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[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP
The 22" x 34" mapsheet depicting the Eastern Mediterranean in 200 B.C. 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 areas and terrain features.

[3.2] THE PLAYING PIECES
[3.2.1] 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 Rome, Macedon, Syria, and assorted allied Greek City-States and Leagues. The units are distinguished by the numbers and symbols printed on the counters. Some units have printing on both sides of the counters.

SAMPLE UNITS

TYPICAL COMMANDER

<table>
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<th>Strategic Rating</th>
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TYPICAL COMBAT UNIT

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<th>Tactical Defensive Strength</th>
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TYPICAL MISSILE UNIT

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<td>(full-strength)</td>
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SUMMARY OF UNIT TYPES

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<th>Back</th>
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</thead>
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<td>Principes</td>
<td>Argos</td>
</tr>
<tr>
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<td>(full-strength)</td>
<td>(full-strength)</td>
</tr>
<tr>
<td>1</td>
<td>(reduced strength)</td>
<td>(reduced strength)</td>
</tr>
<tr>
<td></td>
<td>(reduced strength)</td>
<td>(reduced strength)</td>
</tr>
</tbody>
</table>

[2.0] GENERAL COURSE OF PLAY

The Conquerors: The Romans is basically a two-Player game in which one Player controls the Roman forces and the other Player controls either the Macedonian forces or, in the extended Scenario, the Syrian forces. There are various other forces in the game—the small but important armies of the various Greek City-States—that are generally uncommitted at the beginning of the game. Control and use of these forces is dependent on successful diplomacy.

Each Scenario in The Conquerors: The Romans lasts a number of "Campaign Years." Each Campaign Year consists of one Winter/Planning Turn—in which there is no Movement or Combat and in which Players allocate resources, collect taxes and maintain and raise armies and navies, etc.—and eight Game-Turns—in which the Players may move and have Combat (among other things). Each Game-Turn is composed of two Player-Turns. Each Player-Turn has four separate Phases. Each Player uses his own Player-Turn to move his forces and engage in Combat for the Purpose of reducing the Enemy's overall strength and/or gaining and securing various geographical objectives. Players determine their Supply conditions and pay any necessary costs to correct any deficiencies. Combat occurs between opposing units occupying the same hex and is resolved either by using the Tactical Battle Rules or by simply comparing relative strengths and referring to the Strategic Combat Results Table, using two dice to achieve a result. The outcome of the game is dependent on the Victory Conditions for that particular Scenario.
### Syrian Combat Units

- **Elymaic =** Elymaenis; **Neoechnais = **Neoechna; **RylGds =** The Royal Guards (or Silver Shields)

#### [3.3] GAME CHARTS AND TABLES

The game makes use of various charts, tables, and displays as part of its play system. The use of these aids is explained in the various rules sections. All of the charts, etc., are found on either the Charts and Tables Sheet or the Tactical Battle Display. Players should examine the charts and tables when reading the appropriate rules sections. The charts are: Turn Record Track, Terrain Effects Chart, Forced March Attrition Table, Land Interception Table, Naval Interception Table, Tactical Battle Display, Strategic Combat Results Table, Naval Combat Results Table, Siege and Plunder Table, Land Attrition Table, Naval Attrition Table, Revolt Table, Taxation Table, Augury Table, Purchase and Maintenance Cost Table.

#### [3.4] DEFINITION 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 the leadership of a Commander.
- **Squadron:** Each full-strength Naval counter represents a squadron of either (a) Heavy (Catapulted galleys, quinqueries, etc.); (b) Medium (Tiremes, et al); or (c) Light (Lembi, or open-decked light galleys) galleys of the period. The type of squadron is determined by its strength (see unit examples). A half-strength naval counter would be a half-Squadron.
- **Fleet:** Any number of Naval Squadrons in the same hex.

#### Commanders

- **Individual historical (and quasi-historical)** personages of the era used for moving Combat units and engaging in battle. Combat units may not move or fight without Commanders present. The Roman Player has four distinct types of commanders: consuls, praetors, legates and tribunes.

#### Strategic Strength Point [SSP]:

The Combat Strength of a given Land unit in the Strategic version of the game. A unit’s SSP may also be used to determine stacking restrictions in both the tactical and strategic versions. In such a case the SSP would be equivalent to the number of stacking points. The SSP of a unit is also equivalent to the number of “steps” (for Combat reduction purposes) that that unit has.

#### Legion

- **A Legion is a Roman Army formation consisting of:** For game purposes, two **principes** Combat units, two **bustasti** Combat units, two **velites** Combat units, one **trirari** Combat unit and one medium cavalry unit (plus one light cavalry unit in all even-numbered legions). The Legion is thus an integral combat organization, and units from one Legion may never be absorbed into another. Each Legion has two Commanders: tribunes.

#### Game Scale

Each Game-Turn represents a one-month period (except for the Winter turn, which represents four months). Each map sheet hexagon represents a distance of approximately 20 miles from side to side. Each non-Roman Legion SSP is the equivalent of approximately 400 men. Each Legionary SSP is the equivalent of approximately 275-300 men. Cavalry SSP’s are somewhat lesser, depending on type, nation, etc.

#### [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
Game Box
Two Dice
If any parts missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd St.
New York, NY 10010

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Please try to keep questions to a simple, one-word answer. Send rules questions to the above address and mark envelope: "Rules Questions: The Conquerors."

[4.0] SEQUENCE OF PLAY

GENERAL RULE:
The Romans is played in sequenced turns called Game-Turns. Furthermore, eight of these Game-Turns plus a Winter Planning Turn are grouped into a Campaign Year. The Winter/Planning Turn occurs at the end of the Campaign Year, and in it the players collect taxes, raise and maintain armies, pick their ambassadors, etc. In the regular Game-Turns, Players move and have Combat in an attempt to achieve their objectives.

Each individual Game-Turn consists of a number of Phases; the Player whose turn it is is sometimes called the Phasing Player. All actions must take place according to the sequence listed below, although there are some actions that may take place at any time during a Game-Turn (as noted below). The Roman Player always moves first.

CASES:

[4.1] SEQUENCE OUTLINE OF THE GAME-TURN

A. FIRST PLAYER-TURN
1. Siege Phase: The Player conducts the Siege of any "A" or "B" Cities that he is attacking, according to the rules for such. Besieging units are considered Disrupted for the remainder of the Game-turn in which they besiege an "A" or "B" City.
2. Diplomacy Phase: The Player may attempt to gain the support of the Non-Allied City-States and Leagues by expending Talents from his Treasury in the form of gifts, feasts, or by using an ambassador counter. Forces of City-States or Leagues that are so affected are placed on the game-map, if necessary (see Case 16.2). He may attempt to influence only one such City-State/League per Game-Turn.
3. Campaign Phase: The Player may move his Forces and/or Fleets, using them for any Combat that occurs as a result of such Movement (including assaults on "C" and "D" Cities) according to the rules for Movement, Combat, Interception, etc. Any scheduled reinforcements are brought on in this Phase, and any Talents that must be expended when land Forces move outside their Supply Radii are expended immediately upon such occurrence.
4. Attrition Phase: The Player checks for possible Attrition for each Friendly Naval Squadron that has not finished the Friendly Campaign Phase in a Friendly Port.
5. SECOND PLAYER-TURN
The Second Player repeats the above Sequence, using his own units. After both players have completed their Player-Turns, the Monthly Game-Turn Marker is advanced to the next month on the Turn-Record Track and a new Game-Turn begins.

[4.2] OUTLINE OF THE WINTER/PLANNING GAME-TURN

There is no Movement or Combat during a Winter Turn. However, both players make certain adjustments, if necessary, to their units, as well as taking care of a variety of game functions:
1. Both Players check for Winter Attrition, if any, to units which are not Wintering in a Friendly City.
2. The Roman Player rolls on the Angury Table to see what events have been precipitated by the actions of the Senate or other forces.
3. Both Players may, in any order they so choose, complete the following tasks:
   1. Collect Taxes
   2. Choose Ambassadors, Consuls (Roman Player only), etc.
   3. Pay for Maintenance on Forces and Fleets
   4. Raise new armies
   5. Build new Fleets
4. Once all these functions have been completed Players may begin a new Campaign Year, starting with the March Game-Turn.

[5.0] MOVEMENT

COMMENTS:

Movement and Combat are executed within the same Phase—the Campaign Phase—by the Phasing Player. Combat is thus considered a form of Movement in that it requires the expenditure of Movement Points (Combat rules are covered separately in 9.0 and 11.0). There are three basic types of units in the game:

Land units (including any Siege Trains), Naval Squadrions, and Commanders. In general, all units are subject to the Movement rules although certain differences for each type are noted. There is no set sequence in which a Player must move his unit types; e.g., Fleets do not have to move before Land Forces, etc.

Movement Allowances are not printed on the unit counters. Actually, no Combat unit (Land or Naval) may move or Retreat voluntarily by itself. It may move voluntarily only if accompanied by a Commander. Only Commanders have Movement Allowances, and Commanders thus "transport" the otherwise immobile Forces and/or Fleets. All Commanders have a Movement Allowance of 20 Movement Points.

GENERAL RULE:

During the Campaign Phase of his Player-Turn, the Phasing Player may move as many or as few of his Commanders (and any Combat units they may attach and transport) as he wishes. Each Commander may be moved as many or as few hexes as the Phasing Player desires, as long as that Commander's Movement Allowance (20) 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. There is a means by which non-Phasing Players may move (aside from Retreat) called Interception.

PROCEEDURE:
The Phasing Player moves 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 be moved in company with Forces, Fleets or other Commanders (under the aegis of that Commander). An aggregation of Combat units is called a Force (Land or a Fleet (Naval)). Forces and/or Fleets must be moved one at a time, although under certain conditions a Force and a Fleet may be moved together. 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, Fleet, or Commander may not move again that Player Turn. The Concept of Continual Movement means that a Force or Fleet may participate in Combat and then resume Movement, up to the limit of that Force or Fleet's Commander's Movement Allowance, under certain restrictions.

CASES:

[5.1] HOW TO MOVE UNITS

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 (or rather transported by Commanders). Combat may occur during Movement at the Phasing Player's option, or as a result of Interception.

[5.12] Movement is calculated in terms of Movement Points. A Commander expends Movement Points from his Movement Allowance of 20 when moving into a hex or crossing certain hexides. Each hex costs a number of Movement Points (see Table 2.6, Movement Points to cross (see Terrain Effects Chart, 5.35). A Commander may not enter a given hex if he does not have sufficient Movement Points remaining in his Allowance to expend.

[5.13] A Commander may attach and/or detach any Combat units of his "side" in any hex during Movement. Combat units moved any distance 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 a Fleet, if Naval). There is no additional Movement Point cost to a Commander's Movement Allowance for either attaching or detaching Combat units.

[5.14] Movement by a Force and/or Fleet is "Continual." Stopping for Combat does not prohibit the Force or Fleet from continuing its Movement after that Combat is finished, so long as its Commander has Movement Points remaining in his Allowance. However, if such a Land Force has either Retreated During Combat or Fleet, it may not continue Movement. For this effect on Fleets, see Case 11.15.

[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 or Fleets. There is no extra cost for this type of Movement.

[5.22] A Force or Fleet may enter an Enemy-occupied hex (and then it must stop). If that enemy Force or Fleet chooses to remain in that hex (and thus accept Combat) the Friendly Force or Fleet must pay (and be able to pay) a cost of 2 Movement Points to engage in Combat. Note that a moving Force or Fleet may never enter an enemy-occupied hex unless that Force or Fleet has the necessary Movement Points (two plus terrain costs)—unless such Enemy units are inside a City. Thus, a Force that has expended 18 Movement Points in a given Friendly Campaign Phase may not enter an Enemy-occupied hex as it does not have the requisite number of points left to expend, regardless of whether the Enemy units choose to
Retreat or not. Players should also note that land forces never impede the movement of Fleets (Enemy) and vice versa (Exception: see Case 5.32).

[5.23] A given Combat unit (land or naval) may be under the command of only one Commander during the course of a single Campaign Phase. Thus, a given Combat unit may not participate in Movements of any other Commander on the same day. A unit may move 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 (see Case 5.28).

[5.24] A Force or Fleet may never leave the game-map. A Fleet may never end a Game-Turn in an all-Sea hex. However, see Section 6.0, Interception. In addition, Fleets must end each Campaign Phase in a Friendly Port or suffer Attrition.

[5.25] A Force may not move through a hex in which there is an uncontrolled or an Enemy-controlled “A” or “B” City. Friendly Forces may move through a hex with an uncontrolled or Enemy-controlled “C” or “D” City, there is no extra cost to do so in Movements. A Force may move into an uncontrolled or Enemy-controlled “A” or “B” City hex for the purposes of Siege (see Case 13.52 for a definition of control).

[5.26] A Friendly Fleet may not enter a hex in which there is an uncontrolled or Enemy-controlled “A” or “B” City that is also a Port. Fleets may move into and through “C” and “D” City/Ports as in Case 5.25.

[5.27] Enemy units inside a City never impede movement of Friendly units into or through such a hex. (But remember Case 5.25). Presence of Enemy Fleets in a hex always affects the Movement of Friendly Fleets into or through that hex.

[5.28] If a stack of units contains more than one Commander and the Player wishes to split that Force or Fleet, he must move each "split" Force independently; he may not move the whole stack part way and then split it (see Case 5.23).

[5.3] SPECIAL TERRAIN

In addition to the terrain described in the Terrain Effects Chart, there are several other anomalies on the map that require further clarification.

[5.31] Greece is a country with an unusual configuration. Squeezing it into a hex-grid causes more problems than it solves. Several islands have been shrunken to tiny miles, and some land has been shaved or reduced to render the game-playable. Players should be aware of this, and they should also try to keep movement of units within the bounds of natural law and common sense. The anomalies have been kept to a minimum, but there are several that do remain.

[5.32] Messana/Rhogue (3526). Because of the rather rigid nature of the hexagonal pattern, both of these important Ports ended up in the same hex. For purposes of the game, they are treated as one City. In addition, Players should assume that there is a ferry between Messana and Rhogue, and units are free to cross from Italy to Sicily, and vice-versa, without paying any additional Movement Cost. Fleets, of course, may move through the straits using standard Movement rules. If an Enemy Fleet is "blockading" this Port/hex, a Friendly land unit may not enter the Port to cross to the other side of the strait.

[5.33] The Port of Corinth (5529). The Port of Corinth (actually the city of Cenchreae) is located on the southern coast of the Corinthian Isthmus. It may be that Port only from the southern side, not from the northern side (the Corinthian Gulf).

[5.34] Hex 5727. The island of Euboa and the mainland of Greece coincide in this hex. Fortunately, there was a bridge from Chalcis to the mainland (or so the sources seem to indicate). Thus Players may pass into that hex from the mainland and vice-versa (remember, Chalcis is a “B” City) as in Case 5.32. Fleets may sail through that hex normally.

[5.35] Terrain Effects Chart (see separate sheet)

[5.4] TERRAIN EFFECTS ON MOVEMENT

[5.41] The Movement Point cost for a Commander (and his Force or Fleet) to enter a given hex may be found on the Terrain Effects Chart (5.35).

[5.42] A Land unit (including a Commissioner) may never move through an Impassable Mountain hexside, all-Lake hexside or Blocked hexside. It may enter an All-Sea hexside, but only if transported by the requisite number of Naval Transport (see Section 12.0, Fleet Transport). The presence of Enemy Fleets in a hex is not an inhibiting factor on the movement of Forces, and vice-versa.

[5.43] Fleets may never enter an All-Land hex or move through an All-Land hexside. Fleets entering an All-Sea hex are subject to immediate Attrition (see Case 15.21).

[5.44] Movement along the Roman Road system is at half the Movement Point cost as in clear terrain. There is no limit to the use of such roads, except that to gain the benefit of the Road a Force must move into a Road hex from another connecting Road hex. Unconnected, Alternate Regular Movement with Road Movement in any fashion they desire.

[5.45] Any number of Squadrons and/or Land units may be moved through Coastal hexes as a single Force under the same Commissioner. Remember, if this Force wishes to cross an All-Sea hexside the Land units must be transported by the Fleet and meet the requirements for Naval Transport.

[5.46] A Commander may move freely without a Force and may enter any Land hex permissible. However, for a Commander to cross an All-Sea hexside he must be transported by a Naval Squadron.

[5.47] Fleets may be restricted in their Movement by their proximity to Friendly Naval Basess (see Case 5.62).

[5.5] EFFECT OF ENEMY FORCES/FLEETS ON MOVEMENT

[5.51] Friendly Forces which are inside “C” or “D” City do not inhibit Movement in any way, unless the moving Enemy Forces wishes to attack that City (see Case 13.24).

[5.52] Land or Naval units may never enter an uncontrolled or Enemy-controlled “A” or “B” City hex unless they plan to lay Siege to that City.

[5.53] If a Friendly Force or Fleet enters an Enemy-occupied hex (with the exception of Case 5.51) and the Enemy units do not or cannot retreat, Combat is mandatory (see Case 5.22).

[5.6] NAVAL BASES

[5.61] Certain Ports in the game are designated as Naval Bases (see Terrain examples on the game-map). In addition, each Player has the capability to construct two additional Naval Bases (and no more) in a given Scenario (see Case 17.33).

[5.62] A Fleet may never sail more than 20 Movement Points from a Friendly Naval Base. I.e., no hex a Fleet enters may be more than 20 Movement Points from a Friendly, controlled Base.

[5.63] The Naval Base in Case 5.62 must be Friendly at the exact moment the rule is being adhered to. It may not be captured at the end of Movement and the Commander which it was considered Friendly (retroactively, as it were).

