supply point (SP) is required for every 40 stacking points. Fractions of 10 or less don't require SP, while 11+ require a full SP. [50 stacking points need 1 SP, 51 need 2 SP]

#### 2) New Method:

a) After each June-July turn, each area produces 12 [8 x 1.5] times the number of supply points as the supply point production number (SPN) shown on the map. This the Supply Point Total (SPT) for that area. They may not be consumed by units outside the area, unless transported by sea from one port to another. At the beginning of each turn the local populace consumes a number of SP equal to the SPN from the SPT. In winter, twice this amount is consumed.

b) Each city may supply one unit per turn for free. Any military units in an area above one unit per city consume supply from the SPT. If the SPT reaches 0 two things happen:

1) The military units are out of supply and must roll for attrition

2) The local populace may starve. If the SPT is reduced to 0 during the March - April, April - May or June-July turn the local populace is unaffected. During any other turn the SPT is reduced to 0, a

famine occurs. The next June-July Harvest will produce  $1/2$  rounded down of the normal amount of supply points. It will recover fully the following year. [Thus stripping an area in August will render it barren for 10 more months, then it will produce  $1/2$  of its normal production over the next 12 months.]

d) Each city controlled by the enemy reduces the SPT by 1 point each turn, and it is available to the enemy force.

e) A force passing through a friendly city may pick up and carry 1 SP that must be consumed that turn. 1 SP from an adjacent friendly area may be consumed that turn as well. Supply points may be transferred between ports if there are no naval units within 15 MP.

# CONQUERED AGAIN

## Modifications and Errata for Conquerors

by Richard Berg

In a printed response to a letter in *MOVES*, I indicated that SPI would attempt to do something about supporting game designs after they were out in the field. *Conquerors* was a difficult game to accomplish both as game design and graphic design. Some of the following represents simple correction, but much of it is the sort of game *refinement* that can only come from interaction with a knowledgeable audience. —RAS

The following additions, changes, and clarifications are, as usual, the result of a number of friendly — and not so friendly — suggestions from the players. They certainly do not represent the “final word” on either of the games in *The Conquerors*, and readers are most certainly urged to send in any ideas that they get. Please, however, refrain from such items as “To The Clown That Designed The ‘Conquerors’” — the greeting in an actual letter that did less for the cause of constructive criticism than it did for the Society for Advancement of Literary Apoplexy — unless you are either going to say something constructive or you can be nasty with a little style.

In any case, more letters about *The Conquerors* were directed at *The Romans*, and most of those were concerned with Supply and Allies. Yes, the Supply system in *The Romans* is quite restrictive; it is meant to be so. Yet, players will notice that they are rarely *stopped* from doing anything. It is more that they have to pay extra for what they want to do. Ancient campaigning was an expensive hobby, and the supply rules should reflect that. When determining arguments amongst players you should remember that. I have also tried to re-work some of the Alliance rules as well as the interconnected rules for Sacking, etc. From Richard DeBaun of *Fire & Movement* I received an excellent — if moralistically suspect — suggestion for selling captured garrisons into slavery, and it is herein included.

A further word on the Syrian War scenario is in order. Several problems have arisen with this scenario because of the fact that *The Macedonians* game-map was designed with a different game in mind — Alexander's campaigns. Thus some of the suggested rules for supply, cities, and so forth given in the scenario do not really seem to fit. Most of the criticism centers around the Naval Base rule — both for Forces and Fleets. With Alexander, the Naval “stretch” is 15, not 20 as with *The Romans*, and the cities were placed on the map accordingly. This, of course, should not cause any problem with that game-map, *per se*. But Rhodes, Sestus, and Cnossus should be Naval Bases and hexes 0117 through 0131

should be considered coastal hexes (for *The Romans* only). As for tracing supply routes for land forces, the same rules apply — along with the extended use of the Royal Persian Highway.

The use of the Macedonians as a third player in The Syrian War scenario is more or less underdone, in terms of rules. It would probably be better if the Macedonian player, in a 3-way game, brought his army up to about  $\frac{2}{3}$  the strength with which it starts the Macedonian War scenario. Along with this he can add a few commanders: Athenagorus, Philocles, and two others (pick blindly). The Treasury level remains as given (the Macedonians were still suffering from the previous war), but since the Macedonians get more victory points for doing things, that should even out. Remember, the Macedonians can not use the Alliance rules; they can only ally with the Syrians or the Romans. Oh yes, Demetrias begins the game controlled by the Syrians.

