

# CENTURION

## TACTICAL GAME 13: 106 BC - 552 AD

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## Basic Game:

### INTRODUCTION

The Basic Game rules serve a dual purpose:

1. They provide Players with a fast-playing, easy-to-learn game.
2. They form a practical basis of understanding for the Full Simulation version of Centurion.

The Basic Game could more accurately be called "the game-player's game." It is designed for those who wish to emphasize "playability" without excluding simulation accuracy. The Full Simulation version, on the other hand, stresses "simulation-in-detail" at the expense of playability. It should not be inferred from this, however, that the Basic Game is simply a watered-down variant of the Full Simulation version. Both are complete games in their own right, each sharing a common set of equipment and each based upon the same premises. All Players, no matter how experienced, should learn the Basic Game first. If you go on to the Full Simulation version, don't deceive yourself into thinking that by doing so you are taking a step up; more accurately you would be taking a step "into" (into greater complexity, that is). We believe you will find both games challenging and equally valid.

### GAME EQUIPMENT

**The Game-Map:** The 23" x 29" map sheet is the "battlefield" upon which the game is played. The hexagonal-grid superimposed upon the map serves to regularize the movement and positioning of the playing pieces.

**The Playing Pieces:** Two, differently colored but otherwise identical, sheets of playing pieces (unit counters) have been supplied. The opposing armies in each game scenario are made up by selecting given amounts of given types of units from the assortment provided. Notice that the counters are printed on heavy perforated card-stock. Break up the sheets into separate 5/8" x 5/8" squares. Keep the units segregated by type and color. It's a good idea to store them in separate, labeled envelopes.

**Game Charts & Tables:** The various charts (most of which are printed directly on the map-sheet) are visual-aids for use in the play of the game and/or as learning devices for certain of the more involved rules. In the Basic Game only the **Combat Results Chart**, the **Turn Record** and the "Movement;" section of the **Terrain Effects Chart** will be used. The Combat Results Chart requires the use of a single "die" (not supplied). If you don't have any dice handy, cut out the Combat Results Cards provided and use them instead (following the directions found on the Card sheet).

**Rules of Play:** The rules of play are given in two parts: the Basic Game Rules and the Full Simulation Rules. The **Scenario Chart** found in the Full Simulation Rules can be used in either version of the game.

### LEARNING THE GAME

Before reading any further, break out the playing pieces; lay out the map; and then set up the Basic Scenario as shown in the Basic Deployment Diagram. Place the units on the Game Map exactly as shown on the diagram.

Now continue reading the Basic Rules, keeping in mind that unlike non-simulation games the rules of **Centurion** are based on logical, real-world, cause and effect events. The rules are the framework in which history can be re-created and re-directed.

### GENERAL COURSE OF PLAY

**Centurion** is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy as many Enemy units while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled (or a Card is drawn) and the outcome indicated on the Combat Results Table is applied to the units being attacked.

### THE PLAYING PIECES

Each square, cardboard unit-counter represents an ancient military formation composed of about 500 men (armed with a given weapon or set of weapons). The numbers and symbols on each counter give information as to that particular unit's capabilities with respect to movement and combat. In the Basic Game, the only numbers necessary for play are the three bold figures running across the top of each counter. The other numbers and symbols can be ignored as far as the Basic Game is concerned.



### DEFINITIONS

**Melee Attack Factor:** The basic offensive value of a unit.

**Melee Defense Factor:** The basic defensive value of a unit.

**Movement Factor Allowance:** The basic maximum distance a unit may travel (as measured in hexagons) in the course of one Player-Turn.

### THE SEQUENCE OF PLAY

**Centurion** is played in turns. Each **Game-Turn** consists of two **Player-Turns**. Each **Player-Turn** consists of two Phases: a **Movement Phase** and a **Combat Phase**. A complete **Game-Turn** is shown below in outline form. Follow the sequence exactly:

#### (A) First Player-Turn

**1. Movement Phase:** First Player moves his units as desired, consistent with the rules of Movement.

**2. Combat Phase:** First Player executes any attacks against adjacent Second Player units (results of each attack are applied immediately as they occur).