[5.64] If a Fleet moves from a Naval Base that is later captured by the Enemy, thus placing the Fleet outside the 20 Movement Point radius, such Fleet is immediately moved to the nearest Friendly Naval Base.

[5.65] Naval Bases also function as Supply Bases for Land campaign operations. See Section 14.0, Supply Rules, for elaboration.

[5.7] OVERRUN

Overrun is actually Combat but, for game purposes, is considered 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 5 SSP’s or less, and the smaller Force is not inside a City. If the Friendly, moving Force has a Combat Superiority of 7-to-1 or greater (in terms of relative SSP’s), the defending smaller Force is eliminated (overrun) automatically, including any Commanders, without resorting to the Combat Results Table.

[5.72] Non-Phasing Enemy Forces in danger of being Overrun may not Retreat Before Combat. However, if that Enemy Force is in the same hex as—but not within—a City, the non-moving Force may avoid Overrun by moving into that City.

[5.73] Forces expend 2 Movement Points (in addition to terrain costs) to overrun Enemy units.

[5.74] Fleets may not overrun.

[5.8] FORCED MARCH

[5.81] Roman and Macedonian units may attempt to extend their Movement Capabilities by Force Marching. Seleucid (Syrian) units and Greek Allies may never Force March.

[5.82] The ability of a Force to Force March, and the circumstances under which it undergoes such a march, is dependent on the Strategic Rating of the Commander leading that Force.

[5.83] If a Player wishes to Force March he simply states that he is Force Marching, announces the number of hexes (not Movement Points) that he wishes to add into his Movement for that Game-Turn, and then moves accordingly, taking his free hexes first. After the Force has ceased Movement, but before it engages in any possible Combat, the Player rolls on the Force March Attrition Table under his Commander’s Rating and the hexes added and checks for the results. Players do not have to use all the hexes they originally announced, but they must always roll in the column for the number of hexes they announced they would use. The result on the Force March Attrition Table is the number of SSP’s removed from that Force.

[5.84] When a Force is being led by Philip V of Macedonia, the Macedonian Player rolls on the 5 section of the table. Otherwise, the Player uses the Strategic Rating of his Commander to determine which portion of the Table he uses.

[5.85] Commanders with a Strategic Rating of 1 may not lead a Force March. Other Commanders are limited as to the number of additional hexes they may add (see Cse 5.86).

[5.86] Forced March Attrition Table (see separate sheet)

[6.0] INTERCEPTION

GENERAL RULE: Each Commander-led non-Phasing Force or Fleet has a Zone of Interception. A non-Phasing Force or Fleet’s Zone of Interception enables it to block found the Terrain Effect Charts for the moving Enemy Force or Fleet. Depending on how far away the moving Force or Fleet is, a non-Phasing Force or Fleet
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] DEFINITION OF A ZONE OF INTERCEPTION [LAND]

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

[6.12] Land ZOI's do not extend through impassable Mountain hexes, Blocked hexes, all-Lake hexes, or all-Sea hexes. They do extend across Rivers. They do not extend into or through "A" or "B" City hexes not controlled by the Intercepting Player.

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

[6.14] Hexes adjacent to the Force exerting the ZOI are called Zone-1 hexes. Hexes two hexes away are called Zone-2 hexes; three hexes 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] EFFECTS OF ZONES OF INTERCEPTION [LAND]

[6.21] Whenever a Phasing Force enters a non-Phasing Force's ZOI it may be intercepted by the non-Phasing Force. Its chance of being intercepted depends 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 chance of being intercepted.

[6.22] Whenever a moving Phasing 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 (see Case 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 (see Section 9.0).

[6.24] Example: Force A is in hex S123. Force B begins its Campaign Phase in Antipatrea and moves toward Pella. It enters hex 5019, which is a Zone-4 of Interception for the non-Phasing Force A. The Player controlling Force A rolls a die for Interception; it is a 3 result and there is no Interception (A was needed). Force B now moves to hex S120, a Zone-3 of Interception. The Player for Force A rolls again (although he is not obligated 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 placing his Force in hex S120 and attacking Force B (see Case 6.4).

[6.3] LAND INTERCEPTION TABLE

<table>
<thead>
<tr>
<th>Zone</th>
<th>Die Roll Needed to Intercept</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>1, 2, 3</td>
</tr>
<tr>
<td>2</td>
<td>1, 2, 3, 4</td>
</tr>
<tr>
<td>1</td>
<td>Automatic Interception (if desired)</td>
</tr>
</tbody>
</table>

[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 Point cost to the Intercepting Force for this maneuver; nor does it have to pay 2 Movement Points to engage in Combat.

[6.42] Interception is voluntary; however, once Interception has been 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.

[6.53] If a Phasing Force is moving toward 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 left 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 Force without being intercepted. However, if Force A were to move first to either a Zone-1 hex or to 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, by means of Interception, come to the aid of another Friendly non-Phasing Force being attacked, even if the attacking Force enters that first Force's ZOI. Thus, Interception may not be used to aid in defense of other units. However, the first non-Phasing Force may try to intercept the attacking Force before it reaches the second (target) non-Phasing Force. The rule simply prohibits the non-Phasing Player from combining Forces by means of Interception.

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

[6.58] Commanders moving alone (without Combat units) may not be intercepted. A siege train (alone) may be intercepted.

[6.6] NAVAL INTERCEPTION

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

[6.61] Naval ZOI's do not extend across all-Land hexes. Naval ZOI's have no effect on Land units. Naval ZOI's do extend into all-Sea hexes through all-Sea hexes. 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 2 hexes (not 4, as in Land). Thus, only the first two Zones (Zone-1 and Zone-2) apply to Naval Squadrons/Fleets (see Case 6.14).

[6.63] The chances for Interception are somewhat different for Fleets than for Forces. Below is the Naval Interception Table. Do not confuse it with the Land Interception Table.

[6.7] NAVAL INTERCEPTION TABLE

<table>
<thead>
<tr>
<th>Zone</th>
<th>Die Roll Needed to Intercept</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1, 2, 3, 4, 5</td>
</tr>
<tr>
<td>1</td>
<td>1, 2, 3, 4</td>
</tr>
</tbody>
</table>

[7.0] STACKING

GENERAL RULE:

Stacking is a term for placing more than one unit in a given hex. In general, in The Romans, an unlimited number and type of units may be placed in any given hex on the game-map. However, there are some restrictions pertaining to placing units inside Cities. In addition, the system used for determining any Stacking restrictions is based on the number of Strategic Strength Points a unit has.

CASES:

[7.1] THE STRATEGIC STRENGTH POINT [SSP] SYSTEM

[7.11] The Strategic Strength Points (SSP's) of a given Land unit (see Case 3.2, Unit Examples) also represent that unit's Stacking Level. Thus, a unit with 2 SSP's has a Stacking Level of 2.

[7.12] In general, a Player may have as many units, or SSP's, in a given hex as he wishes.

[7.13] There are limits, in SSP's, to the amount of Forces placed inside a City. (Units may be in a City hex and either be inside the City, or outside the City; see Case 13.1.) The limitations are as follows:

<table>
<thead>
<tr>
<th>City Type</th>
<th>Limit in SSP's</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Unlimited</td>
</tr>
<tr>
<td>B</td>
<td>46</td>
</tr>
<tr>
<td>C</td>
<td>24</td>
</tr>
<tr>
<td>D</td>
<td>10</td>
</tr>
</tbody>
</table>

There may be additional units outside the City in the same hex, but the above is the limit for units inside the City.

[7.14] There is no restriction on the number of Squadrons that may be in a port hex. (Squadrons are never really considered to be inside a Port; they are simply in that hex.)

[7.2] EFFECT OF STACKING ON MOVEMENT

There is no additional cost in Movement Points to Stack or unstack with Friendly units. All units
"controlled" by one Player—including Greek Allies—are considered to be Friendly to that Player. There is a two MP cost to enter an Enemy-occupied hex, if the Enemy units remain in such hex.

[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 outside (see Case 7.13).
[7.32] All Friendly Naval Squadrons in the same hex are considered to be in the same Fleet, and they attack/defend as one.
[7.33] All Friendly units which are stacked together in the same hex participate in Combat as one Force or Fleet. Note that in that Force or Fleet may avoid Combat unless the entire Force or Fleet does so (by Retreating). A Player may not Retreat with some units and leave others to fight.
[7.34] If a Friendly, moving Force enters a City hex that contains Enemy Land units, some of which are inside the City and some of which are outside the City, the Phasing Force must first attack the units outside the City. This is done by attempting to attack the City (and its occupants). However, the defending Player may, at any time during the Combat, move the units that were inside the City to the ones outside the City (as reinforcements, so to speak). However, if a defending Player wishes to move his units that are outside the City inside the City he must Retreat his entire outside Force (as stated in Case 7.33). Thus he may Retreat as many as he can into the city and the rest, if any, must Retreat elsewhere.
[7.35] Players may not check the composition of the opposing Player's Forces if such Force has a Commander present. Leaderless Forces may always be examined by the opposing Player. The same is true for Fleets.

[7.4] REDUCING STACKS/OFF-BORD ARMIES
Players will find that there will be an inordinate number of units in a given stack; too many for moving around a game-map. The Players may therefore take their Combat units off the game-map, note under which Commander they are, and simply move the Commander, representing the entire Force. For the Romans, "Legion" counters are provided to simplify matters. For others, there are "Army" counters. Players may handle this rule in any way they see fit, except that Players may still not check the composition of Commander-led stacks. Furthermore, Players will note that if they are using the Strategic CRT (as opposed to the Tactical Battle System) the type of Combat unit has no bearing on Combat. Thus they simply have to keep track of their total SSP for each Force, rather than deploy individual Combat counters. The Roman Player should keep track of the SSP level of his individual Legions.

[8.0] COMMANDERS
GENERAL RULE: Commanders are the various leaders of the armories represented in the game: the generals, kings, consuls, legates, praetors, tribunes, and tribal chiefs. All of the commanders represent, where possible, actual, historical personalities. However, in the case of the Roman army, and various leaders, some of these personalities may be somewhat out of time sequence with their actual appearance in history because of the system used for choosing Roman Commanders. Commands affect both the strategic and operational portion of the game. In the strategic portion, Commanders are the means by which Combat units may move and fight: no Combat unit may move independently of a Commander. Tactual usage of Commanders is covered in the rules for the Tactical Battle System.

CASES:
[8.1] DESCRIPTION OF COMMANDER UNITS
Most 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 rules for the Tactical Battle System. The Strategic Rating is, generally, the relative competence of that particular Commander. The uses of the Strategic Rating are set down below. In addition, all Roman Consuls, Praetors, and Legates are printed on both sides of the counter (as is the case with Tribunes). There are two ratings at all and simply describes the type of Commander that counter represents: this is called the "untried" side. The name of that Commander and his strategic rating (only) are on the reverse side, and they are revealed only when the Commanders are actually used (see Cases 18.1 and 8.43).

[8.2] THE MECHANICS OF COMMAND
Commanders are the only units in the game with a Movement Allowance. Thus, they are the only units that may move by themselves; all other units in the game must be "attached" to a Commander in order to move (and attack)—units without a Commander may always defend. To move Combat units, a Commander simply "picks up" the units and moves them along with himself, as explained in the Movement Rules. If there is more than one Commander in a stack the Player must designate one Commander as being "in charge" of the Force. Any Commander may be so chosen, except that if any of the following Commanders is in a Force he is considered to be in charge: A Roman Consul (the Consul for Metropolitan Rome, denoted the Consul for Rome, is the superior Consul, although Players may, if there are two Consuls in one Force—not a likely occurrence—alternate command, as did the Romans); Philip of Macedon, and Antiochus. Philip is considered subordinate to either the Consul or Antiochus—depending on whose side he is on—in the Syrian War Scenario. For further clarification on the Roman command system, see Case 8.4.

[8.3] EFFECT OF COMMANDERS ON COMBAT
Aside from enabling Combat units to move and engage in Combat (attack), Commanders may play an actual role in the outcome of any given battle. If Players use the usual Battle System they should check those rules for the role of Commanders in Tactical Combat.

[8.31] If Players are using the Strategic Combat Results Table, Commanders may affect the ratio at which a given Force attacks or defends. The Commander that has been chosen to lead, as per Case 8.2, is considered to be in command for any given battle. If the Commander's Strategic Rating is higher than that of the Defender, the attacking Player increases his Attack Ratio by one column (i.e., 3-1 becomes 4-1, 1-2 becomes 1-1, etc.). If the defending Commander's Strategic Rating is higher, the Defence Ratio is increased. If the Commanders are equal, there is no adjustment.
[8.32] Certain Commanders may not participate in certain activities. Commanders designated as "Naval" Commanders in a given Scenario may not control Land Forces. Tribunes may never command Naval Fleets.

[8.33] The Commanders of the individual Greek City-States and Leagues (as well as any other Allied Commanders) may command only their own Forces. Thus an Aetolian Commander could never lead a combined Aetolian-Achaean Force. Only Roman, Macedonian, or Syrian (depending on the Scenario) Commanders may command troops other than their own.

[8.4] THE ROMAN COMMAND SYSTEM
The Roman system of command was much different from that of the Macedonians or the Syrians: it was somewhat at the whim of the Senate, which chose two Consuls for each year and often chose Praetors and Legates (special commands for special situations). Several of the Greek City-States made their own wars; their Kings were left out for the purposes of this game (his fact is ignored). In special situations a Proconsul was chosen, usually when the Republic was in particular danger. The following rules reflect this system to a great degree. The counters for the various Consuls, Praetors and Legates are placed on the map as specified; however, because of the system used in The Romans and the desire to simulate the whims of the Senate (which often had no idea of how good a Consul might be militarily), these historical figures will usually be used out of time sequence. Players with an interest in Roman history may choose to ignore the Roman Command System herein defined and appoint Consuls and Praetors as they actually occurred in historical sequence.

[8.41] There are four types of Roman Commanders: Consuls, Praetors, Legates and Tribunes. Any of these may function in any capacity that a Commander may function in (Exception: see Case 18.2); however, there is a "tie" in that certain Commanders are considered superior to others. The Consul is superior to the Praetor, followed by the Legate and then the Tribune. It is not usually necessary to consider such rank during the course of the game, and such rank as given above is purely for pay purposes.

[8.42] All Roman Commanders are chosen from a "pool" of "untried" units—a pool for each type of unit. Tribunes are assigned to a given Legion from the inception of the Legion and remain with that Legion throughout the game. All other Roman Commanders may be replaced each year (see Cases 18.1 and 18.2).

[8.43] All Roman Commanders have two statuses: their "untried" status and their actual Command Rating (see Sample Units). When the Roman Player chooses his Commanders, he places all available Commanders of a given type (Consuls, Tribunes, etc.) on the table with their untried face up, so that he does not know what their actual strengths are. He then chooses the requisite number of Commanders and assigns them as per the rules. The Commanders remain in an untried, status until a battle is fought or any other command function that requires the rating is needed. The actual strength of a Commander is revealed only after both sides have joined battle, but prior to any resolution of such. Thus, with untried Commanders, the Roman Player will not know how good his leadership is until late in a given campaign. Once the actual strengths of the Commanders is revealed, it remains revealed until that Commander unit is removed from the game-map.

[8.44] In most cases, new Consuls and Praetors will be chosen in the Winter/Planning Turn of each Campaign Year; therefore the Roman Player will have new, "untried" Commanders each year. Tribunes always remain with the Legion to which they are assigned. In some cases the Roman Player
will be able to extend the tenure of his Consuls (and, thus, his Praetors). This is all covered in the rules for the Winter/Planning Turn.

[8.45] In all other ways, Consuls, Praetors, Legates and Tribunes function like all other Commanders. (There is an exception to this in the Tactical Battle System which does not affect the Strategic game; see the rules for Commanders in the Tactical Battle System).

[8.5] ELIMINATION OF COMMANDERS

The rules for elimination of Commanders in battle is quite distinct from the Strategic. The Commander is in a different context and position than a Commander assigned to the Tactical Battle System. Players should remember this distinction when using one system or the other.

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

[8.52] If a Friendly Player rolls a result on the Strategic Combat Results Table that indicates a possibility that the Enemy Player’s Commander (see Case 8.2) has been killed, then the Friendly Player rolls another die. If that die roll is 1, 2, or 3 then the Enemy Player checks the Strategic Rating of his Commander and throws an additional die. If this die roll is higher than the Strategic Rating of the Commander, affected, that Commander is killed. Example: The Roman Player is rolling on the Strategic CRT at 2-1 to 1 Combat Ratio. He rolls a 9, and, along with the Combat result, there is an indication of a possibility of eliminating the Commander of the Macedonian Force, who, for sake of argument, is Philip V. The Roman Player rolls another die and gets a 2, meaning there is still a chance of eliminating Philip. The Macedonian Player now checks Philip’s Strategic Rating, which is 3, and throws another die. The result of this roll is a 3, and, as it is not higher than Philip’s Strategic Rating, Philip survives. Had the die roll been a 4, Philip would have been killed.

[8.53] If a Commander is killed, his place is taken by any other Commander present in that hex. If there are none present, and the affected Force is the Aggressor (Attacker), then that Force Flee (see Case 10.3). If the Force was defending, it remains in place and defends.

[8.54] The above rules for Eliminating Commanders pertain only to the usage of the Strategic Combat Results Table. If the Players are using the Tactical Battle System these rules are ignored.

[8.55] If a Commander(ies) is/are alone in a hex and that hex is entered by an Enemy Force (and the Commander is not inside a City) the City may Retreat, the same as a Combat Force. If he cannot Retreat he is considered to be captured (and thus eliminated).

[8.56] Commanders are never affected by Attrition.