The possibility of using *The Conquerors* for other scenarios is quite evident. (See the feedback in an upcoming issue.) I think Charlie Vasey in England is doing one for the Mithridaia Wars, and if anyone else can come up with other such ideas we would be glad to consider them for *MOVES*.

The following corrections and additions refer to specific sections of the rules for *The Conquerors*.

### ROMANS 4.1, Sequence of Play

**Major Change:** The Diplomacy Phase (A2, B2) is removed from the individual Player Phases and given its own phase. There is now a *Diplomacy Turn* prior to the individual Player Turns. The method is the same, except that all actions are simultaneous (and may be written down and revealed when both players are ready). There is no other change in the Diplomacy Phase.

### MACEDONIANS 5.39

**Clarification:** This rule applies only to *Winter Game-Turns*.

### ROMANS 5.83, 8.43

**Clarification:** When the Roman Player desires to Forced March with an “untried” commander, he must *first* announce the intention to Force March and the distance desired; he *then* checks his commander's ability. If the commander does not have the necessary ability, the March does not take place.

### ROMANS 5.86

#### (Forced March Attrition Table)

**Correction:** There is a printing error in this table which has caused no end of confusion. To correct it simply transpose the line of type

“Number of Additional Hexes Desired” with the line of type “Commander Strategic Rating.” All will now be as clear as a well-run augury.

### ROMANS 6.57 and MACEDONIANS 6.58

**Clarification:** The rule states that a non-phasing force may only intercept once in a Campaign Phase. This means it may intercept *successfully* only once; if it fails it may try again. However, to clarify, a non-phasing force may attempt an interception only once per hex traveled by a moving force. Once it succeeds, it may not try again.

### ROMANS 8.32 and MACEDONIANS 8.3

**Clarification:** Using *The Romans* as an example, the Roman Player may move a Land Force under a tribune 10 movement points to a port, embark the force on a fleet commanded by a legate and move at sea — but only to the extent that the tribune has movement points left. Thus, while the legate is commanding the fleet (he cannot command land forces, as the tribune may not command fleets), the movement points accumulated by the Land Force as per the tribune controls the action. The reverse of the situation is also true. Players should use this example in clarifying what units may do and not do *vis a vis* this section.

### ROMANS 10.15 and MACEDONIANS 10.15

**Clarification:** A Force may *not* retreat into an enemy-occupied hex.

### ROMANS 10.22, MACEDONIANS 10.22, and TacGame 2.35

**Clarification/Correction:** I received several questions about the apparent paradox between these two rules, all of which I answered wrongly! The TacGame 2.35 is *wrong*; it should read *Retreat During Combat*. The reason for this is that once the players have made the *initial* decision to stand, they are considered to have joined battle, regardless of what happens next. Thus the defender who chooses to leave before battle actually starts (although it has been “joined,” so to speak) suffers a withdrawal penalty (10.23). The Player exercising the option of TacGame 2.35 also undergoes the penalty of 10.23.

### ROMANS 11.2

**Major Change:** Several (and possibly many) players have discovered that it does not pay to build anything but lembi (light vessels) in *The Romans*. We are about to change that and bring the naval system in *The Romans* more into line *vis a vis* the tactical realities of the day. 11.21 remains in effect, but 11.22 is gone.

To remove a step from a Heavy Galley requires a CRT loss of 3 points; to remove a Medium Galley step requires a loss of 2 points; a light, only 1. The losses are *not* cumulative from one turn to the next for a given ship, but they must be apportioned among the galleys in such a way as to take the greatest number of losses in terms of steps eliminated. This now means that 11.23 is also no longer in effect. Furthermore, we now have a slightly changed Naval CRT (see below, 11.5). None of this pertains to *The Macedonians*.

