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[1.0] ROMAN OPTIONAL RULES

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

[1.1] ROMAN SWORDS SQUARE
GENERAL RULE:
In disregard of normal stacking restrictions, Roman SD units may stack four units on one hex to form a “Square” (orbus or testudo). The Square formation cannot be flank attacked (see 6.5). The Square may move only one hex of any terrain per Movement Phase. The Square may not attack. The Square is dissolved when it suffers any adverse combat results.

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

CASES:
[1.11] Leader units may be in a hex, in addition to the four SD units. Leader units do not count for stacking purposes. Their combat, movement and rallying capabilities function normally. They may freely leave a Square formation at full Movement Allowance.
[1.12] No units may move through a hex containing a Square.

[1.13] The Square can only be created at the end of a Friendly Movement Phase. Disrupted units may not form a Square.
[1.14] A Square may voluntarily be dissolved during a Friendly Movement Phase. In the Phase in which a Square is dissolved, all SD units that were in the Square may only move one hex.
[1.15] The one hex movement of a Square formation allows it to move one hex into any terrain normally passable, regardless of normal Movement Point costs.
[1.16] If a Square is disrupted, stacking limitations must be complied with by the end of the next Friendly Movement Phase, or the stacked units are eliminated.

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

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

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

CASES:
[1.31] The Roman SD units affected by the Green Legion rule are treated normally in every way, save the variation in their printed Combat Strength.
[1.32] It is strongly recommended to use this rule with Optional Rule 1.2.

[1.4] ROMAN LEGIONARY PANIC
GENERAL RULE:
Roman SD units, in any scenario where they are allowed to stack four-high never panic (whether or not they actually do stack four-high). This succeeds rule 13.0. Roman SD units in any scenario where they are allowed to stack only two-high or less panic in the manner of normal units.

CASES:
[1.41] Roman SD units which cannot panic function normally in all other respects. They continue to fight as though nothing has happened, although all other units on their side may have panicked.
[1.42] The “panicky” Roman SD units, actually a case of the declining strength and cohesion of the Legion, are essentially reduced to the status of normal units.

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

PROCEDURE:
In the Movement Phase of the conversion, turn the BC unit upside-down and place an appropriate “new” unit rightside-up on top of it to symbolize the new capacity of the unit. The converted unit will not be able to engage in combat on the turn of its conversion because the change cannot take place adjacent to an Enemy unit.
[1.51] The “mount” capacity is intrinsic to either unit; the mount may never be destroyed and is only eliminated “with” the unit.
[1.52] Victory Point values for either converted unit are charged at the Byzantine Cataphract rate. This is regardless of the form the unit was in when destroyed.
[1.53] Always keep the original identification marker under the converted unit.
[1.54] Note that each 5K unit is provided for converted BC units. Players will be reminded of the new strength of the BC/SK unit, 2.5 rather than 2.5, by the presence of the upside-down BC unit under the converted SK unit.
[1.55] Byzantine Cataphracts (in their regular, mounted form) are the only units that may employ both Fire Combat and Melee Combat in the same Player-Turn.
[1.56] BC units may fire their missiles during the Fire Combat Phase, move, and then use their Melee Attack Strength during the Melee Combat Phase.
[1.57] BC units cannot use their fire weapons on consecutive Player-Turns, however. This is in accordance with rule 7.12.

[2.0] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexes, as below:
Class A units may not enter Woods Hexes.
Class Mf and Class C units may not enter Swamp,
[3.0] SCENARIOS B.C.

[3.1] NUMIDIA (106 BC)

Numidians: 10PS, 10BI, 10LC, 10OC, 1”2”, 1”3”.

Romans: 20PSD, 8LC, 8SK, 1”1”, 1”2”.

**Game Length:** 20 Game-Turns.

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

**Terrain Modifications:** Ignore all woods and swamp hexes.

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

[3.2] VERCELLAE (101 BC)

Romans: 30PSD, 12LC, 12SK, 2”1”, 2”2”.

**Game Length:** 25 Game-Turns.

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

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

**Historical Notes:** As with most armies, the Roman legions were largely recruited locally from the fort. Thus, when the Cumbric, a particularly effective group of migratory barbarians, moved into Southern Gaul, they annihilated a Roman Army of 80,000 and also butchered 40,000 Roman citizens at the Battle of Arusia in 105 BC. The stage was set for Marius to make his sweeping reforms of the Roman military system. Marius gave the Roman Army in Gaul new leadership and confidence. After defeating the Cumbric several times, he crushed them at Vercellae as they attempted to invade Italy. The Ligurians annihilated the Cumbric, killing 140,000 and enslaving 60,000 more. It was a fitting revenge and proof of the effectiveness of Marius’ work.

[3.3] APULIA (71 BC)

Spartacus: 20MS, 10BI, 20PSD, 2LC, 1”1”, 1”2”.

Romans: 20PSD, 8LC, 8SK, 2”1”, 2”2”.

**Game Length:** 20 Game-Turns.

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

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

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

[3.4] CABIRA (72 BC)

Romans: 20PSD, 8LC, 8SK, 1”1”, 2”2”.

**Game Length:** 15 Game-Turns.

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

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

**Historical Notes:** The territorial expansionism of the First Triumvirate led Crassus to intervene in an internal quarrel of the Parthians, a tribe in Northern Mesopotamia. At Carrhae, Crassus’ expeditionary force was surrounded by the Parthian Army of mounted bowmen. Crassus was trapped on both sides and was forced to retreat. The Parthians pursued and captured Crassus himself. His army destroyed, the Parthians fell to Armenia.

[3.5] THE SAMBRE (57 BC)

Romans: 20PSD, 8LC, 8SK, 1”1”, 2”2”.

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

Nervii: 10MS, 30BI, 25K, 2”2”.