[8.6] COMMAND REPLACEMENTS

[8.61] When Commanders are eliminated they may be replaced by other Commanders. However, replacement of Commanders does not take place until the ensuing Winter/Planning Game-Turn of the Campaign Year (Exception: see Case 8.65).

[8.62] If a Macedonian, Syrian, or Greek Ally Commander is eliminated he is removed from the game-map and set aside. In the ensuing Winter/Planning Game-Turn the counter for the eliminated Commander is turned over. On the reverse side of every such Commander is a "Replacement" Commander. This Commander is returned to the game in any hex in which the Country or City-State/League to which he belongs has troops.

[8.63] If a “Replacement” Commander is eliminated he is removed from the game. However, the same exact Replacement Commander is then returned in the ensuing Winter/Planning Game-Turn, as in Case 8.62.

[8.64] If a Roman Consul, Praetor, or Legate is eliminated he is removed from play. In the ensuing Winter/Planning Game-Turn the Roman Player will simply appoint new Consuls, Praetors, etc., so the eliminated Commander’s place will be filled immediately.

[8.65] If a Tribe is killed, his counter is immediately turned over to the Replacement side. The Tribe counter is not removed from play by elimination at any time. If a Replacement Tribe is eliminated there is, in effect, no change, as the Replacement Tribe stays in the game.

[8.66] The above rules apply to both Strategic and Tactical Battle Systems.

[9.0] LAND COMBAT

GENERAL RULE:

There are two distinct forms of Land Combat in The Conquerors: The Romans—Strategic Combat and the Tactical Battle System. Any Combat that does not take place—for rule or by chance—on the Tactical Battle Display is considered Strategic Combat. The rules below cover only Strategic Combat and are nothing to do with the Tactical Battle System Combat (although there may be reference to it).

There is no distinct Combat Phase in The Conquerors: The Romans—aside from the Siege Phase. Combat occurs between opposing Forces that occupy the same hex at any time during the Campaign Phase. Entering an Enemy-occupied hex as another Force is considered an Interception. Combat resolution requires the expenditure of Movement Points (except in the case of Interception) which are deducted from the Movement Allowance of the Commander of the Phasing Force. The units of the Phasing Player (or Interceptor Player) are considered to be the Attackers, or Aggressors; the non Phasing (or Intercepted) Player’s Force is the Defender, or Resister.

PROCEDURE:

Each Player totals the Strategic Strength Points (SSP) of all his units involved. 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, but 73-134 is 1-to-2, etc.) Ratios are rounded off in favor of the Opposing Player (i.e., the Macedonian Player compares his strength to that of the Romans, the Roman Player would be the Opposing Player). In The Conquerors: The Romans, both Players use a Strategic Combat Results Table in a given Combat—not just the Attacker as in most wargames. Referring to the Strategic Combat Results Table, once battle is joined, both Players roll two dice and cross-reference their dice roll with their respective Combat Ratios. Losses, if any, are taken, and the Combat Ratios are adjusted to reflect any changes as a result of losses. The process is repeated, with both Players throwing the losing roll, and changing ratios until a definitive result (usually a break in Morale and Flight or a Voluntary Retreat) is achieved.

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 Combat Results Table, the only number of importance is the SSP. The Unit Tactical Strengths and type have no bearing on the outcome of a Major Land Battle or Skirmish using the Strategic Combat Results Table. (There are restrictions to use of cavalry in Sieges, etc.)

[9.12] The number of SSP’s that a particular unit has is equivalent to the number of “steps” in that unit. Thus a Roman principles unit with three SSP’s has three steps, while a Macedonian Phalanx has two. Most units have their reduced step on the reverse side of their counter, except for the two most powerful Roman units which have an additional counter for their 1-SSP step. Thus a unit with an SSP of two that loses a step is reduced to its one-SSP level counter. Units with only one SSP that take a loss are eliminated.

[9.2] HOW COMBAT OCCURS

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

[9.22] When a Force (Commander plus Combat units) enters an enemy-occupied hex it must pay a cost of two Movement Points (in addition to terrain costs), unless the enemy Force retreats from that hex (Exception: see Case 9.23). The Phasing Force may not enter that hex unless it has the necessary Movement Points to pay for any additional Movement due to the Commander’s allowance—even if the enemy Force were to Retreat. It thus costs 2 Movement Points to engage in Combat.

[9.23] If Enemy units are occupying a hex but they are all inside a “C” or “D” City, Phasing Forces may enter and leave that hex without paying any additional Movement costs. However, if they wish to attack the City (as opposed to any Enemy units outside the City) they must pay a Movement Cost of 4 (in addition to terrain, of course).

[9.24] 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.

[9.25] A Combat unit may participate in more than one Combat in a given Campaign Phase (see Case 9.24). However, a given Phasing Combat unit may not participate in Combat under the command of more than one Commander.

[9.26] Phasing Forces entering an Enemy-occupied hex (except where the Enemy Force is inside a City) must engage in Combat if the Enemy Force chooses to defend in that hex. Opposing Forces may never voluntarily occupy the same hex without having Combat (except for situations where one Force is inside a City).

[9.3] SKIRMISHES

Whenever a Phasing Force enters a hex occupied by an Enemy Force of 10 SSP or less, or when a Phasing Force of 10 SSP or less enters an Enemy-occupied hex containing more than 10 SSP, that Combat is considered a Skirmish, unless the Enemy Force is inside a City or Phased. This 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 such victory. Skirmishes are always resolved using the Strategic CRT; they may not be resolved using the Tactical Battle System.

[9.4] MAJOR LAND BATTLES

Whenever a Phasing Force enters a hex occupied by an Enemy Force in excess of 10 SSP a Major Land Battle occurs. Major Land Battles may be fought using either the Tactical Battle System or—if a quicker, strategy-oriented game with less control over the outcome of battle is desired—the Strategic Combat Results Table (CRT). The following rules
concern themselves with use of the Strategic CRT.

[9.41] If Combat occurs (i.e., the non-Phasing Force remains in a hex but not inside a City) 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. Both Players then roll two dice each, cross-referencing the dice roll with the respective ratios on the Strategic CRT.

[9.42] Combat using the Strategic CRT is a series of "combat exchanges." Both Players are considered to be rolling the dice simultaneously in each exchange, and both Players subtract losses (if any) at the same time. At the end of each exchange the Players decide whether or not they wish to remain in battle another turn (if both do), they then recalculate the Combat Ratios (if necessary) and roll for another exchange. The Players repeat this process until one side either Retreats During Combat or Flee. Remember, just because one side has a 1-to-1 ratio does not mean that the reverse is true: 55-54 would be 1-to-1, but 44-44 would be 1-to-2.

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

A. Players determine their respective Combat Ratios via a vs the other Player; then
B. Each Player refers to his Strategic CRT and rolls two dice, cross-referencing the total with his Ratio; 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 (A).

Remember to recompute the Combat Ratio before each exchange.

[9.44] As individual Tactical Combat unit counters do not really matter on the Strategic CRT, Players need only keep track of their overall SSP levels on a piece of paper. They will find that much easier than shuffling counters and subtracting losses that way.

[9.45] The side that either Flee after or Retreats During a Major Land Battle is considered the loser of the battle; the other side is, generally, the winner (see Case 9.66).

[9.5] EXPLANATION OF COMBAT RESULTS

[9.51] Combat results on the Strategic CRT are given in step, or SSP, losses. Thus a result of 2 means that the side affected would have to remove 2 SSP's from its total Force SSP by either reducing one unit 2 steps or 2 units one SSP each (see Case 9.44).

[9.52] In using the Strategic CRT the Players throw 2 dice and add them together to get the row under the Dice Roll column.

[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 has at the start of Combat in a given Campaign Phase. Morale is used to determine the victor in a given Combat.

[9.62] The Macedonian Morale Level is 40% of a given Force's Total SSP. Thus a Macedonian Force of 100 SSP's (at the beginning of Combat) would have a Morale Level of 40 and would Flee a battle when losses exceeded 40 SSP.

[9.63] The Syrian Morale Level is 35% of its Force Total SSP.

[9.64] The Roman Morale Level is 40% plus two percentage points for each point of its Commander's Strategic Rating. Thus a Roman Army commanded by Consul Quintius (with a Strategic Rating of 4') would have a Morale Level of 48%, while one commanded by C. Scipio would have a Morale Level of 44%.

[9.65] Allies (Greek City-States/Leagues) have differing levels of morale. Thus the Morale Level of an Ally Force attached to a Roman Force may be different from the Roman Morale Level. The Roman Player would simply total all SSP's in the battle, but apply different Morale Levels to the varying Allied Forces. Thus a combined Roman/Allied army of 100 SSP's has an Allied Force with a Morale Level of 30%. The Allies would break and Flee when combined losses exceeded 30 SSP, but the Romans would stay. The Allied Morale Levels are as follows:

- Spartans: 50%
- Achaean, Aetolians, Galatians, Athenians: 40%
- Rhodians, Persgamenes, Epirotes and Acarnani- ans: 35%
- Bithynians, Paphlagonians, Cappadocians, Thracians, Illyrians and Dardanians: 30%

[9.66] Players with combined Forces must attempt to extract SSP losses from the individual Forces in the same approximate ratio as each Force started with. Thus, if there are two Romans to every Spartan in a combined Roman/Spartan Force, for every Spartan loss extracted two Roman losses should be extracted.

[9.67] When a given Force exceeds its Morale Level it Flee (see Case 10.3). Thus a Roman Force with a Morale Level of 44 out of 100 SSP's would Flee when it lost its 45th SSP. Remember, that in combined/allied Forces some of the Forces may Flee before others. It is only when the entire Force has lost that Flight is considered for victory purposes (see Case 9.69).

[9.68] If both sides breach their Morale Level in the same exchange, the side that took the greater losses (in SSP's) Flee. However, in such a case neither side is considered the victor; the battle is considered a draw.

[9.69] The side that does not Flee or Retreat During Battle is the winner of the battle. (However, see Case 9.68).


Players who revel in the unexpected and who do not wish to know the "mood" the Enemy is in before a battle may vary their Morale Levels according to the following rule. Once two Forces have joined battle, but before it starts, each side determines its own Morale Level for that battle. Each Player checks his original Morale Level. He then takes from an old game (or makes up in any fashion) two sets of chips, each set with the numbers 1 through 6, one number to a chip. In addition, he makes up four additional chips, two with a "plus" sign, two with a "minus". The numbered chips are placed in one receptacle (or upside down) and the plus-minus chips in another. Each Player now draws one chip from each receptacle. He then adjusts his original Morale Level up or down (plus or minus) by the number of percentage points on the numbered chip. Thus, if the Roman Player had an original Morale Level of 42% and then drew a -5 his actual Morale Level would be 37%. This represents varying psychological factors that play upon armies at any given time.

[9.8] ROMAN ENCAMPMENTS [Optional Rule]

The Roman Army made extensive use of encampments when it campaigned. In essence, it would shorten its march and pitch a very strictly enforced and easy to defend camp. This camp was a miniature fort and it made the Roman Army virtually immune to surprise attack and quite capable of withstanding all but the most sustained assault. As an optional rule—one that will aid the Roman Player—if the Roman Player with any Force of Legion size or larger shortens his Movement Allowance to ten in a given Campaign Phase he may then pitch camp. The Force is placed under an Encamp Marker. If attacked it may not Retreat, however, its SSP total is doubled. Attacks on a Roman encampment must take place on the Strategic CRT; the Tactical Battle System may never be used.

[9.9] STRATEGIC COMBAT RESULTS TABLE (see separate sheet)

[10.0] RETREATS [D]

GENERAL RULE:

Retreat is the process whereby a Land Force avoids Combat, either voluntarily or involuntarily. There are three forms of Retreat: Retreat Before Combat, Retreat During Combat, and Retreat After a Flight. The latter is involuntary and is triggered by breaching the Morale Level, while the former two are dependent on the whim of the Player. (Retreat by Fleets is covered in Case 11.16.)

CASES:

[10.1] RETREAT BEFORE 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 20 Movement Points in a single Campaign Phase. A unit may Retreat Before Combat more than once in a single Enemy Campaign Phase as long as it does not exceed the 20 Movement Point total during that Phase. Thus a Force may Retreat 10 Movement Points when threatened by one Enemy Force and Retreat an additional 10 Movement Points when threatened by another (or even the same) Enemy Force.

[10.14] A Force that uses up more than 4 Movement Points in a 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). Lack of Movement 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 City if it controls such City prior to its entry.

[10.16] Retreats must be conducted towards a Force's basic source of Supply (see Case 14.1 for discussion of Supply Bases).

[10.17] 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 2 Movement Points) Players may not Retreat Before Combat. However, they may Retreat During Combat.

[10.02] Players may not determine the size of an Enemy Force until Combat is joined, unless that Force has no Commander. Once Combat is joined both Players reveal their Forces. At this point the Defending Player, and only the Defending Player, may decide to Retreat During Combat. In addition, after each Combat exchange (see Case 9.4.2) the Defending Player has the choice to Retreat During Combat. If he chooses to stay, the Attacking Player may then exercise that option. If neither Retreats, Combat continues to another exchange (see Case 9.4.3).

[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, 10.13, 10.14, and 10.16. However, in addition to those rules, if a Player chooses to Retreat During Combat he must roll one die after completing his retreat. The number rolled is the number of SPP’s he must remove.

[10.24] Movement Points used in Retreat Before Combat cannot 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 battle is a Major Land Battle.

[10.3] FLIGHT

[10.31] When a Force breaches its Morale Level (see Case 9.6), it Flies. Flight is involuntary Retreat. In fleeing, a Player must move 20 Movement Points, regardless of the number of Movement Points it has used in other Retreats. The fleeing Flight may not split. In fleeing, Forces follow the guidelines of Case 10.2.

[10.32] In addition, a fleeing Force suffers Pursuit. The non-fleeing Force (the victor) rolls one die; he multiplies the total by 2 and the result is the number of SPP’s the fleeing Force loses.

[10.33] If a Force flies, the non-fleeing Force is declared the winner—if it is a Major Land Battle.

[10.34] If a Force that is required to flee cannot, for any reason, move a total of 20 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 must follow the guidelines of Case 10.16. If a Force has fled more than 10 Movement Points, it may retreat into an “A” or “B” City as an exception to Case 10.31.

[11.0] NAVAL COMBAT

COMMENTS:

Naval Combat is somewhat different from Land Combat in that only one die is thrown, and there is only one die roll for Combat—as is prevalent in most standard wargames.

GENERAL RULE:

In Naval Combat, the attacking Fleet/Player totals his Naval Strength Points and compares them to the 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 Combat Results Table (CRT), following that table’s instructions for extracting 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 2 Movement Points for a Phasing Fleet to enter an Enemy Fleet-occupied hex; the Phasing Fleet must have the necessary Points remaining in its Movement Allowance, as per Case 9.52, 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) the same as land units. They can expend up to 20 Movement Points to do so, and if they expend more than 4 Movement Points they become disrupted (unable to move during the following Campaign Phase). However, when retreating, Fleets must Retreat into a Friendly Port; in addition, they may not Retreat more than 20 Movement Points from a Friendly Naval Base. 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 the same hex. The total Combat Ratio is determined, stated as simplified odds: 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 it must return to the nearest Friendly Port, as in Case 11.17(B).

[11.16] Unlike Land Combat, there is no Morale Level, Flight, or Retreats During Naval Combat, although there is Retreat Before Combat. Fleets do not retreat During or after Combat. However, if two Enemy 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 Case 11.16. One is the situation wherein a non-Phasing Fleet intercepts and attacks a Phasing Fleet. 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 he came or, if he did not come from a Port, to the nearest Friendly Port in the direction from which he came. If he cannot reach such a Port with his remaining Movement Allowance, he must remain in the hex.

Remember, this rule applies to Interception attacks only. The second exception to Case 11.16 is covered in Case 13.47, concerning Fleets and Siege/Blockade.

[11.18] A Fleet must end a Campaign Phase in a Friendly Port or undergo Attrition. Therefore, if a Friendly Fleet attacks an Enemy Fleet and 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 6, 4, or 2 depending on the type of Squadron; half-strength is either 3, 2, or 1. A Squadron thus has two “steps”: full- to half-strength and half-strength to eliminate. 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, however, see Case 11.22) as long as all required steps are removed.

[11.23] There are three different types of Squadrons (heavy, representing cataphract galleys such as the giant quinquemaries; medium, representing the light warships, such as the old-style triremes; and light, representing such vessels as lembi). Players must apportion their naval losses among their Squadrons in the same ratio as they had Squadrons available at the beginning of the battle. In case this proves difficult, or impossible, to apportion equally Players may use the following system: for each loss, roll a die; if the die is 1, 2, or 3, the loss is a heavy squadron, 4 to a medium, and 5 or 6 to a light.

[11.24] A result of ‘o’ 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, only one die is thrown, the die is thrown only once, and there are no “exchanges”. Furthermore, one side cannot counter the Attacker’s Phasing Player or the Interceptor) and all Combat is initiated and resolved by him, as is standard in most wargames.

[11.3] RESTRICTIONS ON NAVAL COMBAT

[11.31] Naval Squadrons may never attack Land units. They may assault unoccupied “C” and “D” Ports (see Case 13.24).

[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 (through losses) to reflect any change in Squadron size (see Case 12.15).

[11.4] COMMAND EFFECT ON NAVAL COMBAT

When a Naval battle occurs, the Players from each side compare the Strategic Ratings of their respective Commanders (as in Case 8.31). If the Attacker has the higher rated Commander, one is added to the die roll; if the Defender has the higher rated Commander, one 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 COMBAT RESULTS TABLE (see separate sheet)
12.0 NAVAL TRANSPORT

CASES:

12.11 Each Squadron of galleys may transport (carry) a certain number of Land units. In actuality it is not the warship that is carrying the troops but rather transports attached to the warships. Therefore, each Squadron, whether light, medium or heavy, can transport an equal capacity in Land units.