#### ROMANS 11.5 (Naval CRT)

**Major Change:** Each number loss (e.g., A5, D2, etc.) should have 1 added to it. Thus an A5 becomes an A6 while a • (No Loss) becomes a loss of 1 for the side it pertains to. Thus, a die roll of 2 on the 1-2 column will now read A5/D1. Thus, if the defender has no lembi present in the battle, he will suffer no losses.

#### ROMANS 12.4 and MACEDONIANS 12.4

**Addition:** For the purposes of embarkation, all islands which have no specific port hex are considered to have port capabilities in any hex. This is for purposes of this section *only*. (See also clarification for ROMANS 13.28 and MACEDONIANS 13.25 as pertains to this section.)

#### ROMANS 12.16 and MACEDONIANS 12.17

**Clarification:** If a Land Force making an amphibious landing is forced or decides to retreat and in doing so retreats more than four (Romans)/five (Macedonians) movement points — even if at sea — that Land Force is disrupted. The Fleet is *not* disrupted. Thus a disrupted force may be debarked, but may move no further.

#### ROMANS 13.28 and MACEDONIANS 13.25

**Clarification:** Naval units transporting a land force may add their strength to the force assaulting a port (unoccupied), as long as the necessary commander(s) is (are) present. *Vis a vis* 12.14, a force may be landed in any port hex, regardless of terrain, if that force is assaulting the port.

#### ROMANS 13.4

**Clarification:** A besieging Player does not have to see the siege through to the end; he may leave the hex without winning the siege. However, if he does so, he *must* leave the siege hex via the same route (i.e., hexside) by which he entered that hex. Thus a Player moving into Corinth from 5628 may not give up the siege and move into 5429. He *must* move back to 5628. Note that this clarification should be taken in the spirit of realism/naturalism. Thus a force wishing to besiege Pella (5520) by entering through hex 5521 could fall back on hex 5420 within the spirit of this rule. It's the spirit of the rule that counts — not the letter.

#### ROMANS 13.54 and 16.0

**Major Change:** Upon careful consideration, the effect of capturing or sacking Allied

cities is somewhat simplistic. The following chart reflects the effects of capturing or sacking a potential Ally city, dependent on its current diplomatic status. The number listed are the points "subtracted" from the player *vis a vis* his diplomatic relationship with that ally/city state/league.

	City Action Inactive	Allied to Enemy	Allied to Player
Sack	-3	-1	-5
Capture	-2	0	-4

#### ROMANS 13.6 SLAVERY

**New Rule:** Any units garrisoning a city that is taken and sacked are sold into slavery. These units are out of the game for all purposes; i.e., the actual counter may not be used as a reinforcement, etc. Furthermore, for each 3 strategic strength points sold into slavery, the victor receives *one* talent.

#### ROMANS 14.0

**General Clarification:** Several players wondered and commented about the fact that the supply rules were so restrictive (especially in the light of the clarification of 14.12). These rules are not restrictive; it is the finances that restrict a player. You are virtually free to do anything you wish, as long as you can pay for it. The supply rules simply reflect the enormous costs of campaigning. That they do so abstractly is a problem of the system and level of play chosen combined with some people's tendency to take everything literally. When trying to resolve supply questions the above commentary should be considered.

#### ROMANS 14.12

**Clarification:** The Supply Radius from a Force to a Naval Base is *never* traced across sea hexsides or hexes. However, note that a Land Force may be transported by a Fleet outside the Land Force's supply radius without the Land Force being out of supply as long as, (a) the Fleet remains within *its* Supply Radius, and (b) the Force is debarked within radius of a Land supply source.

#### ROMANS 15.22

**Clarification:** For the purposes of this section, Merchants are considered to be fleets.

#### ROMANS 16.28

**Addition:** If all cities of a potential ally are sacked, no troops may be raised by that city state or league. However, if the city state or league has more than one city, and the city of troop origin is sacked, troops may appear in another city of that city state or league, reduced by a ratio according to the number of cities remaining to the number of original cities.