#### (B) Second Player-Turn

**1. Movement Phase:** Second Player moves his units as desired, consistent with the rules of Movement.

**2. Combat Phase:** Second Player executes any attacks against adjacent First Player units.

(C) Players indicate the passage of one complete **Game-Turn** by moving the Turn Index Marker one space on the Turn Record. Each **Game-Turn** represents the passage of about twenty or thirty minutes of real time.

### THE MOVEMENT PHASE

#### General Rule:

During the Movement Phase of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Factor Allowance.

#### Procedure:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

#### Cases:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one Movement Factor of its total Movement Factor Allowance for each hex entered. To enter some types of hexes, more (or in some instances less) than one Movement Factor is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry-costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units. Movement is never required, it is voluntary.

(C) Units are moved individually; in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires as long as its Movement Factor Allowance is not exceeded in a single Movement Phase. Unused Movement Factors, however, may not be accumulated from Phase-to-Phase or transferred from unit-to-unit.

(Continued on p18.)



Unit-Types



Barbarian Infantry (BI)



Roman Swordsmen (SD)



Spartan (SP)



Skirmishers (SK)



Byzantine Cataphracts (BC)



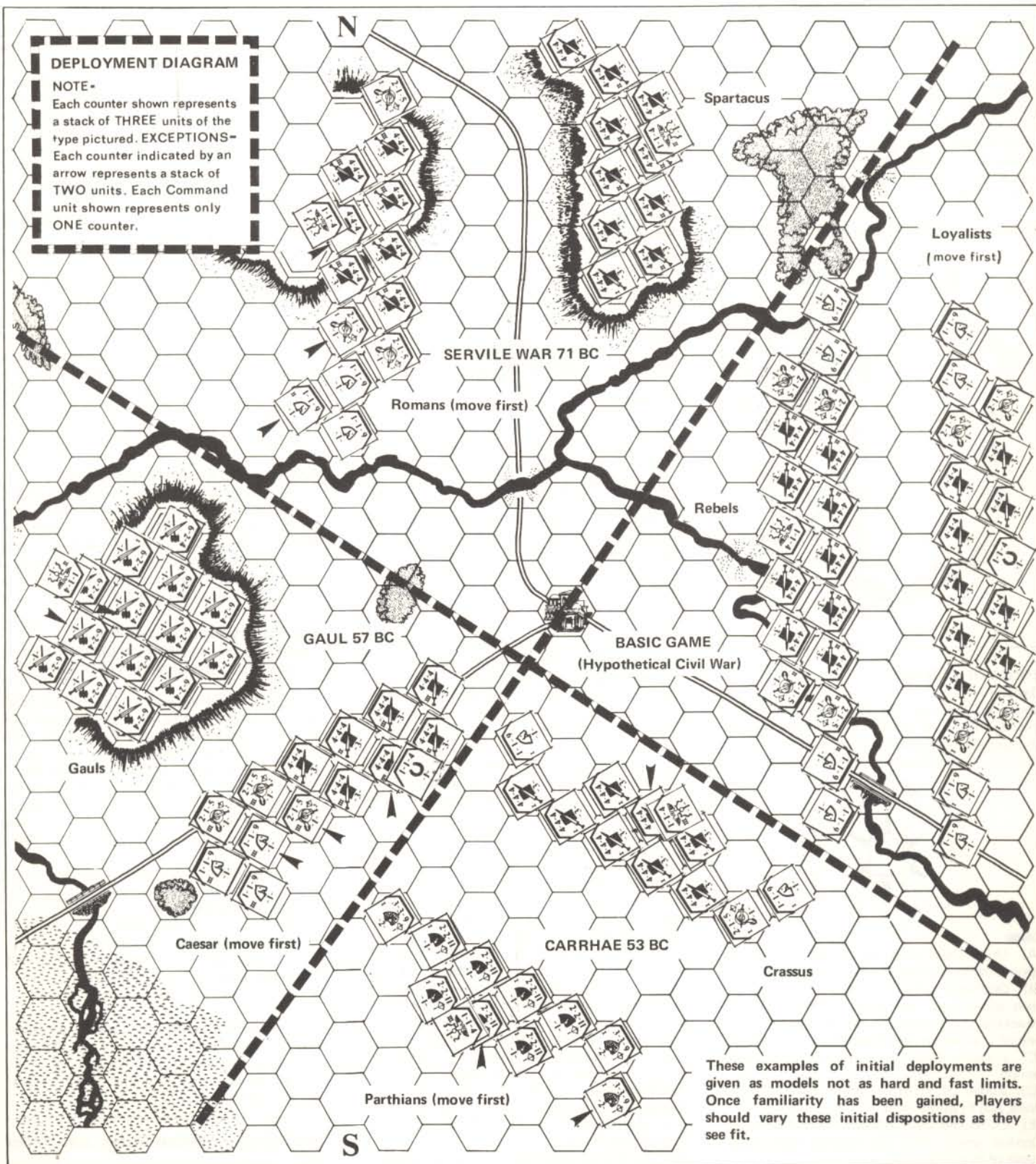
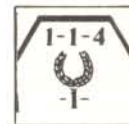
Oriental Cavalry (OC)