12.12 Each full-strength Squadron may transport a full Legion or its equivalent in SSPs (i.e., 24 SSPs). Each half-strength Squadron may transport 12 SSPs. Commanders do not count as SSPs when being transported.

12.13 In order to be transported a Land Force simply moves to a Friendly Port in the Campaign Phase, stacks with the necessary Squadrons, and then continues to move—with the Fleet. Remember, the Movement Allowance of the Commander of the Land Force controls here.

12.14 Land units must embark in a Friendly, controlled Port. They may debark in any clear terrain hex (Enemy-occupied or not). There is no limit to the number of turns the Land units may remain on the galleys, noting that Fleets have restrictions as to where they must end their turn, viz a vis Attrition.

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 rules in Case 12.12. Thus each Player must keep track of which Land units are being carried by which Squadron. If the Squadron carrying a Siege Train is either lost or reduced in strength, the Siege Train is considered lost. For example, if 2 Squadrons are carrying 40 SSPs of Land units, each Squadron carrying 20 SSPs. 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 12 by eliminating 8 SSPs of Land units. The choice of which SSPs to eliminate depends on, firstly, what units were being carried by that Squadron; and, secondly, the whim of the Player affected.

12.16 If a Land Force attacks another Land Force by amphibious landing (transported to the Combat hex by sea), and the attacking Force is forced to Flee or Retreat 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 THE ROMAN MERCHANT FLEET

The Republic of Rome was the great commercial power of the Mediterranean (especially after the Second Punic War). Her merchant fleets crisscrossed "Mare Nostrum" in a frenzy of activity, bringing grain from Africa, cloth from Sicily and Massilia, etc. The latter is represented in the game by the rules for Revenue Supply Sources. However, the Roman Player may find it necessary to transport auxiliary troops from their point of origin, and he may not wish to waste his warships in doing so. Thus the Roman Player starts each Scenario with a Merchant Fleet counter. A Merchant Fleet is capable of transporting up to 20 SSPs of Combat units. It has no Combat Strength and if attacked (it may Retreat Before Combat) it is automatically eliminated. The Roman Player may also build additional Merchant Fleets. Merchant Fleets may move without the aid of a Commander; they are the only non-command units in the game that may do this.

13.0 CITIES

COMMENTARY:

The Cities on the game-map are the objectives of both sides. They come in a variety of different sizes and strengths, reflecting their ability to withstand attack, a City may either be taken and held or taken and sacked. What occurs depends on whether the Player wants Victory Points or money.

CASES:

13.1 CITY CAPACITY AND EFFECT ON MOVEMENT

13.11 A given City is described in size and defensive capability (as well as weight) by a letter designation (see terrain examples on game-map). A City is either an "A", "B", "C" or "D" City, and all Cities have such a letter designation next to their name on the game-map. The letter determines how strong that City is. If a given City is captured, how much it is worth if sacked and how much it is worth if captured. The letter designation also determines its strategic importance in terms of ability to block Movement.

13.12 An "A" City (e.g., Roma) has an unlimited garrison capacity; it may hold an unlimited number of troops inside its walls. A "B" City (e.g., Demetrias) may contain up to 46 SSPs inside its walls; i.e., 46 SSPs of Combat units may be inside the City. Any more SSPs would have to remain outside the City (but could stay in the hex). A "C" City (e.g., Thebes) has a 24 SSP capacity, and a "D" City (e.g., Gytheum) has a 10 SSP capacity.

13.13 There is no cost for a Force to "enter" a City. Land units may be either outside or inside a City (and in the same hex). Units inside a City 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 inside units.

13.14 Land Forces inside a City exert no Zone of Interception. Therefore an Enemy Force may move into and through a "C" or "D" City hex without paying any additional Movement cost to do so or wait until the Siege Phase, depending on the type of City.

13.15 Friendly Forces or Fleets may never enter an uncontrolled or Enemy-controlled "A" or "B" City hex, regardless of whether it is occupied or not, unless they wish to attack that City (see Case 13.52 for a definition of control).

13.16 The presence of a City in a hex has no effect on the terrain cost for entering that hex; the terrain in the hex is the governing factor. However, if a Force wishes to attack the City it must either pay an additional Movement cost to do so or wait until the Siege Phase, depending on the type of City.

13.17 Units may Retreat into Friendly Cities.

13.2 CITIES AND COMBAT

Cities may be taken by Assault or by Siege. "A" and "B" Cities may be taken by Siege—in the Siege Phase—and they may not be attacked if there is a Campaign Phase. "C" or "D" Cities may be assaulted in the Campaign Phase or besieged in the Siege Phase. Both Assault and Siege have essentially the same methods of determination, with some differences. Essentially, the attacking Force must have a besieging strength larger than that of the City and its garrison. It then expends Movement Points (for Assault) in the Campaign Phase or the entire Siege Phase (for Siege) and rolls a die on the Assault and Siege Table. A result of YES means the City has been taken; a result of NO, it stands. Each City has an innate Defense Strength (with or without garrisons) which can be augmented by additional troops up to a maximum level (the City's capacity to hold troops). Once a City is taken it may either be occupied or sacked.

13.21 Each City has an intrinsic Defense Strength, dependent on its letter designation. This strength is representative of the size of the City, its defensibility, and its importance, as well as many subjective factors. The intrinsic Defense Strength of a given City is its strength without any troops inside the City. The intrinsic Defense Strength is equivalent to the same number of Combat SSP's:

- A City: 75 defensive SSP's
- B City: 40 defensive SSP's
- C City: 20 defensive SSP's
- D City: 10 defensive SSP's

13.22 A Player may add to the intrinsic Defense Strength of a given City by placing troops inside the City (garrisons). Each SSP inside the City is added to the intrinsic Defense Strength of the City. Thus if two Legions worth 43 SSP's were garrisoning Roma, Roma would have a Defense Strength of 118. The number of garrison SSP's that a Player may add to a given City is limited to the number of troops that that City may hold (see Case 13.12). However, no Cavalry SSP's may ever be added to the intrinsic Defense Strength of a City, regardless of whether they are inside the City or not. Thus, in the above example, if 3 of those Legion SSP's were cavalry SSP's, Roma's Defense Strength would be 115, not 118.

13.23 A City's intrinsic Defense Strength may never be used for attack; it is only used when the City is defending against an Assault or a Siege. The garrison troops' SSP's may be used as the Player sees fit. But if the garrison troops attack units outside the City the garrison is deemed to have left the City.

13.24 "C" and "D" Cities may be Assaulted. ("A" and "B" Cities must be besieged; see Case 13.4, Siege rules). To assault a City, a Phasing Force simply moves into the hex in the Campaign Phase with at least one more SSP than the total Defense Strength of the City and pays a cost of 4 Movement Points. He then refers to the City Assault and Siege Table under the column for the City he is assaulting. He then rolls one die. If he gets a YES the City falls. If he rolls a NO the City withstands the Assault.

13.25 A Force may Assault a given City any number of times in a Campaign Phase (until he gets a YES) as long as he has the necessary number of Movement Points remaining in his Movement Allowance. It pays 4 points each time it assaults. However, each time a Player gets a NO on the City Assault and Siege Table, he removes one SSP from his attacking Force. A Force may remain in a City hex in which the City is Enemy-occupied without assaulting it if it wishes, until the next Campaign Phase, in which case the Player must besiege the City.

13.26 If a City is taken it may either be occupied and controlled by the victor (Players get victory points for controlling Cities at the end of the game) or sacked, in hopes of gaining loot (see Case 13.5). Any garrison Force in a City that is taken is treated according to the way the City is taken.
A. If the City is sacked, all garrison units are put to the sword (eliminated).
B. If the City is occupied, the victorious Player may eliminate the garrisons or he may make any deal he deems feasible with the Enemy. If the troops are, for any reason, set free, they are immediately placed in the nearest Friendly City that can hold them (see Case 13.5e, Surrender).

[13.27] Garrison units may never Retreat Before or During an Assault. They may attempt to leave when a City is under Siege, by fighting their way out (see Case 13.46).

[13.28] Fleets may, by themselves, Assault unoccupied “C” and “D” City/Ports. Each Naval Strength Point is equivalent to one SSP. Fleets suffer no losses in such Assaults. Fleets may never Assault Enemy-occupied Ports; furthermore, Fleets never add their strength to that of a City/Port when the latter is attacked by Land units.

[13.3] CITY ASSAULT/SIEGE AND PLUNDER TABLE (see separate sheet)

[13.4] SIEGE
[13.41] The mechanics of Siege are pretty much the same for Assault on Cities. However, a Player may be conducted only in the Siege Phase, and in order to Conduct a Siege the attacking Player must have a Siege Train.

[13.42] “A” and “B” Cities can be captured only by means of a Siege; “C” and “D” Cities may be assaulted or besieged.

[13.43] In order to conduct a Siege, the Phasing Player moves the necessary Force (see Case 13.24) into the City’s hex to besiege. The only time an Enemy Force may assault a Friendly “A” or “B” City hex is when it is going to undertake a Siege. In the following Player-Turn’s Siege Phase the besieging Player uses the City Assault and Siege Phase in the same manner as he would for an Assault, with the exception that he may only roll once per Siege Phase. A Commander must be present for a Siege.

[13.44] When conducting a Siege, the results are the same as when conducting an Assault, with one addition: for each turn that the City under Siege withstands the Siege (i.e., a NO result occurs), the garrison troops are reduced by 2 SSP. Besieging Forces are still reduced by one SSP. The Intrinsic Defense Strength of the City is never reduced.

[13.45] In order to conduct a Siege, the besieging Player needs a Siege Train. All Roman Legions have a built-in Siege Train. In order to use this, at least 50% of the original strength of that Legion must be in the hex. All other Players must construct a Siege Train with funds from their Treasury. Siege Trains have no Combat Strength other than to aid in Assaualts. For Invasion support purposes they are equivalent to 20 SSP*. If, in the meantime, a battle, a Siege Train is not considered; however, if the side having a Siege Train flees, the train is left behind. If it Retreats During Combat, it takes the train with it. Siege Trains may be captured in this manner—or if they are alone in a hex.

[13.46] Besieged units may attempt to leave the City before the Player’s Siege Phase. In order to do so they must fight their way out (which will be difficult, at best). If, at any time, they Flee or Retreat During Combat they return to the City. If a Phasing Player wishes to move a Force into a Friendly City-hex that is besieged by Enemy units he may attack the besieging Force with the moving units as well as any garrison units in the City. This is the only time that two Forces may combine without moving together.

[13.47] Fleets may aid in Seiges. If there are no Enemy Fleets present in the hex, attacking Fleets may add their strength to a Siege (attack)—but not to an Assault. (They may attack/assault certain Ports on their own; see Case 13.28.) Fleets friendly to the defending City may always add their strength to the City/Port, regardless of the presence of Enemy Fleets in that hex. Fleets defending Siege do not have to attack Enemy Fleets in the same hex. However, if such Fleets try to leave that hex they must first attack the Enemy Fleets. All Fleets defending in a Port hex are considered to be inside that Port for Siege purposes, if they are Friendly to the Port.

[13.48] If Fleets friendly to the besieging attacker wish to add their strength to the Siege and there are Enemy Fleets in the hex, they must first eliminate all Enemy Fleets before they can do so.

[13.49] If in an attempt to break out of a blockade by Enemy Fleets in a Siege, Friendly Fleets wishing to leave inflict greater casualties than they themselves suffer, then those Phasing Fleets may break the blockade and leave. Otherwise (if they suffer equivalent or lesser casualties than the blockading Fleet) they may not leave during that Campaign Phase.

[13.5] SACKING AND PLUNDER
[13.51] Whenever a Force takes a City by Assault or Siege, the victorious Player has two choices as to how he may behave regarding that City: he may either choose to control the City or he may sack the City. The choice must be made immediately after the City is taken.

[13.52] To control a City a Player must simply be the last Player to have any units (Land or Naval) in that City. Control of Cities is indicated by placing an appropriate marker in that hex. Players gain Victory Points if they control certain Cities at the end of the game (see Case 19.12, Victory Points). Each Player controls his allies’/home Cities—but for Movement purposes only.

[13.53] A Player may wish to sack a City rather than control it. To sack a City the victorious Player simply states that he is putting the City—and its inhabitants—to the torch and rolls a die on the City Assault and Siege Table, referring to the Plunder Column under the type of City sacked. The result is 1 to 4, with 4 being the number of Talents he may add to his Treasury as a result of Looting.

[13.54] A Sacked City is so indicated by placing a SACKED marker in that hex. No Player may gain Victory Points for this City and the hex is treated as if the City does not exist (i.e., it may not function as a Base or Port, etc.). The City remains sacked for the remainder of the game. Furthermore, if a Player sacks a City that is under the control of a Greek Allied City-States/Leagues, Points are subtracted from that Player’s Alliance level (or added to the opposing Player’s level) vis a vis that Ally.

[13.55] If an Allied Army (a Greek City-State or League Army under the control of a Player) containing no non-Allied troops takes a City it does not have the choice of sacked or controlling. The Player to whom the Allied Army is allied rolls a die: a 1 or 2 and the City is sacked, but NO Talents are placed in the Player’s Treasury; a roll of 3, 4, 5 or 6 and the City is simply controlled.

[13.56] At any time immediately before an Assault or Siege is about to take place the two Players involved may Parlay. The result of the Parlay will be, of course, to get the City to Surrender in return for whatever terms the Attacker grants. Players may agree to whatever terms they feel are necessary (letting the garrison go free—to the nearest Friendly City—or no sacks, or a payment in Talents as Tribute, etc.). However, if either side has unreasonable terms portion of the agreement. The Alliance Levels of any City-States or Leagues that are not directly allied with that Player at the time the agreement is broken are diminished by one (or one added to the opposing Player’s level). The above rule should be read in light of Case 13.26, which it changes to some degree.

[14.0] SUPPLY COMMENTARY:

Supply in The Conquerors: The Romans is based on expenditure of funds as well as maintaining bases. Supply is thus concerned not only with the day-to-day problems of eating, etc., but it also takes in commodities, organization, and a myriad of other logistical problems. Thus while an army could essentially “eat off the land” (as it usually did in ancient times) other problems arose which stopped the ancient armies from having the mobility of their more recent counterparts. Players will find that in order to conduct a solid, attack-oriented campaign, they will have to expend quite a bit of their Treasury Reserves.

GENERAL RULE:

Land Forces and Fleets are either In Supply or Out of Supply. Forces are supplied from Naval Bases or Capital Cities. Fleets are supplied by Friendly Ports. Any Force that travels a distance in excess of its Supply Radius from its Supply Base expends one Talent for doing so. Fleets never have to pay for supplies; the penalty they suffer for being Out of Supply is Attrition. In addition, if a Force wishes to attack in a Major Land Battle and it is out of its Supply Radius it must expend one Talent for each such consummated attack. Expenditure of Talents from the Treasury for Supply purposes is made through impressions; the expenditure is necessary. Thus, there is no distinct supply phase in The Conquerors: The Romans.

CASES:

[14.1] SUPPLY BASES

[14.11] Land Forces use Friendly Naval Bases (see Case 5.6) and/or Friendly, controlled Capital Cities as sources for Supply. A Capital City is defined as either the Capital City of that Force or, for the Allied units, the City from which that Force came. Allied for Macedonians, the Capital would be Pella, for Roman, Pula, for Scordia, Rome, and for the Syrians, Antioch. (The latter is on the Macedonians game-map.) Also, for a Force of Illyrians, Scordia would be the Capital, for Aetolians—Thermus, Gomphi or whatever City the Force came from originally, etc. The Scenarios list all Allied Cities.

[14.12] A Land Force is In Supply as long as it does not move more than 10 Movement Points from a Friendly, controlled Naval Base or Capital City. Any Force that exceeds that Radius, for whatever reason, is considered Out of Supply the instant the Radius is exceeded.

[14.13] The Supply Radius may not be traced through a stack of Enemy units in excess of 5 SSP (outside a City) or through an “A” or “B” Enemy-controlled City hex, as well as not being traced through impassable terrain. The Radius is traced from the Force to the Base and not vice-versa.

[14.14] Neither the Roman, Macedonian nor Syrian Player may draw Supply from an Allied City. The reverse, however, is not true: Allies may draw supply from “parent” Bases. Thus a Dardanian Force allied to the Romans could draw Supply from any Base the Roman Player could draw Supply from as well. One Allied Force may not
draw Supply from another Allied Force's City, even if both are allied to the same Player.

[14.15] A Base is effective only if it is controlled by the Player whose forces wish to use such Base. Moreover, if an Enemy Fleet blockades (has a Fleet in the Base hex at the beginning of the opposing Player's Campaign Phase) the Base in question, that Base no longer functions as a Supply Base until the Blockade is lifted (see also Case 14.24).

[14.2] EFFECTS OF LACK OF SUPPLY

[14.21] At any time during a Campaign Phase, or during an Intervention, that a Force travels outside its Supply Radius the Player must expend one Talent from his Treasury. He may not move out of the Radius (except to retreat) if he does not have the necessary Talents in his Treasury. The expediture is made immediately upon the Radius being exceeded; however, it is only paid once in a given Campaign Phase for a given Force.

[14.22] There is no penalty for retrieving Out of Supply.

[14.23] Any Force that attacks another Force, causing a Major Land Battle, outside its Supply Radius may pay one Talent in addition. This cost is in addition to Case 14.21. Thus a Force that moves out of its Radius and attacks would pay a cost of two Talents. If it attacked again in such a manner in the same Campaign Phase it would pay a third Talent. There is no cost to defend out of a Force's Radius.