#### ROMANS 17.3

**Clarification:** Except for the provisions of the new 13.6, counters that are eliminated may be used again as reinforcements, newly raised armies, etc. However, Greek city states and leagues may not be refitted; once reduced, their armies may never be brought back to original strength, even if the Major Player wishes to pay for the refitting. (These

city-states rarely had the manpower to recover from losses in so short a time.) Furthermore, the Roman Player may refit his Legions; i.e., bring reduced legions up to original strength. To do so the Legion must be in Supply (anywhere on the game-map) and the necessary talents must be expended as per 17.4. Tribunes remain the same. Also, fleets may be refitted in a like manner (i.e., built from ½-strength to full).

#### ROMANS 17.33

**Clarification:** Players may build Naval Bases in an *Allied* Port; however, if the ally changes sides, that player loses the naval base, and it reverts to the other player (but would not go against the second player's construction limit of two). Note that you do not need any units present to build a Naval Base; you simply have to have friendly (or allied) control — i.e., be the last to pass a combat unit through. And the construction limit of two applies to at *any one* time; not the entire game.

#### ROMANS 17.35

**Clarification:** Forces and fleets may be voluntarily disbanded by failing to maintain them. To be revived, the player must pay the full construction cost.

#### ROMANS 18.32 (Augury Table)

**Clarifications:**

2. When the Roman Player has to send a legion to, say, Hispania he simply places it — whether newly built or already on the game-map — in Hispania. If an already existing unit, it must be in supply. To return this unit from Hispania, it must be transported or moved by land. Also, the chosen Praetor is new; not one on the game-map. He is deactivated at the end of the year or after transportation back to Rome.

9. The word "all" should read "each."

#### ROMANS 19.11 and MACEDONIANS 21.12

**Clarification:** Only pitched battles between forces are considered as Major Land Battles; not sieges or revolts or any similar non-meeting engagement conflict.

#### ROMANS 20.11

**Addition:** At the start of the game, the Macedonian player receives *Sopater* and three hoplites at Chalcis (5727).

#### MACEDONIANS (Turn-Record Track)

**Addition:** The Persian Commander Bessus arrives on turn 18.

#### TacGame 9.35

**Addition:** Cavalry (when attacked by non-cavalry), and light infantry (peltasts, javelins, archers, cardaces, etc.) — when attacked by non-cavalry — subtract *one* from the die roll when using 9.33. This is in addition to 9.34.





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Mrcny 1 3 8 ↑ 7	Mrcny 2 3 8 ↑ 7	Mrcny 3 3 8 ↑ 7	Mrcny 4 3 8 ↑ 7	Mrcny 5 3 8 ↑ 7	Diades  [20]	Mrcny 1 2  4(2)5	Mrcny 2 2  4(2)5	Mrcny 3 2  4(2)5	Thracian 2  3(2)2
Mrcny 1 1 2 ↑ 2	Mrcny 2 1 2 ↑ 2	Mrcny 3 1 2 ↑ 2	Mrcny 4 1 2 ↑ 2	Mrcny 5 1 2 ↑ 2	Cretan 1 2  0(2)2	Cretan 2 2  0(2)2	Macedon 1  0(1)1	Agrian 1 2  0(2)3	Agrian 2 2  0(2)3

Army Nr. 1	Royal Sqd 1  5 3	2 1  4 3	3 1  4 3	4 1  4 3	5 1  4 3	6 1  4 3	7 1  4 3	8 1  4 3
Army Nr. 2	Thracian 1  5 2	Thessly 1 1  3 2	Thessly 2 1  3 2	Thessly 3 1  3 2	Thessly 4 1  3 2	Thessly 5 1  3 2	Thessly 6 1  3 2	Thessly 7 1  3 2

# MACEDONIANS

Thracian 1 2 1	Paeonian 1 2 1	AlidGrk 1 2 1	Odrlyan 1 2 1	Medn 1 1 2 1	Medn 2 1 2 1	Medn 3 1 2 1	Medn 4 1 2 1	Medn 5 1 2 1	Medn 6 1 2 1
Medn 7 1 2 1	League 1 2	League 2 2	League 3 2	League 4 2	League 5 2	League 6 2	League 7 2	League 8 2	

Ionian  2	Rhodes  2	Cyprus 1  3	Cyprus 2  3	Cyprus 3  3	Cyprus 4  3	Cyprus 5  3	Cyprus 6  3	Aradus  2	Byblus  2
Sidon 1  3	Sidon 2  3	Egypt 1  2	Egypt 2  2						