Roman Light Cavalry (LC)



Command Units (CM)



These examples of initial deployments are given as models not as hard and fast limits. Once familiarity has been gained, Players should vary these initial dispositions as they see fit.



(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through or onto other Friendly units as long as there are never more than three Friendly units in the same hex at the same time. In other words, a unit may not enter or pass through a hex containing three other Friendly units. (see Stacking Rule).

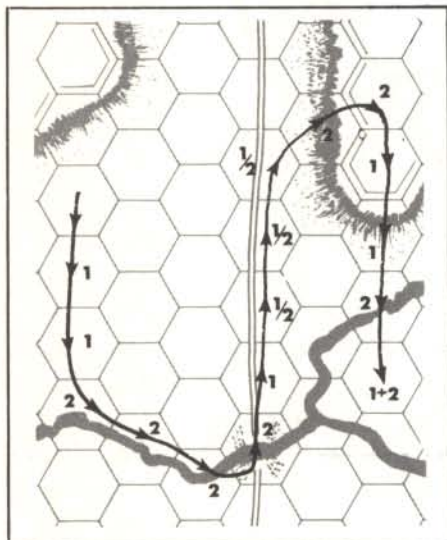
(G) Units may never enter or pass through a hex containing Enemy units.

(H) Units must stop and move no further upon entering a hex adjacent to an Enemy unit (see Zones of Control Rule).

(I) In a given Movement Phase, once a unit has been moved (and the Player's hand withdrawn from the piece) it may not be moved again nor may it re-trace and change its move.

(J) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement Factors to expend as they enter each hex. Units may not move off the map.

## Movement "Cost-per-Hex" Diagram



## ZONES OF CONTROL

### General Rule:

Every combat-unit (except Command units) exerts a Zone of Control which extends into the six hexes immediately surrounding it. This Zone of Control inhibits Enemy movement.



### Cases:

(A) Units must stop and move no further upon entering an Enemy-controlled hex.

(B) Opposing units which are adjacent to each other may not move at all. Only by attacking and destroying the adjacent Enemy unit(s) may the unit be freed from immobility.

(C) Zones of Control extend into all types of terrain.

(D) Zones of Control affect only Enemy units, not Friendly ones.

(E) Command units do not exert a Zone of Control unless they are stacked with other types of Friendly units.

It may help you to grasp the effects of the Zone of Control rule if you imagine the units of opposing sides as powerful magnets of opposite polarity: once they come into contact (i.e. adjacent) they lock into an immobilizing death-grip that can only be broken by the destruction of one side or the other.

## STACKING (more than one unit per hex)

### General Rule:

As many as three Friendly units, of any type or combination of types, may occupy the same hex at the same time.

### Cases:

(A) Stacking limitations apply at all times, even during the Movement Phase of a Player-Turn.