[14.24] If, at the beginning of a Campaign Phase, a Player finds that his Source of Supply (Naval Base or City) is either no longer in his control or is blockaded, then he must move the affected Force directly towards the Source of Supply. If he moves in any direction other than the most direct toward that Source, he must pay a cost of one Talent in addition to the cost of one Talent for being Out of Supply.

[14.25] For the purposes of expending Talents, Fleets are never Out of Supply. They do, however, suffer Attrition if they do not end a Campaign Phase in a Friendly Port.

[14.26] If a Force finds itself without a Base (as in Case 14.24) and the Player has no funds remaining in his Treasury, such Force may not move. In addition, each turn it is Out of Supply it must roll for Attrition on the Land Attrition Table.

[15.0] ATTRITION

GENERAL RULE:
Land Forces and Fleets undergo Attrition—using the Attrition Tables—as a result of being "out of position." In some cases, Naval Attrition is caused by movement through certain hexes.

CASES:

[15.1] LAND ATTRITION

[15.11] Any unit that begins a Winter/Planning Game-Turn in a hex other than a Friendly City-hex and/or that Force is outside its Supply Radius, such Force must undergo Attrition. Attrition is handled as part of the Winter/Planning Game-Turn (see Cases 4.2 and 14.26).

[15.12] Players who are playing the Syrian Scenario should note that the Winter-Line Rule from The Macedonians is not in effect for that Scenario. In essence, no units may move during winter.

[15.13] A Force ending a Game-Turn in a Desert hex must undergo Attrition.

[15.14] To undergo Attrition, at the beginning of the Winter/Planning Phase (also see Case 14.26) the Player consults the Land Attrition Table and rolls the die. He rolls for each Force necessary under Cases 15.11-15.13. Any losses from Attrition are removed from the Force immediately. They are considered eliminated.

[15.2] NAVAL ATTRITION

[15.21] At any time during a Campaign Phase that a Fleet enters an enemy hex it must roll for Attrition. (However, see Case 6.11). That Fleet rolls for each such hex it enters.

[15.22] Any Fleet that does not end a Campaign Phase in a Friendly, controlled Port undergoes Attrition.

[15.23] Naval Attrition is rolled for on the Naval Attrition Table.

[15.3] LAND ATTRITION TABLE

[15.4] NAVAL ATTRITION TABLE

[16.0] ALLIES: DIPLOMACY, GRAFT AND AMBASSADORS

COMMENTARY:
During the Macedonian Wars in particular, and to some extent during the Syrian War, the armies of the Greek City-States and Leagues played an extensive part in the campaigns. On the one hand, the various Greeks viewed their nominal overlords, the Macedonians, with a variety of feelings ranging from outright distrust to traditional allegiance. On the other hand, they viewed the "barbaric" Romans with even greater trepidation. Their armies ranged from non-existent garrisons to well-trained, if small, field armies. Their use was invaluable and alliance with at least one or two of the Cities or Leagues was an absolute necessity (as Players will soon determine). The Players may thus effect alliances with these City-States and Leagues by using their best diplomatic wiles: bribery and harangue. Bribecy comes in the form of Talents expended from the Treasury towards moving a potential ally's Alliance Level towards the Player. Harangue means using the Ambassadors each Player gets at the beginning of each Campaign Year to influence the local politicians. As Players will no doubt remember from previous sections of the rules, such actions have an immediate and lower Alliance Levels via a visit by the Player performing such action.

CASES:

[16.1] ALLIED CITY-STATES AND LEAGUES

[16.11] Each Scenario lists which City-States or Leagues are eligible for entrance into a particular campaign. The Scenario lists the given City or League, the forces available to that League upon activation, and the Cities which that Force controls and considers as Supply Bases. Allies are either individual City-States (such as Sparta) or Leagues of City-States, such as the Achaean League (Corinth, Argos and Aegium, for game purposes).

[16.12] Allies are either active or non-active. Non-active Allies have no Forces on the game-map and are not considered part of the game. Their Cities are considered uncontrolled for game purposes (until they enter the game).

[16.13] Active Allies have their Forces placed on the game-map at the instant of activation. They are controlled by the Player who activates them (see Case 16.2), and the Cities of that Ally are now said to be controlled by that Player (for all purposes except Victory Points).

[16.14] If a Player assaults or besieges a City belonging to a non-active Ally any Force belonging to that non-Active Ally that may possibly enter the game is not considered for purposes of this attack. The city is attacked as if it were empty (unless it is occupied by another player's units). Players should note 16.24 (Revolt).

[16.15] Forces of active Allies may never move more than 10 Movement Points from their point of origin unless reason is given. Once Forces is under the command of a Commander belonging to the "parent" side (i.e., Roman Commander, Macedonian Commander, Syrian Commander, etc.) Naval Fleets have no such Movement restrictions. Allied Forces under "parent" command that move outside of their Supply Radius incur a one Talent cost for the parent.

[16.2] ACTIVATION OF ALLIES

[16.21] Allies begin the game in a non-active state, unless the Scenario instructions state otherwise. To enter the game they must be activated by one of the Players. A Player activates City-State or League by increasing its Alliance Level to 5 on his portion of the Alliance Chart.

[16.22] All non-active City-States or Leagues have their Alliance counters placed in the "zero" column of the Alliance Table (unless otherwise stated in the Scenario). For each Talent expended by a Player/Country, the counter is moved along the row for that City-State or League one column in the direction of the Country that expended the Talent. The same is true for the effect of Ambassadors. Thus, if the level of the Athenians is at "zero" and the Roman Player, in his Diplomacy Phase, spends 2 Talents for graft, the Aetolian counter is moved to the 2 column on the Roman side. Players should remember that there are certain actions that will affect the levels on the chart (see Cases 13.54 and 13.56).

[16.23] When the Alliance Level of a given City-State or League reaches 5, that City-State or League is activated immediately in the control of the Player in whose favor the level is. Thus, in the example in Case 16.22, if the Roman Player were to expend 5 Talents in favor, the Aetolians would be activated in control of the Roman Player.

[16.24] If a Player activates a City-State or League, and the Forces of that City-State or League are to appear in a City controlled by the opposing Player, there is a Revolt by that Ally against the controlling Force. To determine the outcome of the Revolt, the Player activating such Force adds up his total SSP and the opposing Player adds up the total SSP's of all garrison units in that City. The Ally then compares its Force to the garrison and obtains a simple combat ratio (1-3-2-1, etc.). He then consults the Revolt Table and aces a die. If the Revolt fails, the Allied Forces are removed from the game. If the Revolt succeeds, the garrison Forces are removed from the game and control of the City reverts to that Ally.

[16.25] The Alliance Level of a City-State or League may never exceed 5, no matter how much graft or how many Ambassadors are added to the level.

[16.26] Once a City-State or League is activated in favor of one side, it remains active in favor of that side unless and until the opposing Player attains the Alliance Level of such Ally to 5 in his favor (an expenditure of Ten Talents and/or Ambassador Points). Thus, even if the Alliance Level of an Ally active in control of Macedon were to read at a given point in the game 4 in favor of the Romans, that City-State or League would still be in control of and allied to the Macedonians.

[16.27] Revolt Table (see separate sheet)

[16.3] AMBASSADORS

[16.31] One of the ways in which a Player may increase the chances of gaining an alliance with a given City-State or League is by sending an
Ambassador to the City to influence the government there to come over to that Player's side. This is done through the use of Ambassador counters. [16.32] Ambassador counters are printed on both sides. Each Player has a set of these counters (six in all). One side simply notes that the counter represents an Ambassador; the reverse side contains a number, ranging from -1 to +3, representing the effectiveness of the oratory and guile of that particular Ambassador.

[16.33] During the Winter/Planning Game-Turn, each Player chooses three ambassadizes from his total of six. He first mixes all his Ambassadors up, rating side down so that he may not see it. He then picks three from the six, setting aside the remaining three (which he may not look at). The rating of the Ambassador is not revealed until the exact moment the Player decides to use that particular counter.

[16.34] A Player has only three Ambassadors to use in a given Year. He may use only one per Game-Turn, but there are no other restrictions to their use. Ambassadors are used in the Diplomacy Phase of the Game-Turn.

[16.35] When a Player decides to send an Ambassador, he simply states that he is doing so and turns over one of his chosen Ambassador counters, noting the rating of the Ambassador. This rating is then applied to the level of the City-State or League to which he has sent the Ambassador (which is announced before revealing the rating). Thus if a +1 Ambassador is sent by the Roman Player to Athens, and Athens' Alliance Level is 3 in favor of the Romans, that Level would be increased to 4. If the Ambassador had been a -1 and the Level had been say, zero, the level would have been changed to 1 in favor of the Macedonians (or Syrians, depending on the Scenario).

[16.36] Ambassadors may be played in the same Game-Turn and for the same City-State or League as to which graft is applied. In such a case, the amount of graft is always applied before the rating of the Ambassador is revealed.

[16.37] Ambassadors have no Combat Strength and are never actually placed on the game-map. When an Ambassador has been used his counter is returned, rating-side down, to the pile of unused counters. Unused Ambassadors are also returned to this pile at the beginning of the Winter/Planning Game-Turn.

[16.4] GRAFT

Graft is the application of Talents from a Player's Treasure towards increasing a potential Ally's Alliance Level in his favor. In a Diplomacy Phase of his Player-Turn a Phasing Player may apply any amount of graft towards moving the Alliance Level of a given City-State in his favor. There is no restriction to the amount of graft that may be applied. Each Talent applied moves the Alliance Level one column in favor of the Player making the bribe. Thus if the Alliance Level of the Acarnanians is 3 in favor of the Macedonians, the Romans can make it 3 in favor of the Romans by applying 6 Talents worth of local bakshish. To do this, the Player simply announces he is doing it, adjusts the Alliance Level of the City-State or League, and deducts the amount spent from his Treasury.

[17.0] TAXES AND THE TREASURY

GENERAL RULE:

Except for Sacking Cities and the minor chance of getting Tribute, most of the income in the game is derived from taxes. Taxes are in the form of Talents (the more or less standard measurement of wealth in those days). Players raise taxes during their Winter/Planning Game-Turn by rolling for them on the Taxation Table. These taxes are placed in the Players' respective Treasuries from which funds are drawn for raising and maintaining Forces and Fleets, bribes, etc.

CASES:

[17.1] TAXATION

[17.1.1] Each Player receives Talents in the form of taxes collected. Allied City-States and Leagues never receive taxes. Taxes are collected by means of the Taxation Schedule (17.2).

[17.1.2] In Section 3 of the Winter/Planning Game-Turn, each Player rolls one die and refers to the Taxation Schedule. The number in the column of that die roll is the amount of taxes that Player may add to his Treasury in Talents.

[17.1.3] In addition to the collection of taxes by means of the Taxation Schedule, the Roman Player (only) earns revenue from various sources in the Mediterranean. The following Cities are considered Roman Revenue Sources: Carthage, Massilia, Emporion, Syracusa, Caralis, and Hippo Regius. Each of these Cities earns one Talent for the Roman Treasury if the Roman Player keeps a Line of Communications open to them.

[17.1.4] Roman Revenue sources gain Talents for the Roman Player if the Roman Player can maintain Communications between the Source City and any one Naval/Supply Base being used by the Roman Army for Supply purposes during the past Campaign Year. Thus to gain the Talents while campaigning in, say, Macedon, the Roman Player would have to maintain a line of Communications with a Naval Base: e.g., Athens, Naupactus, etc.

[17.1.5] For an opposing Player to cut the Line of Communications he needs simply Blockade the Source City for any two Game-Turns in a given Campaign Year (excluding the Winter Turn). To Blockade a City, a Fleet must remain in the City-hex (remember Case 5.26). If it does so for any two Game-Turns, Rome loses the Revenue from that City for the upcoming Winter/Planning Game-Turn. Of course, if the City itself is captured, the Points are lost until it is recaptured. If it is sacked, the points are lost for the remainder of the game.

[17.2] TAXATION SCHEDULE

(see separate sheet)

[17.2.1] RAISING AND MAINTAINING ARMIES AND FLEETS

Campaigning in ancient times (or in any era) was an expensive proposition. A full-fledged series of active campaigns usually drained the treasuries of even the best-equipped nations. It cost money to raise armies and it cost money to keep them going. And it cost even more money to construct and man the squadrons of quinquiremes, triremes, biremes, ocei, tesserakonters, etc., that piled the Mediterranean waters. In The Conquerors: The Romans the Players get few, if any, actual reinforcements. However, they are free to build new Forces to augment the ones they have with but two provisos: they must have the necessary money available and they may not exceed the counter-mix.

[17.3.1] During the Winter/Planning Stage each Player may raise new troops and/or build new Squadrons. The cost for such construction is given in the Purchase and Maintenance Cost Table, 17.4. E.g., in order to raise the V Legion (not in the game at that moment), the Roman Player would expend (and subtract from his Treasury) 3 Talents. Or, if the Macedonian Player wished to raise forty SSP's of troops, he would expend 6 Talents from his Treasury.

[17.3.2] Newly raised troops and newly constructed Fleets may be placed in any City (but see Case 17.37) listed below for the raising country:

<table>
<thead>
<tr>
<th>Country</th>
<th>Cities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rome</td>
<td>Land Forces (Legions only) in Roma or Capua. Fleets in Ostia</td>
</tr>
<tr>
<td>Macedon</td>
<td>Land Forces in Pella. Fleets in Thessalonika or Demetrias</td>
</tr>
<tr>
<td>Syria</td>
<td>Land Forces in Antioch. Fleets in Tyre, Sidon, Byblos, or Aradus</td>
</tr>
</tbody>
</table>

If the above Cities are occupied, the affected Player may designate another Friendly City to take its place. This City must be within the bounds of the Country affected.

[17.3.3] Each Player has the capability of constructing 2 Naval Bases (at the cost of 5 Talents each) in any two Friendly Controlled Ports at any point in the game. No more than 2 of these may be constructed by any one side.

[17.3.4] Siege equipment, in the form of a Siege Train, may be constructed. The Roman Player need not do this, as each of his Legions is siege-equipped.

[17.3.5] All of a Player's Forces (except Allies)—Land and Naval—must be maintained through infusion of more Talents if they are to be continued from one Campaign Year to the next. The costs to maintain and keep these units in the game are listed in the Purchase and Maintenance Cost Table. Thus if the Roman Player has 5 Legions on the game-map along with two Squadrons of quinquiremes and one Squadron of triremes, he would have to expend thirteen Talents just to keep those units active. Any units not maintained are removed from play during the Winter/Planning Turn. Maintenance should be paid before new armies are raised, etc.

[17.3.6] The Roman Player must maintain one full-strength Legion in Roma at all times. Failure to do so is to lose the game. (Thus, any opposing Player who captures Rome automatically wins the game).

[17.3.7] The Roman Player is not limited to Legions as Land Forces; he may raise auxiliary troops in the same way (3 Talents per 20 SSP's) as do the other Players. However, as an exception to Case 17.32, auxiliary troops do not enter in Rome or Capua. They enter as follows:

Archers: Syracusa or Creousos (for Syrian scenarios on Macedonians map in Crete).

Slingers: Asbusa

Barbarian Infantry: Hippo Regius, Emporiae, or Massilia

Hoplites: Syracusa, Caralis, Alinum, or Carthage

Elephants: Carthage or Hippo Regius

No more than 10 SSP's may be recruited from a given City in any one Campaign Year. The Roman Player should note that he will not need to use one of his Praetors or Legates to pick up these units as merchant ships do not need Commanders to move.

[17.38] When the Roman Player raises new Legions he must raise them in numerical order. In other words, before he can raise the IX Legion he must raise the VIII, etc.

[17.4] PURCHASE AND MAINTENANCE COST TABLE

(see separate sheet)

[17.5] THE TREASURY

Each country has a Treasury, represented by placing his Treasury Marker on the Treasury Track, which is on the enclosed sheet of Charts and Tables. The Player simply places his marker at the level his Treasury is at and moves it up and down the
scale to adjust for input from taxation, plunder, etc., or output from expenditures. As stated before, the Treasury Level is in Talents.

[18.0] THE ROMAN SENATE

COMMENTARY:
Rome, at the time of this game, was still a Republic, and the heart of the Republic was The Senate. Generally, The Senate determined policy—especially foreign policy—and was responsible for distributing or denying funds (from taxes collected) for various projects. E.g., war was voted on and approved by The Senate before funds could be expended for it. The following rules rectify, albeit superficially, the machinations of that august body.

CASES:

[18.1] CONSULS
Each year the Senate appointed two Consuls to share leadership of Rome. In essence, and certainly in this game, the Consuls assumed military leadership and control of the field armies. One Consul was designated as Consul for Rome—and remained in Rome—while the other was given a specific command, such as Macedonia.

[18.11] The Roman Player receives ten Consul counters, representing actual Consuls. The Consuls function similarly to Ambassadors in that they have one side which states only that the counter is a Consul, while the other side gives all the information necessary: name and Strategic Rating (see Case 16.3 for a discussion of use of "untried" counters).

[18.12] Each Winter/Planning Phase—unless so directed by the Augury Table or other events—the Roman Player must choose two new Consuls. He removes the two Consuls that are presently in the game and sets them aside. He then picks two new Consuls from the pile of "untried" Consuls. Without revealing their names or their abilities, the Player then assigns one Consul to Rome and the other to his field army. The remaining Consuls (including the two past Consuls) are then set aside in a pile.

[18.13] The strengths of a field Consul are not revealed until he engages in some form of Combat or attempts an Ambush for any other item in which the use of his ability (Strategic Rating, etc.) is necessary. The Consul for Rome is revealed immediately. However, the Consul for Rome may never leave Italy.