[illegible]

# PERSIANS

Arab 1 2 3 2	Scian 1 2 2 2	Arab 2 2 3 2	Scian 2 2 2 2	Arab 3 2 3 2	Scian 3 2 2 2	Arab 4 2 3 2	Scian 4 2 2 2	Arab 5 2 3 2	Scian 5 2 2 2
Media 1 2 8 6	Bctria 1 2 7 7	Media 2 2 8 6	Bctria 2 2 7 7	Media 3 2 8 6	Bctria 3 2 7 7	Media 4 2 8 6	Bctria 4 2 7 7	Armenia 2 7 5	Scythia 2 8 5

RylGd 1 1 4 3	RylGd 6 1 3 3	RylGd 2 1 4 3	RylGd 7 1 3 3	RylGd 3 1 4 3	RylGd 8 1 3 3	RylGd 4 1 4 3	RylGd 9 1 3 3	RylGd 5 1 4 3	RylGd 10 1 3 3
Persia 1 2 6 4	Persia 2 2 6 4	Persia 3 2 6 4	Persia 4 2 6 4	Persia 5 2 6 4	Persia 6 2 6 4	Persia 7 2 6 4	Persia 8 2 6 4	Persia 9 2 6 4	Persia 10 2 6 4

Lydia 1 2 6 4	Lydia 2 2 6 4	Lydia 3 2 6 4	Lydia 4 2 6 4	Lydia 5 2 6 4	Lydia 6 2 6 4	Cpdcia 1 2 6 4	Cpdcia 2 2 6 4	Cpdcia 3 2 6 4	Cpdcia 4 2 6 4
Hycenia 2 6 4	Phrga 1 2 5 4	Phrga 2 2 5 4	Phrga 3 2 5 4	Phrga 4 2 5 4	Scsnlan 2 5 4	Albania 2 5 4	Parthia 2 6 4	Mspstmia 2 5 4	Co-Syr 2 5 4

Caria 2 5	Susa 2 6	Arach 2 5	Scythia 2 7		Persia 1 1 2(1)1	Persia 2 1 2(1)1	Parthia 1 1 2(2)2	Parthia 2 1 2(2)2
Pphlgn 1 2 4	Pphlgn 2 2 4	Pphlgn 3 2 4	Pphlgn 4 2 4	Dahae 2 4	Tprian 2 4	Sacian 2 4	India 2 4	Cadsia 2 4

Mardia 1 1 0(1)1	Mardia 2 1 0(1)1	Mardia 3 1 0(1)1	Mardia 4 1 0(1)1	2 <sup>1</sup> 0 <sup>↑</sup> 0	2 <sup>2</sup> 0 <sup>↑</sup> 0	2 <sup>3</sup> 0 <sup>↑</sup> 0	2 <sup>4</sup> 0 <sup>↑</sup> 0	2 <sup>5</sup> 0 <sup>↑</sup> 0	2 <sup>6</sup> 0 <sup>↑</sup> 0
2 <sup>7</sup> 0 <sup>↑</sup> 0	2 <sup>8</sup> 0 <sup>↑</sup> 0	2 <sup>9</sup> 0 <sup>↑</sup> 0	2 <sup>10</sup> 0 <sup>↑</sup> 0	2 <sup>11</sup> 0 <sup>↑</sup> 0	2 <sup>12</sup> 0 <sup>↑</sup> 0	2 <sup>13</sup> 0 <sup>↑</sup> 0			



**THE CONQUERORS [THE MACEDONIANS] - Counter Sheet 1 [back]**

Thracian 1 $\times$ 1 1(1)1	Mcreny 3 1 $\times$ 3 2(1)3	Mcreny 2 1 $\times$ 3 2(1)3	Mcreny 1 1 $\times$ 3 2(1)3	Mcreny 5 2 $\vdash$ 4 4 4	Mcreny 4 2 $\vdash$ 4 4 4	Mcreny 3 2 $\vdash$ 4 4 4	Mcreny 2 2 $\vdash$ 4 4 4	Mcreny 1 2 $\vdash$ 4 4 4
Agrian 2 1 $\times$ 1 0(1)1	Agrian 1 1 $\times$ 1 0(1)1		Cretan 2 1 $\diamond$ 1 0(1)1	Cretan 1 1 $\diamond$ 1 0(1)1				