(B) Command units do not count towards stacking limits. Command units "do not exist" as far as stacking limits are concerned.

(C) Players may only examine the composition of an enemy stack if they have a Friendly unit within three hexes of the stack in question.

## THE COMBAT PHASE

### General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player whose Combat Phase it is, is considered to be the Attacker; the other Player is considered to be the Defender.



### Procedure:

Total up the Melee Attack Factors of all the attacking units involved in a specific attack and compare it to the total Melee Defense Factors of the unit(s) in the hex under attack. State the comparison as a probability ratio: Attack Factors to Defense Factors. Round-off the ratio to conform to the simplified odds found on the Combat Results Table; roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before going on to resolve any other attacks being made during that Combat Phase.

### Cases:

(A) During the Combat Phase of his turn, a Player may only attack those Enemy units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit (or stack of units) may participate in the attack upon that Enemy unit (or stack of units).

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is an act of volition.

(C) No unit may attack more than once per Combat Phase. No enemy unit may be attacked more than once per Combat Phase.

(D) No more than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units). That is to say, different defending units (or stacks of units) on different hexes must be treated as the objects of separate attacks which must be made by separate groups of attacking units (even if some of the attacking units happen to be adjacent to two or more Enemy-occupied hexes). If attacks are made by stacks (or groups of stacks) which happen to be simultaneously adjacent to more than one Enemy-occupied hex, the attacking units are not compelled to attack every one of the Enemy-held hexes.

(E) An Enemy-occupied hex may be attacked

by as many attacking units as can be brought to bear. Conceivably, as many as EIGHTEEN attacking units (not counting Command units) could be brought to bear against an Enemy-held hex.

(F) Defending units stacked in the same hex must be treated as one combined Melee Defense Factor: i.e. they may not be attacked piecemeal fashion.

(G) Attacking-units stacked together in the same hex must all have the same Movement Factor Allowance in order to participate in an attack against the same Enemy-occupied hex. If, for example, two out of three of the attacking units in a stack had identical Movement Factor Allowances, then those two could "co-operate" in the attack against the same Enemy occupied hex and the third unit could attack another adjacent Enemy-held hex (or simply abstain from attacking). This rule expresses the incompatibility of dissimilar unit-types. This rule does NOT apply to units of dissimilar Movement Factor Allowances which are defending on the same hex (nor does it apply to Command units at any time).

(H) Not every unit in an attacking stack must participate in the attack.

(I) Combat odds are rounded-off in favor of the Defender. For example: An attack of 26 Melee Attack Factors against 9 Melee Defense Factors would round-off to a TWO-to-ONE odds situation.

(J) If there is a Friendly Command unit within five hexes of an attacking force, then all attacks made by elements of that force are rounded-off in favor of the Attacker: e.g. 26 to 9 would round-off at a THREE-to-ONE odds situation. The presence of an Enemy Command unit negates this effect.

## BASIC GAME VICTORY CONDITIONS

At the end of ten Game-Turns, the side which has suffered the lowest losses (in terms of units lost compared to total units at start) is declared the Game-Winner. Therefore, it is not simply the number of units a Player loses but rather the percentage of his losses which will determine whether or not he wins.

## THE TRANSITION TO THE FULL SIMULATION VERSION OF CENTURION or, HOW TO COMPLICATE YOUR LIFE!

After playing a few Basic Games, Players may wish to start thrashing into the jungle of the Full Simulation Game. Do it in stages; not only because the rules are a very large pill to swallow all at once, but also because you'll find it more enjoyable to expand the game by degrees: that way you can achieve the exact level of complexity you desire and not feel compelled to adopt the whole mass of rules.

Try this approach in the order indicated:

1. Employ Facing Rules.
2. Add Missile Fire capability.
3. Add Terrain Effects to combat.
4. Use Combat Unit Capability Chart and rules regarding unit interrelationships.
5. Employ various optional rules.

In conjunction with the above program, Players should begin to explore the different Scenarios. Remember: you control the game; make it do what you want it to do. Don't let it get away from you.

## For Full-Simulation Rules, see folder