[18.14] Consuls may be elected for a second or even third successive term (as was the famous Titus Quinctius Flamininus, who was so successful during this era). This may happen by means of the Augury Table or if such a Consul has won a Major Land Battle during the past year. If the latter has happened, the Roman Player may choose to continue with that Consul, or he may opt for picking a new one. The choice is his. This rule applies only to Field Consuls, not to the Consul for Rome.

[18.15] At any time the Roman Player is maintaining a field army in excess of 7 Legions (not counting auxiliary troops or the Legion in Roma) he may appoint a Proconsul. The Proconsul is sort of an emergency "dictator" who is used to coordinate vital campaigns (hopefully). To appoint a Proconsul the Roman Player, at any time during the game that the above occurs, may simply pick one of the Consuls from the untried pile and places it in Roma. He then moves the Proconsul in the normal fashion. A Proconsul is superior in the chain of command to a Consul, and if he is in the field he must be in charge of at least 50% of the total field force, or a 3 Legion minimum.

[18.16] When new Consuls take the Field they are placed in any hex containing at least one Legion.

[18.2] PRAETORS, LEGATES, AND TRIBUNES

[18.21] Praetors, for the purposes of this game, are second-in-line Commanders appointed for specific duty by the Senate. There are 6 Praetor counters.

For every 4 Legions the Roman Player has in the game the Senate chooses one Praetor. Praetors are also chosen each year anew, in the same fashion as Consuls, and like the Consuls they are chosen from the untried pile. If a Consul is continued in office he may choose to retain one Praetor.

[18.22] Legates, for the purposes of this game, are second-in-line Commanders chosen for Naval command. Legates may never command Land Forces. (Praetors and Consuls may always command Fleets, but Tribunes may not). The Roman Player may have the same number of Legates in the game as he has Praetors, with the exception that his total Fleet (excluding Allies) drops below 6 Squadrons he may have only one Legate. Legates are chosen in the same fashion as Praetors.

[18.23] Tribunes are third-in-line field Commanders. Historically, 6 Tribunes were assigned to a Legion. For game purposes, two Tribunes are assigned to a Legion, representing 3 historical Tribunes each. Two Tribunes are assigned to each Legion. Three Tribunes in a curve are selected at the beginning of the game and picking 2 from the cup as needed. Once assigned to a Legion the Tribune is never removed (see Case 8.65). Tribunes are not "untried" units: they have their replacements, in case of death, on their reverse side. Thus the need for the cup.

[18.3] THE AUGURY TABLE

[18.31] An augury was a religious ritual performed with chickens or other such animals or birds in which the entrails of the slaughtered victim gave insight into the future. (Two chicken livers to go had a much different meaning 2000 years ago than it does today!). The Senate would perform auguries before virtually any function or decision. Thus we have dubbed our table of random events—auguries that were often unforeseen but important in their effect on other schemes and plans—the Augury Table. In Phase 2 of the Winter/Planning Turn the Roman Player throws 2 dice, adds them together, and checks the total with the Augury Table. He then follows the instructions for that dice roll. He may use this option only per Winter/Planning Turn and at no other time.

[18.32] Augury Table (see separate sheet)

[19.0] VICTORY CONDITIONS

GENERAL RULE:
The specific Victory Conditions for each Scenario are listed in that Scenario. Generally, the Players are trying to take key Cities and defeat the opposing Player in battle. Not every City is worth Victory Points, and the worth of each City varies according to its letter-type. The rules set forth below are general conditions; Players should refer to the specific Scenario for details.

CASES:

[19.1] SCHEDULE OF VICTORY POINTS

[19.11] The winner of each Major Land Battle receives twenty-five Victory Points (see Case 9.4).

[19.12] Control of certain Cities (see Case 13.52) gives Victory Points to the controlling Player. The Cities that can turn a City into a City of Victory Points are listed in each Scenario (and vary from Scenario to Scenario). It is important for Players to note that a Player does not gain any Victory Points for controlling a City belonging to a City-State or League that is allied to that Player. Thus, if the Achaeans were allied to Rome, the Roman Player could not get any Victory Points for controlling either Corinth, Argos or Aegium, regardless of whether Roman troops occupied those Cities or not (unless they seize it by force).

[19.13] No Victory Points are gained from Sacked Cities.

[19.14] City Victory Points are awarded as per the level of the City, as follows:

A Cities: 12 VP's
B Cities: 8 VP's
C Cities: 4 VP's
D Cities: 2 VP's

Players should remember that they gain VP's for controlling only these Cities listed for them in a given Scenario. Thus, in the Second Macedonian War, the Roman Player would not gain any VP's for controlling Apollonia, although the Macedonian Player would.

[19.15] If Roma falls to any non-Roman Player (an occurrence the happenstance of which is mighty slim) the game is over and that Player is declared the winner.

[19.16] Certain Commanders may be worth Victory Points if they are eliminated in battle. These are listed in each Scenario.

[19.2] LEVELS OF VICTORY

At the end of the game the Players total their respective Victory Points and compare the totals. The Player with the most Victory Points is declared the winner of the game. In addition, for the Roman Player to be considered to be more than a nominal victory he must (a) have at least twice as many VP's as the other Player (or Players) and, (b) he must have won at least one Major Land Battle. If the Roman Player cannot satisfy both of these requirements the other Player can consider himself to have beaten "history," if not his fellow Player. And the Roman Player should consider performing self-augury, before the Senate requests it.

[20.0] THE SCENARIOS

CASES:

[20.1] THE SECOND MACEDONIAN WAR

[200 B.C. to 197 B.C.]

HISTORICAL COMMENTARY:
The political background to this somewhat confusing (in terms of rationale) war is quite intertwined. Suffice to say that Philip V, King of Macedon, was talked into bringing back the "days of Macedonian glory" by ravaging the Greek countryside from Thasaly to the Peleponnese. Macedonian rule over the various Greek City-States and Leagues was nominally in a sort of local U.N. type organization called the Synmachy. But membership and interest in the Synmachy had fallen considerably in recent years, and Macedon's claim to rule was loose at best and policed only by the power of the Macedonian Army. Thus Philip's actions in Greece attracted the interest of the Roman Senate, which several years previously had launched an expedition to "help its allies" in this area—an expedition which ended in the founding of the Roman colony at Apollonia. Convinced by their allies, Rhodes and Pergamon, who complained of depredations at the hands of Philip's navy (the Macedonian navy had only a few months previously suffered a somewhat confusing defeat off Chios at the hands of a combined Rhodian-Pergamene fleet), and upset that Philip had had the temerity to attack Athens itself (where he was repulsed again—Rome's fears seemed to be less concerned with Philip's success than with increasing their own form of benign?) imperialism), the Romans declared war.
It should be remembered that the Second Punic War was just winding down: Rome was tired of conflict and there is evidence to the fact that Carthaginian ambassadors convinced Philip that, occupied with Hannibal's army, the Romans would not have the energy to turn to the east. This was the argument that the Carthaginians had used some years earlier to spark the First Macedonian War, and, despite the results of Zama in 202 B.C., Philip obviously felt Rome would have little taste for what he considered internal Greek-Macedonian affairs. As usual, he was wrong.

The war itself was somewhat surprising, although inevitable. The inevitability arose from the fact that the entire Macedonian fleet was immediately bottled up in Demetrias by the Roman-Pergamene-Rhodian fleet, allowing the Romans access to virtually any area of Greece. Minor battles and skirmishes centering around control of the east-west passes decided nothing, and most of the first three years of the war was spent alternately ravaging the countryside and trying to enlist the cause of the local Greeks. Philip's depredations lost him the support of virtually all the Greeks (Nabis, King of Sparta, no laggard himself when it came to sacking and pillage, was one of the few City-States that did not seem to mind) and the support of the strong Aetolians (who later resented the lack of recognition they received for such from the Romans) and the Achaean League sealed the Macedonian fate. In June of 197 the two armies, much reinforced to a strength of about 25,000 on each side, met at Cynosephalae. This was the first real meeting of the Roman Manipular Legion and the vaunted Macedonian closed Phalanx. The Roman Legions were under the command of Consul-for-Macedonia, Titus Quinctius Flamininus, a Roman general of exceptional ability (and one of the key figures of this era), while Philip himself led the Macedonian forces, many of whom had been recruited only recently and were poorly trained. The terrain was rough and ill-suited for the operation of the phalanx and the result was a crushing Roman victory. The war was over.

20.11 Initial Disposition of Forces and Fleets

ROMEx

At Brundisium [4319]: 1 and 11 Legions, 2 Heavy Naval Squadrons, 1 Medium Squadron, 2 Light Squadrons; 1 Consul, 1 Praetor, 1 Legate, 4 Tribunes (2 to each Legion)

At Roma [2914]: II Legion; 1 Consul, 2 Tribunes

At Ostia [2915]: 1 Merchant Fleet

At Capua [3317]: IV Legion; 2 Tribunes

At Placentia [2203]: V Legion; 1 Praetor, 2 Tribunes

At Lilybaeum [2625]: 1 Medium Naval Squadron; 1 Legate

In Asbusa [0116]: 2 Baleric Slinger units

In Hippo Regius [1225]: 4 Barbarian (Numidien) Infantry units

* These units are available; however to be of any use they obviously must be transported. The Roman Player does not have to pay any Maintenance on these units until and unless they join the Roman Army either in Roma or in Macedon.

MACEDON

At Demetrias [5624]: 10 Light Infantry units, 2 Hoplite units, 1 Light Cavalry unit; 1 Heavy Naval Squadron, 3 Medium Naval Squadrons, 1 Light Naval Squadron; Philip V, Leo, Heracleidas (Naval Commander)

At Antipatrea [4919]: 5 Phalanx units, 1 Heavy Cavalry unit, 1 Peltast unit; Athenagoras

At Corinth [5529]: 3 Mercenary Hoplite units; Androchone

At Oreo [5626]: 4 Phalanx units, Philochoe

At Pella [5520]: 6 Phalanx units, 2 Peltast units, 1 Archer unit, 2 Heavy Cavalry units; Nicamon, Brachylche

20.12 Initial Treasury Levels

The Roman Player starts the game with 25 Talents in his Treasury; the Macedonian Player, 22.

For purposes of balancing the Scenario (for whatever reason the Players see fit) these levels may be adjusted up or down. Players will, of course, realize that too high a Treasury Level will allow the Players a financial freedom that did not exist in that era; too low a level will restrict play considerably. There is, though, some resilience in the levels as given and they can be adjusted somewhat without disturbing the game too much.

20.13 Length of the Game

The Game begins with the September Game-Turn of the year 200 B.C. and ends with the October Game-Turn of the Year 197 B.C. The total number of Game-Turns excluding the Winter Turn is 26. The playing time will vary according to the activity: experienced Players should take about four and-a-half hours to complete the game, novices about an hour longer.

20.14 Reinforcements

The only scheduled Reinforcements are the Rhodian and Pergamene Fleets; otherwise Players may raise armies and Fleets as they see fit (17.3). The Rhodian Fleet (one Heavy Squadron) starts the March, 199 B.C. Game-Turn (Turn Number three) in hex 6134. It may be considered that hex a Naval Base for the purposes of its own operations. Acestimbulos is her Commander.

The Pergamene Fleet (one Medium Squadron, King Attalus Commanding) begins the March, 199 B.C. Game-Turn in the island-port of Aegina (5730). If this is occupied by the Macedonian Player or one of her allies the Pergamene Fleet is placed with the Rhodian Fleet.

Both the Pergamene and Rhodian Fleets are Roman allies; they remain so throughout the game.

For a little variety, the Players may play around with the arrival of the above allied Fleets (their alliance to and cooperation with Rome was not that assured). At the beginning of the game roll one die for each Fleet. A 1 or 2 allows it to arrive at the start of the game. If any other die roll results, starting with the March 1st Game-Turn and for every Game-Turn thereafter until they arrive, roll one die for each Fleet. In the Year 199 a die roll of 1-4 will bring the Fleet in, in 198, 1-3, in 197, 1-2.

20.15 The Allies

The following City-States and Leagues are possible allies during this Scenario. All pertinent and necessary information is listed below (see Case 16.2, among others).

Athens: Cities controlled—Athens; Forces Available—3 Hoplite units, 1 half-strength Medium Naval Squadron, no Commander (the Athenians may move orderly under the aegis of another Commander).

The Achaean League: Cities controlled—Argos, Corinth (presently in the hands of the Macedonians), and Aegeum; Forces Available—3 Hoplite units, Aenesidemus (in Argos); 2 Hoplite units, Philopoemen (in Aegeum)

The Aetolians: Cities controlled—Thermum, Naupactus, Gomphi; Forces Available—3 Hoplite units, 2 Peltast units, 2 Medium Cavalry units, 1 Light Cavalry unit, Damocritus, Phaeas (in Thermum); 3 Hoplite units, 1 Heavy Cavalry unit, Amyndae (in Gomphi)

Sparta: Cities controlled—Sparta; Forces Available—10 Hoplite units, 1 Medium Cavalry unit, Nabis (in Sparta)

Epirus: Cities controlled—Ambracia, Antigoneia, Phoenice, Oricus; Forces Available—3 Hoplite units, Charops (in Ambracia)

Aeacanians: City controlled—Anactorium; Forces Available—2 Hoplite units, Alexander (in Anactorium)

Illyrians: City Controlled—Scodra; Forces Available—2 Barbarian Infantry units, Pleuratas (in Scodra)(Note: Illyria is a Roman Ally at the start of the game and her Alliance Level should be placed at 5 in favor of Rome)

Dardanians: City Controlled—none; Forces Available—3 Barbarian Infantry units, Bato (in Hex 5417). (Note: Hex 5417 may be considered a Supply Base for the Dardanians.)

20.16 Additional Victory Conditions

The Roman Player gains Victory Points for controlling any city in "Greece" (i.e., cast of and not including the island of Aegina and Brundusium, with the exception of Apollonia and Aegina). The Macedonian Player gains Victory Points for controlling the following cities: Any City west of and including Brundusium, and all Cities in Greece, etc., with the exception of Pella, Thessalonia, and Amphipolis.

The Roman Player gains 10 Victory Points if he eliminates Philip V; the Macedonian Player gains 10 Victory Points if he eliminates the Consul T.Q. Flamininus. (Remember, there is a chance that such Consul will never appear in the game, in which case it is not possible for the Macedonian to gain such Victory Points).

20.17 Initial Control of Cities

The following Cities start the game under the control of the side listed:

Rome: All Cities in Italy and Venetia and westward (with the exception of the Carthaginian Cities) plus Apollonia.

Macedon: Any City in which the Macedonian has troops, plus Thessalonia and Amphipolis.

20.2] THE SYRIAN WAR [192-189 B.C.]

Antiochus III (known as "The Great"), Seleucid King of the Syrian (or Seleucid) Empire in Asia, had followed the machinations of the Second Macedonian War with much interest. Antiochus was consumed with the idea of expanding the already vast boundaries of his empire to the limits of their former greatness, a greatness traced back to the Diodochi, or heirs of Alexander the Great. Thus Antiochus began to reclaim cities and areas in Asia Minor which had recently slipped from the grasp of the Seleucids. By 196 B.C., he was careening through the Lydian and Carian countryside, grabbing towns where they lay. That these towns now belonged to Philip of Macedon or Ptolemy V Epiphanes (King of Egypt) bothered him not. It did, however, bother Eumenes, King of the Pergamene Empire and his allies in Rhodes, who also had ambitions in Asia Minor. They appealed to Rome who in turn invited envoy's from Syria to explain their actions. The envoys informed the Romans that they should leave Antiochus to his own business in Asia and the Romans would take care of theirs in Italy.

As the Syrian position, rude as it was, was essentially legal, there was not much Rome could do,
Mennippus, Phillipus (may command Elephants only).

In Lynismachia [0603M]: 4 Syrian Hoplites, 4 Barbarian Infantry units; Seleucus
In Antioch [3317M]: 14 Barbarian Infantry units, 2 Medium Heavy Cavalry units, 2 Lydian Medium Cavalry, 2 Carian Medium Cavalry, 2 Syrian Light Cavalry, 1 Chariot unit, 1 Elephant unit; Xene, Timon

In Ephesus [0712M]: 2 Heavy Naval Squadrions, 1 Medium Squadron, 2 Light Squadrions; Zeuxis
In Tyre [3026M]: 2 Medium Naval Squadrions, 1 Light Squadron; Polysennubas (Naval Commander only)

In Abydos [0505M]: 2 Syrian Phalanx units, 3 Phrygian Medium Cavalry; Minatio

[20.23] Initial Treasury Level

The Roman Player begins the game with a Treasury of 30 Talents. The Syrian Player's Treasury contains 50 Talents. If the Macedonian is being used as a third Player, his Treasury is at 15 Talents (see Case 20.12).

[20.24] Length of Game

The Syrian War Scenario begins with the September Game-Turn of the Year 192 B.C., and goes to the October Game-Turn of the Year 189 B.C. A total of 26 Game-Turns are used, excluding Winter Turns. The game should take about four to five hours, depending on experience and the number of Players involved.

[20.25] Reinforcements

There are no scheduled Reinforcements for this Scenario. Players may build their own armies/ Fleets as per the rules or recruit allies.

[20.26] Allies

The following City-States, Leagues and "kingdoms" are available for Alliance purposes:

Rhodes: Cities Controlled—Rhodes; Forces Available—3 Hoplites, 2 Heavy Squadrions, 3 Medium Squadrions, one Light Squadron; Eudamus. (Note: Rhodes' Initial Alliance Level is 2 in favor of the Roman Player)

Pergamum: Cities Controlled—Pergamum, Erythrae; Forces Available—6 Hoplites, 2 Medium Cavalry, 2 Heavy Squadrions, 2 Medium Squadrions, 2 Light Squadrions; Eumenes (Note: Pergamum's Alliance Level is 3 in favor of the Romans).