**Game Length:** 15 Game-Turns.

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

**Terrain Modifications:** Ignore all village and swamp hexes.

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

[3.6] CARRHAE (53 BC)

Romans: 20PSD, 12LC, 6SK, 1”1”, 2”2”.


**Game Length:** 20 Game-Turns.

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

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

**Historical Notes:** The territorial expansionism of the First Triumvirate led Crassus to intervene in an internal quarrel of the Parthians, a tribe in Northern Mesopotamia. At Carrhae, Crassus’ expeditionary force was surrounded by the Parthian Army of mounted bowmen. Crassus was trapped on both sides and was forced to retreat. The Parthians pursued and captured Crassus himself. His army destroyed, the Parthians fell to Armenia.

[3.7] PHALASPES (48 BC)

Pompey: 20PSD, 12LC, 12SK, 20C, 2”2”.

**Game Length:** 20 Game-Turns.

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

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

**Special Rule:** Caesar’s forces never panic.

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

[3.8] SECOND PHILIPPI (42 BC)

Triumvires: 30SD, 8LC, 8SK, 1”1”, 1”3”.

Tyrrhenians: 25SD, 12LC, 4HC, 5SK, 1”2”.

**Game Length:** 15 Game-Turns.

**Victory Conditions:** Triumvires must achieve a Substantive Victory; or control hex “F”. Tyrrhenians must prevent these conditions.

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

**Historical Notes:** The Tyrrhenians, who had asserted Julius Caesar’s legate, were opposed by the Second Triumvirate, who set out to punish them for their deed. The First Battle of Philippi, on 26 October, had proven indecisive. In the Second Battle, Anthony and Octavian, the Triumvirs, commanded, demonstrated on the Tyrrhenian’s flank to divert their attention from an attack on their left flank. This attack proved unsuccessful. Most of the Tyrrhenian Army collapsed and Brutus, their sole remaining leader, committed suicide.

[4.0] SCENARIOS A.D.

[4.1] TEUTOBURGERWALD (9 AD)

Romans: 20PSD, 8LC, 8SK, 1”2”, 1”3”.

Germanis: 30BI, 12LC, 1”2”.

**Game Length:** 20 Game-Turns.

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

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

**Special Rule:** Caesar’s forces never panic.

**Historical Notes:** The First Triumvirate collapsed when Pompey usurped power. Civil War resulted, pitting the forces of Pompey against those of Caesar. After defeating in northern Greece, Caesar withdrew to Thessaly. Pompey pursued with 40,000 men and attacked Caesar’s 20,000 at Pharsalus. Although Pompey had the numbers, he lacked Caesar’s tactical skill. Caesar seized the initiative and attacked with part of his force, keeping a large reserve. When Pompey committed his superior cavalry force, Caesar took them in the flank with his reserves. After this, Caesar then enveloped Pompey’s position, causing his army to panic. Pompey fled to Egypt. His army suffered 15,000 casualties and lost 24,000 prisoners. Caesar lost but 2,230 men.
**Victory Conditions: Britons** must exit ten units off the west map edge; or control hex “F”. Romans must prevent these conditions.

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

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

**Territorial Modifications:** Ignore all river, swamp and woods hexes.

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

**[5.2] ADRIANIPE (A.D. 378)**


**Game Length:** 20 Game-Turns.

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

**Territorial Modifications:** Ignore all river and swamp hexes.

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

**[5.3] CHALONS (A.D. 451)**


**Game Length:** 30 Game-Turns.

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

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

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**[4.2] MINDEN (A.D. 16)**


**Game Length:** 15 Game-Turns.

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

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

**[4.3] BOUDICCA REVOLT (A.D. 61)**


**Game Length:** 15 Game-Turns.

**Victory Conditions:** Palmyras must control hex “H”. Sasanids must win a Marginal Victory. If both the game is a draw.

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

**Historical Notes:** When Julian became Caesar, he had already re-assigned Roman rule in Gaul. He now went to Mesopotamia, where Roman rule was threatened by Persian expansionism. After arriving at Ctesiphon, Julian began to pursue the Persian Army, which withdrew after strong initial resistance. Julian’s pursuit was hindered by swarms of Persian bow-armed cavalry, which skirmished with the Romans, reducing their strength. This proved an effective tactic, and led the Persians to attempt an decisive attack near Ctesiphon. Despite initial success, the Persians were unable to follow up and, with Julian at their head, staged a successful counterattack, although Julian was killed at the height of the action.

**[4.4] LUGDUNUM (A.D. 197)**

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

**Game Length:** 20 Game-Turns.

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

**Territorial Modifications:** Ignore all swamp hexes.

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

**[4.5] EUFORAPHAS (A.D. 261)**


**Game Length:** 20 Game-Turns.

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

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

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

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

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

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

**Victory Conditions:** Romans must achieve a Substantive Victory. If exit 10 units off the east map edge, within three hexes (exclusive) of the road, and within three hexes of the Marginal Victory and control hex “E”. If both sides fulfill Victory Conditions, the game is a draw.

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

**Historical Notes:** The Goths had overrun all of Italy by 354. Two years later, the Byzantines under Belisarius led a campaign to liberate the peninsula. The Goths, with their Frankish allies, remained undefeated, however, until the uncoordinated Nares moved on Rome with 20,000 men. He encountered the Franks and Goths in a narrow pass. As both sides deployed, Gothic cavalry charged down the pass, but were repulsed by Byzantine missile fire. Repeated Gothic and Frankish attacks were unsuccessful, due largely to Byzantine fire. Then the Byzantines went over to the offensive, with the Cataphracts going around the flanks in a double envelopment. Six thousand barbarians were killed. Nares entered Rome, but the Italian War was to rage for another two years.

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

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

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

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