Perdicens 2  7 8	Perdicens 4  13-14	Craterus 2  7 8	Craterus 4  13-14		
Melenger 2  7 8	Melenger 4  13-14	Amyntas 2  7 8	Amyntas 4  13-14	Coenus 2  7 8	Coenus 4  13-14

## MACEDONIANS

[illegible]

Uxian 10 1 2	Uxian 9 1 2	Uxian 8 1 2	Uxian 7 1 2	Uxian 6 1 2	Uxian 5 1 2	Uxian 4 1 2	Uxian 3 1 2	Uxian 2 1 2	Uxian 1 1 2
BabyIn 10 2 1	BabyIn 9 1 2	BabyIn 8 1 2	BabyIn 7 1 2	BabyIn 6 1 2	BabyIn 5 1 2	BabyIn 4 1 2	BabyIn 3 1 2	BabyIn 2 1 2	BabyIn 1 1 2

# PERSIANS

<p>Stein 5</p>	<p>Arab 5</p>	<p>Stein 4</p>	<p>Arab 4</p>	<p>Stein 3</p>	<p>Arab 3</p>	<p>Stein 2</p>	<p>Arab 2</p>	<p>Stein 1</p>	<p>Arab 1</p>
<p>Scythia</p>	<p>Armenia</p>	<p>Betria 4</p>	<p>Media 4</p>	<p>Betria 3</p>	<p>Media 3</p>	<p>Betria 2</p>	<p>Media 2</p>	<p>Betria 1</p>	<p>Media 1</p>

GkMrc 4 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 2 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 5 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 3 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 1 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$
GkMrc 9 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 7 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 10 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 8 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$	GkMrc 6 $\begin{matrix} 2 \\ 6 \end{matrix} \uparrow 5$

[illegible]

GkMre 14 $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 5$		GkMre 12 $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 5$		GkMre 15 $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 5$		GkMre 13 $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 5$		GkMre 11 $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 5$	
Crdes 6 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	Crdes 5 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	GkMre 3 $\begin{array}{c} 1 \times \\ 2(1)2 \end{array}$	Crdes 4 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	Crdes 3 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	GkMre 2 $\begin{array}{c} 1 \times \\ 2(1)2 \end{array}$	Crdes 2 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	Crdes 1 $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	GkMre 1 $\begin{array}{c} 1 \times \\ 2(1)2 \end{array}$	

Cpdea 4  
 1 2  
 3 2

Cpdea 3  
 1 2  
 3 2

Cpdea 2  
 1 2  
 3 2

Cpdea 1  
 1 2  
 3 2

Lydia 6  
 1 2  
 3 2

Lydia 5  
 1 2  
 3 2

Lydia 4  
 1 2  
 3 2

Lydia 3  
 1 2  
 3 2

Lydia 2  
 1 2  
 3 2

Lydia 1  
 1 2  
 3 2

Co-Syr  
 1 2  
 2 2

Msptmla  
 1 2  
 2 2

Parthia  
 1 2  
 3 2

Albania  
 1 2  
 2 2

Scesnian  
 1 2  
 3 2

Phrga 4  
 1 2  
 3 2

Phrga 3  
 1 2  
 3 2

Phrga 2  
 1 2  
 3 2

Phrga 1  
 1 2  
 3 2

Hyrcnia  
 1 2  
 3 2

<p>Lydia 2</p> $\begin{array}{c} 2 \\ 4 \end{array} \uparrow 3$	<p>Lydia 1</p> $\begin{array}{c} 2 \\ 4 \end{array} \uparrow 3$	<p>Crdes 10</p> $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	<p>Crdes 9</p> $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	<p>Gk/Mre 5</p> $\begin{array}{c} 1 \times \\ 2(1)2 \end{array}$	<p>Crdes 8</p> $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$	<p>Crdes 7</p> $\begin{array}{c} 1 \times \\ 1(1)2 \end{array}$
<p>Lydia 3</p> $\begin{array}{c} 2 \\ 4 \end{array} \uparrow 3$	<p>RylGd 2</p> $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 4$	<p>RylGd 5</p> $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 4$	<p>RylGd 3</p> $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 4$	<p>RylGd 1</p> $\begin{array}{c} 2 \\ 6 \end{array} \uparrow 4$		