Macedon: Cities Controlled—Pella, Thessalonica, Amphipolis, Miletus (in Caria); Forces Available—5 Phalanx units, 5 Light Infantry units, 1 Heavy Cavalry, 1 Medium Cavalry (in Pella), 1 half-strength Medium Naval Squadron (in Thessalonika), 2 Mercurine Hoplites (in Miletus), Philip V, Perseus (in Pella).

Sparta: Same as Second Macedonian War Scenario Achaean League: Same as Second Macedonian War Scenario

Egypt: Cities Controlled—Peleusum, Canopus; Forces Available—2 Medium Naval Squadrions; Ptolemy V Epiphanes (in Pelusium).

Thrace: Cities Controlled—Byzantium (Note: Lynismachia, Sestus and Abydos are Thracian Cities held by Syrians); Forces Available—2 Barbarian Infantry, 3 Troops

Galatia: Cities Controlled—Ancyra; Forces Available—7 Barbarian Infantry units, 1 Medium Cavalry unit, Manganoria

Bithynia: Cities Controlled—Dascyllum; Forces Available—4 Barbarian Infantry; Prusias

Paphlagonia: Cities Controlled—Heraclia; Forces Available—4 Barbarian Infantry units; Murzas

Cappadocia: Cities Controlled—Pteria, Mazaka; Forces Available—4 Barbarian Infantry units (in Pterygia, Ariarathe (Note: Alliance Level three in favor of Syrians))

even when Antiochus crossed into Thrace to claim the Chersonese—a claim based on the territory of his ancestor Seleucus Nicator. Thus Syria's position was fine, as long as it did not get too greedy. Unfortunately, Antiochus did not practice moderation, and his vision for a Pax Seleucus was inflamed when his court was graced with the presence of the elderly exile from Carthage, the infamous Hannibal.

Hannibal was still intent on conquering Rome on its own ground, and he quickly transferred that desire to the Syrian King. His plan was simple: the Syrians would control Greece as a land base and, after the huge Syrian Navy cleared the shipping lanes in the Ionian and Aegean Seas, Hannibal would cross to Italy with a new army. Antiochus listened, and the plan took on further shape when the Aetolians, Rome's key allies at Cynosephela, became disgruntled with the lack of Roman appreciation for their efforts. Hannibal further felt sure that Philip, with his still powerful Macedonian army, would surely join the Syrian camp and Greece would be secure. Antiochus bought it, and the war began.

Crossing to Demetrias in 192 with a woefully small army (approximately 10,000 strong) Antiochus quickly garnered the support of the Aetolians and began to sweep through the Greek city-states. But Philip's support was not forthcoming, as Philip not only had a treaty with Rome, but Rome had several of his sons as hostages. When Antiochus committed the sacrilege of burying the bodies of the dead Macedonians at Cynosephela (the Romans had refused burial rites five years before) Philip's neutrality fell away and he allied himself with Rome.

The result was the battle of Thermopylae, where a Roman force of two legions, assisted by Philip, and under the leadership of Consul M. Aelius Gabrio and the Praetor Baebius, drove the Syrians from Europe.

The Romans were not finished, however, and an expedition was voted to enter into Asia and remove the threat of the Syrians once and for all. Elected to the task was L. Cornelius Scipio—not elected so much because he was such a military genius but more because his brother, Scipio Africanus, hero of the Punic Wars, had stated he would accompany his brother on such an expedition. Antiochus, himself, felt safe with his base securely established at Ephesus, knowing that control of the sea could easily be maintained. However, an attack by his army on Pergamum was rebuffed (with the help of Philopoemen and the Achaeanes) and the Pergamum and Rhodian fleets took to the sea. Despite a Rhodian naval defeat at Samos, Livius directed the combined Roman-Pergamum-Rhodian fleet to a tremendous success off Samos against Polyxenidas, and then a similar fleet scored an even greater success against Hannibal (who should have stayed on land) at Myonnesus. Both these naval battles enabled the Roman Army, consisting of six legions plus many auxiliaries and allies, to cross uncontested into Asia by land.

Antiochus was now gathering a huge army to meet the Roman threat, an Army gleamed, like that of his historical predecessor Darius III, from the far-flung reaches of his empire. It numbered over 70,000 troops, including 16,000 phalangetes, numerous elephants and chariots, and other accoutrements of war. But it was an ill-disciplined and poorly coordinated army. And at Magnesia on the Hermus River, the two armies met and the result was a shattering victory for the Romans. Rome had come to Asia.

[20.21] Preparation for Play

The Syrian War Scenario is played using both game-maps provided with The Conquerors. The map for The Romans has been designed so that its easternmost row ofhexes is the same as the westernmost row of hexes for The Macedonians. However, The Romans game-map is somewhat more northerly than its Macedonian counterpart, and Players should be aware of this when lining them up. E.g., hex 6120 on The Romans is equivalent to hex 6012 on The Macedonians. The best bet is for the Players to cut the lower-right-hand border of The Romans game-map so that it can overlap on to The Macedonians map without any interference.
DESIGNER'S NOTES

Before preceding to particulars, a few words should be said about the general design intent inherent in The Conquerors. Initially, we attempted to produce a system that would cover both games equally, thus diminishing the amount of work involved as well as the time to produce the games. Unfortunately, such dreams are mere gosser, and what worked for The Macedonians never seemed to work for The Romans.

The basic problem lay in the Macedonians game, which was the game we tackled first. We couldn’t seem to come up with a system that satisfied both the historian and the player. Whenever we instituted a rule that simulated history, the playability of the game immediately fell apart. Of course, we were working with a campaign in which one side (Alexander) completely rolled the other side (Persia), so any attempt to "simulate" history was going to run into the question of balance. And that is exactly what happened.

The first system used was that of alternating movement, wherein one player moved one stack of units, then the opposing player moved one of his stacks, then the first player moved another, etc., and, unfortunately, ad nauseam. While the theory of the system looks fine on paper, it never seems to work on the game-map, and "alternating movement" produced more headaches, in terms of exceptions to the exceptions, than interest. Secondly, it entailed separating land and naval movement into a series of mutually exclusive phases, a result which produced a plethora of confusing blockade and positioning rules that would have mystified Archimedes. It was time to bring out Occam’s Razor.

Frank Davis provided the breakthrough at this point, suggesting that we adapt the simpler, yet wholly realistic, system of The Punic Wars. That solved a whole Gordian Knot of problems—while raising a few of its own (see below)—and the design proceeded from that point.

It should be pointed out here that it was the Designer’s intent at all times to limit the Macedonians game to the early years of Alexander’s campaigns for the sake of cohesion and “time-to-play.” It was also our intent to make both maps compatible; to extend Alexander’s campaigns to India would have negated that possibility.

Information on the maps was gleaned from fairly standard sources—mostly the Maps Departments at the N.Y. Public Library and Columbia University. The terrain in Persia was often difficult to determine—especially the courses of the rivers, which have changed greatly in the last 2500 years. It is possible that Mesopotamia should be desert rather than clear, given various descriptions during Roman times. However, the point was argumentative (at least to us at this time), and putting desert in that area seemed to change the flow of the game more than it helped realism. The choice of cities in The Macedonians was somewhat arbitrary; we tried to include as many as possible, yet we didn’t want Alexander to spend his entire time rolling dice for Susa, Persia, etc. I am also aware that Tyre, Gaza, etc. were not the only Walled Cities in Persia. Several fortress towns such as Celaenae and Sagalassus (or is it Termessus?) were well fortified and equally capable of resistance. Unfortunately, there is little information on these cities, and five sieges in the game is just about enough.

The Romans map is mostly concerned with Greece. Thus Italy is rather spare in detail, as are the outlying “provinces.” Greece itself is remarkably detailed. Even so, there are at least ten cities that could have been included but were left off because of scale and space problems. Some cities were combined into others (e.g., the rule on the Port of Corinth, and the fact that Amyntander was not really Aetolian; rather he was an Athenian—at least I think that’s what he was); and there is a good deal of pussy-footing around with the intricate mountain passes. Such are the problems of map design.

The OB’s

The Macedonians OB’s were gleaned from the sources mentioned in the rules Bibliography. Alexander’s army is fairly easy to come by; not so for the Persians. Using a number of sources we did our best to pick out different units or, at least, groups of units. To some extent this was adjusted to help play balance. E.g., Lord knows how many Uxians were at Gaugamela, so it was relatively easy to use this lack of knowledge to balance comparative strengths.

The Romans uses an OB that is only quasi-historical. Actually, the most historical OB in the game is that of the Syrians. The Roman Legions are purely imaginary, except that they were comprised of the units they are given (principes, hastati, etc.). The Roman consuls, praetors and legates are all historical, as explained in the body of the rules. The tribunes are somewhat more imaginary. The “body-count” at which unit size was fixed was done entirely to fit the system and playability. If I am not mistaken, there is a full discussion of this in the notes for the Tactical System.

Sequence of Play

The Sequence of Play differs in both games, reflecting the different approaches taken by the games as well as the usual historical necessities. The main difference is the inclusion of a “planning” phase in The Romans, as well as the shrinking of the time scale to one month from six weeks. As a corresponding reduction was made in movement allowances, the scales are still essentially the same. The Romans just played better with the monthly scale (one of the things we did not learn until late in development).

Movement

The original movement system was discussed above. Suffice to say it was discarded in favor of the present system which uses Com-

BIBLIOGRAPHY FOR THE ROMANS

1. Philip V of Macedon, by F. W. Walbank (Cambridge Univ. Press, 1940)
5. Greek and Roman Naval Warfare, by William L. Rodgers (United States Naval Institute; Annapolis, 1964)
manders as catalysts for all game action. This realistically portrays ancient operational warfare in that armies were virtually totally dependent on some form of command for instructions.

As far as movement allowances are concerned, I'm sure there will be at least one letter saying they could have moved much faster, much farther, ad infinitum. Well, movement allowances do not simply take into account how quickly you can place one foot in front of the other without dropping dead. It also abstracts organizational problems and logistical considerations. The figures arrived at were determined from marching ranges (in a variety of sources) over an extended campaign. To this was added Forced March capability where it seemed applicable. Alexander the Great was renowned for his rapid movements, a testimony less to his ability than to his army's training and morale.

**Naval Bases**

The use of Naval Bases came late to the development of the games. The problems incurred with the naval movement system were immense. Galleys did not have the freedom of movement we usually associate with later eras; they were literally tied to the land. We tried shortening the movement allowance, or charging them some sort of "fee" to move. None of these ideas worked. We then decided to restrict the movement by areas, an idea which gradually evolved into the use of Naval Bases. In essence, Naval Bases are not listed as such because they were larger and more important than other ports (although we tried to use only the major ports). It is more of a concept of restricted movement from area to area, as mentioned before. Or, to put it in more familiar terms, it is a form of supply line. Players should keep this in mind when arguments occur.

**Interception**

This is another idea that arrived late, as it were. And it solved many a problem, and, to a great extent, moved the game forward from the position in which it had been stalled for over a month! The major sore point was that with no Zones of Control and the fact that the armies had to stay together (supply, etc.), we were getting these incredible flanking maneuvers, a la the Afrika Korps. Player A would move his stack east; Player B would then move his army right past him to take what he had lost the previous turn. We were getting a doses-of-effort effect, as the armies kept circling each other like mongoose and snake.

Interception had been used before, on a somewhat more limited scale, in Third Reich (naval rules). Using that idea, it occurred to me that if you gave a non-phasing army the capability to stop a moving army during the latter's movement phase, this would go a long way towards stopping all this bypassing and give a slight flavor of simultaneity at the same time. There was some initial resistance from Frank Davis on this, as he felt that it was unrealistic and somewhat overly abstract. However, it worked and worked immediately. The whole tenor of the game changed, both on land and sea (where blockading passages now became a reality) and I would have to say that the benefits of such a rule outweigh any objections (applicable as they might be).

**Land Combat**

Land Combat occurs within the hex simply for the sake of the Tactical System. If we had used the adjacent-hex system, the Tac System would have been a disaster in terms of rules. In this way, the players simply transfer the units in a given hex to the Tactical Display. As a designer, I am also partial to this system.

The idea of distinguishing a Major Land Battle from a skirmish occurred when it was determined that victors in individual massed engagements should earn victory points (based on the value of such a victory to a campaign and the fact that battles were few and far between). It was thus necessary to arrive at some sort of level at which it could be said a massed engagement had taken place. The figure is entirely arbitrary. If you wish to change it (for whatever reason it worsens its way into your thoughts) by all means do so.

The Strategic CRT's were really a lot of fun to work on. It was obvious—at least from the shortcomings of other operational ancient games—that Ye Olde Systeme of 1-6 ratio, etc., was never going to work if we wanted some excitement in the game. Add to that the fact that we didn't want to shortchange players who did not wish to use the Tac System, and you have the somewhat overwrought CRT's in The Conquerors. By expanding to a 2-12 read-out, the player gets the benefit of a greatly increased chance possibility. And the continuous combat gives an aura, albeit abstract, of tactical combat without leaving the board. The battle is thus not decided on the throw of one die (to have a game with only 3 battles and have each reliant upon a single die roll is to negate the laws of average and rely more on luck), but rather by a series of dice rolls over which the laws of probability should work.

The Persians have a different CRT from the Macedonians because we had to have some way of negating the sheer size of the Persian army. On the tactical level, this is taken care of by the tactical combat ratings. But as SSP's are mostly concerned with size, rather than strength and ability, some sort of adjustment was necessary.

**Reretreats**

The Retreat System in The Conquerors is, in my opinion, the most realistic rule we have going—and one of the best of its type I've seen. Frank Davis was mainly responsible for the theory behind it, and I simply expanded on his ideas to produce the results. The system arose, of course, because of the unusual continuous combat the game used. Thus we had the necessity to allow armies to leave the battlefield rather than remain and get shinged.

The second aspect of the system—allowing units to retreat in reaction to the other player's movements, etc.—allowed armies to avoid combat at the cost of giving up often worthless territory. It also allowed a larger army to keep moving without having to fight. In total, it recreated the general tenor of ancient warfare, where the two armies were often reluctant to come to blows even though they often remained within shouting distance of each other. In The Conquerors, combat rarely occurs unless both players wish. And that was the intent of the rule.

**Naval Combat**

Naval Combat is much simpler—and reflective of the vast body of antecedent gaming—simply because we had no desire to get enmeshed in ancient naval tactics.

**Supply**

Here, again, the two games diverge greatly. In The Romans it was decided to make supply part of the "cost" system, and to that extent it is beholden to Punic Wars (distantly). Using Naval Bases as supply centers is quite accurate, as armies were reluctant to venture far from their sources of supply. In The Macedonians we ran into the problem of not knowing exactly how Alexander handled this. After several screw-ball solutions (one included depots with the ability of the Persians to burn them, which resulted in more barn-burning action than anything else) we decided to use the Satrapies in much the same way as the provinces of Russia were used in 1812.

**Allies**

This rule/system, used only in The Romans, is something I've wanted to do for a long time. The kernel of this idea came from a game called Mercenary (where it was used for different reasons), but it satisfied The Romans system in that it enabled us to make use of all those leagues and city-states without having players pick from bottles or toss cookies in the air. I think it gives The Romans an interesting facet that few games of this era have.

Players/readers are invited to pass along their comments and suggestions to any rule. With any game, change is imminent and errata is omnipresent. Your help is appreciated.

Note: Macedonian Light Infantry are the 2-9-8's. Hoplites and Mercenary Hoplites are the same.

**DESIGN CREDITS**

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OFFICIAL ERRATA FOR THE ROMANS

(4.1) Change. Instead of having a separate Diplomacy Phase in each Player Turn, start each Game Turn with a Mutual Diplomacy Phase in which both Players secretly allocate bribes and ambassadors, simultaneously reveal them, and then make the necessary adjustments to Allied allegiances. (This keeps Players from buying Allies out from under each other.)

(5.83) Clarification. The Strategic Rating of as yet unrevealed Roman Commanders is revealed for Forced March purposes after the Roman Player announces his intention to attempt the Forced March and the distance he wishes to go for. If the declared distance is beyond the Commander’s capabilities, there is no Forced March.

(5.86) Correction. The Forced March Attrition Table has been misprinted. The line ‘Number of Additional Hexes Desired’ should be transposed with the line ‘Commander Strategic Rating’.

(5.23), (5.28), (12.12), (12.13), and (18.22) Clarification. Naval units commanded by Naval Commanders (e.g., Legates) may transport Land Forces without Land Commanders present, except that the Land Force may not move on land without a Land Commander. Similarly, ‘unlederled’ Merchant Fleets may also transport Land Forces without Land Commanders present. Furthermore, a Land Force could be under the combined control of both a Land Commander and a Naval Commander in a single Turn so long as the Land Force does not exceed 20 MP’s per Turn. (E.g., A Roman Legion may be marched overland to a Port by a Tribune, be picked up there by a Naval Force under the command of a Legate, be Naval Transported to another Port or Amphibious Landing, and continue overland under the command of the Tribune. The controlling factor here is that the Land Force may not exceed 20 MP’s worth of movement in any given Turn.)

(10.15) Clarification. A Force may not Retreat Before Combat into an Enemy-occupied hex (the size of the Enemy Force is irrelevant).