						Scythia	Arach	Susa	Caria
						1 3	1 2	1 3	1 2
						2	2	2	2
Cadisia	India	Sacian	Tprrian	Dahae	Pphlgn 4	Pphlgn 3	Pphlgn 2	Pphlgn 1	
1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2	
1	2	1	1	1	2	2	2	2	

	RylGd7		RylGd8		RylGd6		RylGd4	
	2 6 ↑ 4		2 6 ↑ 4		2 6 ↑ 4		2 6 ↑ 4	
1 <sup>2</sup> 3 2	1 <sup>1</sup> 3 2	3 <sup>2</sup> 13-12	3 <sup>1</sup> 13-12	1 <sup>4</sup> 3 1	1 <sup>3</sup> 3 1	1 <sup>2</sup> 3 1	1 <sup>1</sup> 3 1	

$\begin{matrix} 1 & 6 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 5 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 4 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 3 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 2 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 1 \\ 0 & \uparrow & 0 \end{matrix}$

$\begin{matrix} 1 & 13 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 12 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 11 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 10 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 9 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 8 \\ 0 & \uparrow & 0 \end{matrix}$ 
 $\begin{matrix} 1 & 7 \\ 0 & \uparrow & 0 \end{matrix}$

Tyre 1  1	Sidon 2  1	Sidon 1  1	Egypt 2  1	Egypt 1  1	Byblus  1	Aradus  1	Rhodes  1	Ionian  1
Tyre 5  1	Tyre 4  1	Tyre 3  1	Cyprus 6  1	Cyprus 5  1	Cyprus 4  1	Cyprus 3  1	Cyprus 2  1	Cyprus 1  1



# NEUTRAL

Year	Month	Naval Base	Naval Base	Naval Base	D	D	D	D	Encmp
Rome Treas.	Mace. Treas.	Naval Base	Naval Base	Naval Base	D	D	D	D	Encmp

D	D	D	D	D	D	D	D	D	D
D	D	D	D	D	D	D	D	D	D

D	D	D	D	RC	RC	RC	RC	RC	RC
D	D	D	D	RC	RC	RC	RC	RC	RC

RC	RC	RC	RC	RC	RC	SC	SC	SC	SC
RC	RC	RC	RC	RC	SC	SC	SC	SC	SC

Epirus	Ac'mn'la	D'r'dania	SC	SC	SC	SC	SC	SC	SC
Thrace	Egypt	Macedon	SC	SC	SC	SC	SC	SC	SC

# NEUTRAL

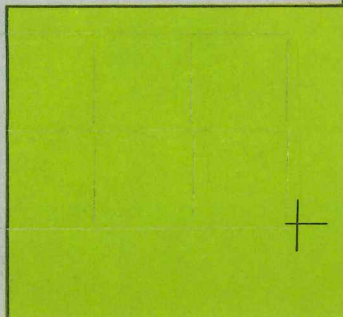
Sacked	Sacked	Sacked	Sacked	Sacked					
Sacked	Sacked	Sacked	Sacked	Sacked				Syria Treas.	

Sacked	Sacked	Sacked	Sacked	Sacked	Inside City	Inside City	Inside City	Inside City	Inside City
Sacked	Sacked	Sacked	Sacked	Inside City	Inside City	Inside City	Inside City	Inside City	Inside City

Sacked	Sacked	Sacked	Sacked	Sacked	Sacked	Inside City	Inside City	Inside City	Inside City
Sacked	Sacked	Sacked	Sacked	Sacked	Sacked	Inside City	Inside City	Inside City	Inside City

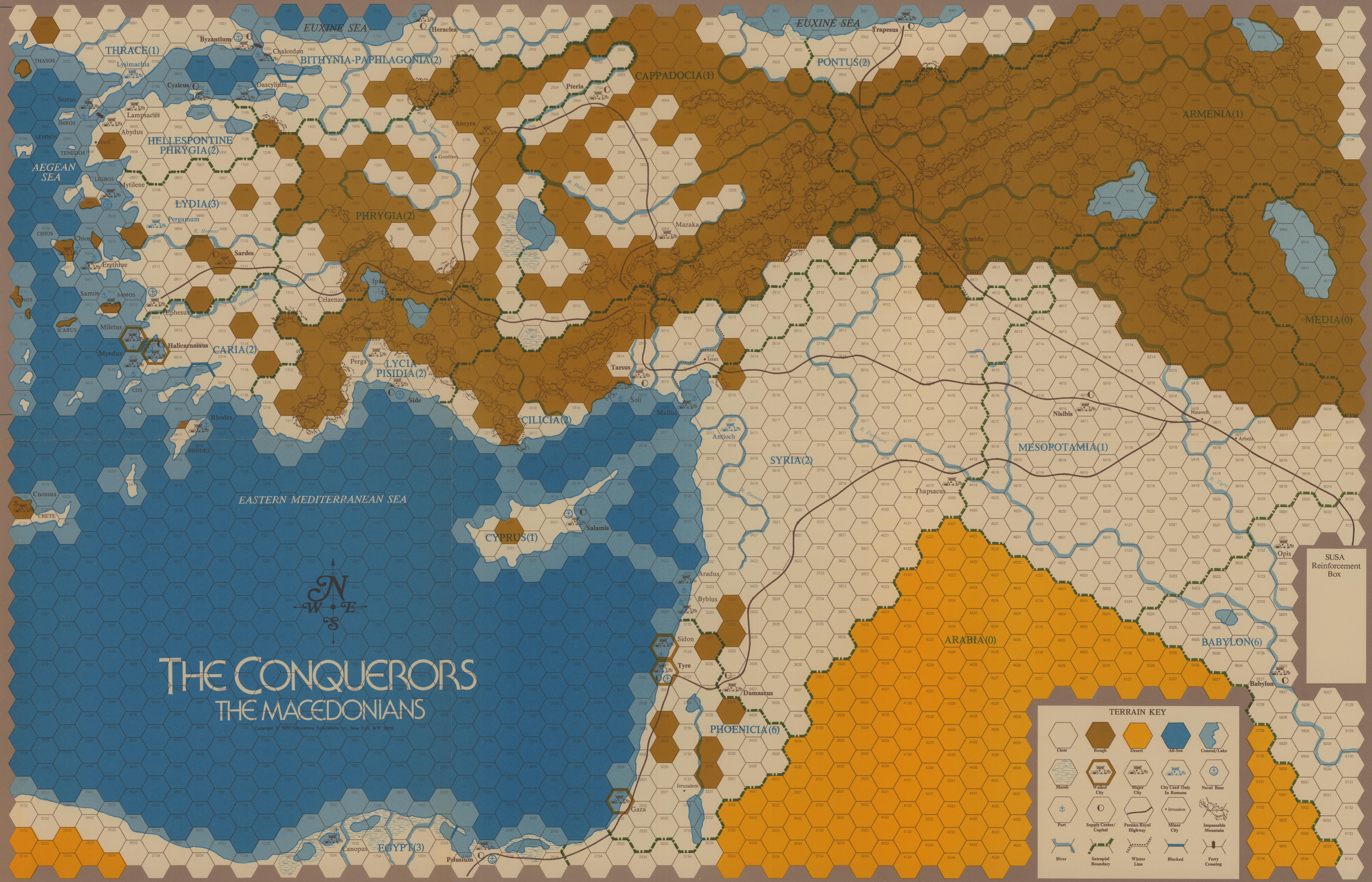
MC	MC	MC	MC	Sacked	Inside City	Inside City	Inside City	Inside City	Inside City
MC	MC	MC	MC	MC	Inside City	Inside City	Inside City	Inside City	Inside City

MC	MC	MC	MC	MC	MC	MC
MC	MC	MC	MC	MC	MC	MC





CORRESPONDS TO ROMAN MAP



# THE CONQUERORS

## THE MACEDONIANS

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### TERRAIN KEY


SUSA  
Reinforcement  
Box