(11.2) Rules Change. Berg declares a new system for extracting losses from Naval Combat: Using the present CRT’s it now costs three loss points to lose a step for a heavy squadron, two loss points for a medium, and one loss point for a light. Points are not cumulative. Thus, if you have a heavy squadron and a medium squadron in combat and suffer a four-point loss, you must remove both steps of the medium squadron. If the result had been a five point loss, you would remove one step from the medium squadron and one step from the heavy squadron. You always remove as much as you can. This makes it harder to eliminate heavy squadrons, etc., and solves the problem of everybody building only light galleys. I suggest you add ‘one’ to all loss results on the Naval CRT (except to the No Effect Results).

(12.14) Addition. A Force which debarks on a clear terrain hex may later be re-embarked by the same naval units in the same clear terrain hex.

(12.17) Addition. Islands without Ports are assumed (for embarkation purposes to have Ports in any coastal hex.

(12.16) Clarification. A Land Force which is compelled to undergo Amphibious Retreat may retreat ‘n’ number of hexes via Naval Transport as described, then disembark and continue to retreat on land. (Sort of a ‘great cooga-mooga, let me outa here!’) If an Amphibious Retreat is more than four hexes (or MP’s; long, the land units only suffer Disruption for the following Turn, not the naval units.

(12.2) Addition. A Player may siege or assault a City or Port City that belongs to a Friendly Active Ally. However, all forces of that Ally immediately ally with the opposing Player (in a three-Player game, to the Player with the nearest force), and they remain allied to that Player for the remainder of the Game. You also get a Revolt situation if an Ally’s troops are in the attacking Player’s City. However, if any of the Ally’s troops are stacked with troops of the Player’s, he may not attack (i.e., siege or assault) the Ally’s City.

(13.2) Addition/Rule Change. Further effects of capturing of attacking Ally Cities:

**EFFECT ON ALLIANCE LEVEL VIS-A-VIS Attacker**

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<tr>
<th></th>
<th>Active</th>
<th>Enemy</th>
<th>Inactive</th>
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<tbody>
<tr>
<td>Sack</td>
<td>-3</td>
<td>-1</td>
<td>-6</td>
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<tr>
<td>Capture</td>
<td>-2</td>
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(13.26-B) Addition. Among the options a Player has in disposing of captured Enemy garrisons, he may ‘sell’ captured Enemy garrisons into slavery — i.e., remove them from play entirely to deprive his opponent of their availability in the counter mix from which his opponent raises ‘new’ units. Captured garrisons are removed, sold into slavery, and may not be revived.

(13.28) Clarification. Fleets may assault unoccupied ‘D’ and ‘C’ Ports in concert with Land Forces which they are Naval Transporting (i.e., Fleets and Land Forces they are transporting may combine their strengths to make such an assault.) Such combined assaults may be against Ports in any type of terrain.

(13.4-A) Addition. Once committed to besieging a City, a Force does not have to sit tight and maintain the siege until the City falls. It may give up the siege on a subsequent Turn, but it must leave the City hex through the hexside which it entered that hex.

(14.12) Clarification. Land supply may be traced only through land and/or coastal hexes. It may not go through all-lake or all-sea hexes/hexsides. (This is quite restrictive and meant to be so — as supply was quite difficult unless you wanted to spend some cash.)

(14.21) Clarification. A Land Force which exceeds its supply radius while undergoing Naval Transport (only) does not pay the one talent cost for going out of supply so long as the Naval transport itself stays in supply (i.e., within twenty hexes of a Friendly Port).

(14.24) Clarification. An unsupplied Force does not move at all merely pays a talent for being out of supply.
(14.14) **Clarification.** Romans, Macedonians, and Syrians may draw supply from a Friendly, controlled Allied Naval Base (e.g., Athens). In fact, any Friendly, controlled Naval Base may be used for supply, regardless of its origin or previous circumstance.

(15.22) **Clarification.** Roman Merchant Fleets suffer attrition just like Naval Fleets.

(16.13) **Addition.** If all the Cities of a non-active Ally are sacked prior to its ever being activated, that Ally may never thereafter be activated. Additionally, in the case of Greek Leagues in which some of the League’s Cities have been sacked and others have not, subsequently activated Allied Forces are reduced proportionately to the number of Cities in the League which have been sacked.

(16.24) **Addition.** If a Player buys the allegiance of an Ally that was previously Actively Allied with his opponent — and units of that Ally are in the same hex with an opponent’s Force at the instant the Ally switches sides, move the Allied troops one hex away from the Enemy Force. Further movement triggers Interception.

(16.24) **Clarification.** Revolts are never considered to be Major Land Battles.

(17.3) **Clarification.** A unit eliminated by combat or attrition goes back into the counter mix pool from which a Player may build ‘new’ units.

(17.33) **Players may construct Naval Bases in Port Cities which belong to Friendly Active Allies. If the ‘owning’ Ally changes sides via Diplomatic Action, the Naval Base goes over to the new Ally. However, if the Port is garrisoned, you have a revolt situation. (See 16.24) No Friendly unit need be present for a Naval Base to be built per (17.33), but the site of construction must be a Friendly, controlled Port.

(17.35) **Addition.** Units may be ‘refitted’ — i.e., brought up to maximum strength — if they are in supply during the Winter Interphase, simply by buying the necessary SSP’s to build them up again. Fleets may be refitted to full-strength at a cost of half their original build cost. (Remember, maintenance is paid for half fleets as well as whole fleets.)

(17.39) **Addition.** Players may voluntarily eliminate their own units at the beginning of the Winter Interphase, prior to any other action. Such ‘disbanded’ units are returned to the counter mix and are eligible for reactivation as ‘new’ units per (17.31).

(18.32) **Clarification.** For purposes of simplicity, when the Roman Player is directed by the Augury Table to send a number of Legions somewhere for the ‘year’, simply pick the Legions up and place them in the assigned sector. To be brought back into the game, however, the Legions must be transported, etc., as per the normal Movement Rules. (Note that such a Legion must — to be sent to Spain, etc. — be in supply and capable of moving. Otherwise, the Roman Player must build a new Legion to satisfy the Augury Table assignment.)

(18.32) **Clarification.** The ‘newly chosen Praetor’ referred to in items 2, 10, and 11 on the Augury Table is an additional Praetor — i.e., one not already on the board — who is activated for the sole purpose of the Augury assignment and is deactivated at the end of the year.

(18.32) **Clarification.** Item 9 of the Augury Table should read ‘... each open Revenue Supply Source...’ instead of ‘...all open Revenue Supply Sources...’

**OFFICIAL ERRATA FOR THE TACTICAL GAME**

(5.12) **Change.** Commanders need not have the same facing orientation as the Friendly combat unit(s) with which they are stacked. In fact, Commanders do not have any facing at all (i.e., they ‘face’ all directions).

(9.3) **Change.** Phalanx units may not Voluntarily Retreat forward. (In other words, phalanx units may not ‘infiltrate’ through the enemy lines as other units may using Voluntary Retreat.)

(9.3) and (12.11) **Clarification.** A unit that attempts a Voluntary Retreat and fails (i.e., the unit is forced to stay in place or flee) does count against the total number of units which the moving Player is allowed to move that Turn.
THE CONQUERORS
TACTICAL GAME
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[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, Cynocephalae, 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 Manipulator Legion Display. The Roman Player uses the Manipulator 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
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.


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


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.

[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)

[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.

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

[6.13] A Phalanx unit of 45 SSP 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). Peltasts 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 in 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 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 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 tots 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 Attackers should note that in 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 hex (see 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 attacking 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 TDB. 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 toretreat into a Box; when they enter the new Box, they may not change Facing again; such a reorienting 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 unit being displaced by their own 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 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 Displays)

[9.34] If there is a Friendly Commander in the Box for which the Table is being used, and that Commander’s Total Commanding 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, even 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 place units he does not wish to commit immediately to battle. It is not considered a Box for Combat purposes, and a Player may choose to place a unit into the Reserve Area. 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 it can 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 abstraction 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 2% (or may be stunned in a Persian Army fight 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 are killed, wounded, or stunned are the result of certain Combat Results on the Melee CRT.

CATEGORIES:

[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 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.

[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, or stunned in the Battle 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 the 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 Roman 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, 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 Example). 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 Scenario's) are stacked with units that 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 Tribunates 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 Combat 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 Combat 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 Sesousis was in the Box with a TCR of 4 and the Roman Player rolled a 3 on the Leader Loss Table, Sesous 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 6, 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 TBB 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, 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] CHARIOOTS

[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 owner 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 Box with the elephants, the Player may add one to the die roll.
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 6 or 6 means the elephant remains in place and the Disruption is removed (this is the only way elephants can be "calmed," or undispersed). 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 Melee 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.

Cavalry may never attack elephants. Elephants may stack only with other elephants; they may never stack with other units. If an Elephant unit attacks a Cavalry unit, the elephant adds four to its Melee Strength, in addition to any Flank benefit, etc.

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

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

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

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

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 feedbacked 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 culminating 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 two-fold. 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 Manipulator 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 chance, 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 less" 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.
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 has 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 Panics 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 Legion command, however, is replaced each Winter/Planning Game Turn by a random draw of new leaders (with certain exceptions). The strengths/weaknesses of these 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 ‘dosey-doe’ maneuvers. Combat is resolved either by: (1) comparing the opposing Forces’ relative strengths, determining odds, and playing a game on the entire Army 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-Roman units lose 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 Squadrions 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 Richardo 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 totalling 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 curbs 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 Peloponnesse 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 Peloponnesse 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. 'Ahah!' 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 Peloponnesse, 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 Pharsa 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...
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

<table>
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<th>Modifier</th>
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<tr>
<td>21</td>
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<td>161</td>
<td>180 -14</td>
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<tr>
<td>181</td>
<td>200 -16</td>
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</tbody>
</table>

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 consumes 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.
FOLLOW-UP

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 a 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 sending 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 DeBau of Fire & Movement I received an excellent — if morassically 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 Cnosus 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 a Macedonian player, in a 3-way game, brought his army up to about 1/2 the strength with which it starts the Macedonian War scenario. Along with this he can add a few commanders: Athenagorus, Philocrates, 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 Mithridatic 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 March Force 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

(Foreced 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.

<table>
<thead>
<tr>
<th>City Action Inactive to Enemy to Player</th>
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<tr>
<td>Sack -3 -1 -5</td>
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<tr>
<td>Capture -2 0 -4</td>
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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 hexes 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 re-fit 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 revets 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 revivified, 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-military engagement conflict.

ROMANS 20.11
Addition: At the start of the game, the Macedonian player receives Sopater and three hoplites at Chalaeis (5727).

MACEDONIANS (Turn-Record Track)
Addition: The Persian Commander Bessus arrives on turn 18.

TaeGame 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.
<table>
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<th>6.</th>
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<table>
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<th>Second Macedonian War</th>
<th>Syrian War</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Roman Legion I</strong></td>
<td><strong>Roman Legion II</strong></td>
</tr>
<tr>
<td><strong>Roman Legion IV</strong></td>
<td><strong>Roman Legion V</strong></td>
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<td><strong>Roman Legion VII</strong></td>
<td><strong>Roman Legion VIII</strong></td>
</tr>
<tr>
<td><strong>Roman Legion X</strong></td>
<td><strong>Roman Legion XI</strong></td>
</tr>
<tr>
<td><strong>Syrian/Macedonian Army 1</strong></td>
<td><strong>Syrian/Macedonian Army 2</strong></td>
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</tbody>
</table>
### THE ROMANS

**TREASURY TRACK**

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<table>
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<th>3.</th>
<th>4.</th>
<th>5.</th>
<th>6.</th>
<th>7.</th>
<th>8.</th>
<th>9.</th>
<th>10.</th>
</tr>
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### ALLIANCE TABLE

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<thead>
<tr>
<th>Rome</th>
<th>Macedon/Syria</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
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<td>2</td>
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<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### TACTICAL BATTLE DISPLAY

**CONQUERORS**

**TACTICAL BATTLE SYSTEM SEQUENCE OUTLINE**
1. Aggressor Fire Phase
2. Reserve Fire Phase
3. Aggressor Movement Phase
4. Aggressor Disruption
5. Reserve Reaction Phase
6. Aggressor Maneuver
7. Reserve Movement Phase
8. Aggressor Disruption
9. Reserve Reaction Phase
10. Reserve Maneuver
11. Reserve Area Phase
12. Retreat Phase

---

### [7.5] MISSILE FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Total Missile Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

### [8.3] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Combat Strength Differential (Attacker minus Defender)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**Results expressed as effect on Attacker/Defender**

---

### [8.3] VOLUNTARY RETREAT CAPABILITY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Retreat Capability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

**All units Flank (see Case 8.46)**

---

### [10.3] RESERVE AREA COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Number of Attacking SSPs</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 3</td>
<td>4 to 6</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS:**
- **No Effect**
- **Number of Strategic Strength Points Flanking**

---

### [12.4] LEADER LOSS TABLE

<table>
<thead>
<tr>
<th>Leader Loss</th>
<th>Total Command Rating (STR + TO + TD)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>12</td>
</tr>
<tr>
<td>3</td>
<td>13</td>
</tr>
<tr>
<td>4</td>
<td>14</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS:**
- **No Effect**
- **Killed**
- **Wounded**
- **Lost (Use Wound Recovery Table)**

---

### [12.5] WOUND RECOVERY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Turns Missed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**TACTICAL BATTLE DISPLAY**

**PHALANX FORMATION**

---

**FLANK**

**RESERVE**
### CONQUISTORS

#### TACTICAL BATTLE DISPLAY

**TACTICAL BATTLE SYSTEM SEQUENCE OUTLINE**
1. Aggressor Fire Phase
2. Resister Fire Phase
3. Aggressor Movement Phase
4. Aggressor Disruption Phase
5. Resister Reaction Phase
6. Aggressor Maneuver Phase
7. Resister Movement Phase
8. Aggressor Disruption Phase
9. Resister Reaction Phase
10. Aggressor Maneuver Phase
11. Reserve Arm Phase
12. Retreat Phase

---

#### [7.5] MISSILE FIRE COMBAT

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Total Missile Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS**
- **A** = Aggressor
- **R** = Resister
- M = Missile
- E = Engage
- L = Lose
- K = Kilned
- W = Wounded
- S = Stunned

---

#### [8.3] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Combat Strength Differential (Attacker minus Defender)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS**
- **B** = Block
- **D** = Disrupt
- **F** = Foul

---

#### [9.35] VOLUNTARY RETREAT CAPABILITY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Retreat Capability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS**
- **R** = Retreat

---

#### [10.3] RESERVE AREA COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Number of Attacking SSP's</th>
<th>Dile Roll</th>
<th>Total Missile Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS**
- **A** = Aggressor
- **R** = Resister

---

#### [12.4] LEADER LOSS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Total Command Rating (SR + TO + TD)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

**KEY TO RESULTS**
- **K** = Kilned
- **W** = Wounded
- **S** = Stunned

---

#### [12.5] WOUND RECOVERY TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Turns Missed</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 Remainder of current Tactical Turn</td>
</tr>
<tr>
<td>2</td>
<td>2 Full Strategic Turn</td>
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</tbody>
</table>

---

**MANIPULATIVE FORMATION**

---

**RESERVE FORMATION**

---

**PHALANX FORMATION**

---

**FLANK FORMATION**

---
### THE CONQUERORS [THE ROMANS] - Counter Sheet 3 [front]

#### SYRIANS

<table>
<thead>
<tr>
<th>Syrian 1</th>
<th>Syrian 2</th>
<th>Syrian 4</th>
<th>Syrian 5</th>
<th>Syrian 6</th>
<th>Syrian 8</th>
<th>Syrian 9</th>
<th>Syrian 10</th>
<th>Syrian 12</th>
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</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
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<td>7</td>
<td>8</td>
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</tbody>
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#### ALLIES

<table>
<thead>
<tr>
<th>Ally 1</th>
<th>Ally 2</th>
<th>Ally 3</th>
<th>Ally 4</th>
<th>Ally 5</th>
<th>Ally 6</th>
<th>Ally 7</th>
<th>Ally 8</th>
<th>Ally 9</th>
<th>Ally 10</th>
<th>Ally 12</th>
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<td>2</td>
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#### MACEDONIANS

<table>
<thead>
<tr>
<th>Macedonian 1</th>
<th>Macedonian 2</th>
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<th>Macedonian 4</th>
<th>Macedonian 5</th>
<th>Macedonian 6</th>
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<th>Macedonian 9</th>
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#### NEUTRAL

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<th>Naval Base</th>
<th>Naval Base</th>
<th>Encamp</th>
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</thead>
<tbody>
<tr>
<td>D</td>
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<td>D</td>
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<td>D</td>
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Rome

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<th>Naval Base</th>
<th>Encamp</th>
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Macedonia

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RC

<table>
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RC

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### Epics

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### Three

<table>
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<th>Sicily</th>
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<tbody>
<tr>
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</table>
### The Conquerors [The Romans] - Counter Sheet 3 [back]

#### Syrians

<table>
<thead>
<tr>
<th>Action</th>
<th>Result</th>
<th>Description</th>
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<tbody>
<tr>
<td>-2</td>
<td>+1</td>
<td>Real</td>
</tr>
<tr>
<td>-1</td>
<td>-0</td>
<td>Real</td>
</tr>
<tr>
<td>+1</td>
<td>+1</td>
<td>Real</td>
</tr>
<tr>
<td>+2</td>
<td>+2</td>
<td>Real</td>
</tr>
</tbody>
</table>

#### Macedonians

- **Neutrals**
  - Sacked
  - Sacked
  - Sacked
  - Sacked
  - Sacked

- **Allies**
  - MC
  - MC
  - MC
  - MC
  - MC
  - MC
  - MC

### Summary

- The conclave includes strategies for both Syrians and Macedonians, with specific actions and results indicated for each. The neutrality status of certain territories is also noted.