



CENTVRION

TACTICAL GAME 13: 106 BC - 552 AD

(see page 16)

Full-Simulation Rules

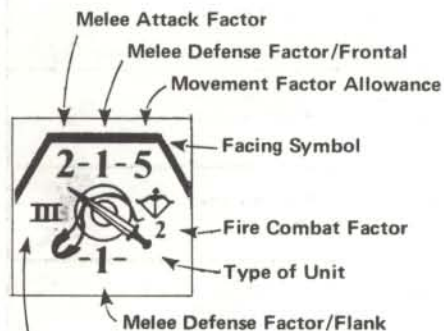
THE MAPBOARD

The playing area represents a typical piece of Roman frontier terrain, about 2 kilometers by 3 kilometers. Each hexagon is about 100 meters. Each full game turn equals 10-20 minutes of elapsed time. The different terrain features affect movement and combat as outlined in the Terrain Effects Chart (TEC) and the Combat Unit Capability Chart (CUC) and as noted in the Movement and Combat sections of these rules.

THE UNITS

Examine the square unit counters printed on the two colored sheets enclosed with your copy of S&T.

Each combat unit represents from 360-600 bodies, depending upon the exact period. The factor numbers on each unit give you the relative strength and movement capabilities of the various types as represented by the symbols on the pieces.



Identifying Key

DEFINITION OF TERMS

The "factor" numbers which appear on the units are always printed in the same order on all the unit counters. On different units these values will change to reflect the particular capabilities of a particular type of unit. The arrangement of the factor-numbers, however, never changes. The sample unit shown in the diagram identifies these factors. The following are the basic definitions of what these factors and symbols represent:

Movement Factor Allowance (MFA): This number represents the MAXIMUM number of hexagons which a unit may be moved in a single turn. Basically a unit expends one **Movement Factor** for each hexagon it moves into. This basic "movement-cost" is subject to modification due to terrain and/or the position of Enemy and Friendly units.

Melee Attack Factor (MAF): This number represents the basic OFFENSIVE strength of a unit.

Melee Defense Factor / Frontal (MDF/F): This number represents the basic DEFENSIVE strength of a unit being attacked on its FRONT.

Melee Defense Factor / Flank (MDF/K): This number represents the basic DEFENSIVE strength of a unit being attacked on its FLANK(S).

Fire Combat Factor (FCF): This number represents the basic OFFENSIVE strength of a unit when firing its "range-weapons" (i.e. missile firing weapons such as bows). Note that only a few units have this capability and that consequently this factor number will appear on only those units that do.

Facing Symbol: This symbol indicates in which direction (conforming to the hexagonal-grid) a unit is facing.

Identifying Key: This code identifies a particular unit counter of a given **LEGION**

Unit Type: This pictorial symbol identifies what sort of unit a given counter represents (e.g. Roman Swordsmen unit). **SEE PAGE 17**

GAME PROCEDURE:

OVERALL SEQUENCE-OF-PLAY

The game is played in consecutive turns, with each player moving and attacking in turn. The action in a given turn takes place as outlined below. Each complete "Game-Turn" consists of two "Player-Turns." Each Player-Turn consists of five distinct "Phases":

FIRST PLAYER-TURN

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

(2.) Attack Allocation Phase: The First Player announces which of his units are attacking which of the Second Player's units and the manner in which the attacks will be made (i.e. missile or melee).

(3.) Defensive Fire Phase: The Second Player allocates and executes all Defensive Fire attacks he wishes to make, consistent with the rules of Defensive Fire. Losses due to Defensive Fire are extracted from the First Player's units.

(4.) Offensive Fire Phase: First Player executes Offensive Fire attacks and losses are extracted from Second Player's units.

(5.) Melee Attack Phase: The First Player executes all Melee Attacks allocated in Phase Two. Attacks which have been rendered non-viable due to losses incurred in Phase Three, are not made and any surviving units allocated for such attacks may not be re-allocated to participate in other attacks. (Note: a "non-viable" attack is one which has fallen below the minimum attacking odds of "1 to 2" as shown on the Combat Results Table.)

SECOND PLAYER-TURN

The Second Player executes Phases One through Five, using his own units. Naturally, in the Defensive Fire Phase of the Second Player-Turn it is the FIRST Player's units which are fired.

COMPLETION OF THE GAME TURN

Once the Second Player has completed Phase Five of his Player Turn, indicate the passage of one complete GAME-TURN on the Turn-Record.

MOVEMENT

Each unit's Movement Factor Allowance (MFA) represents the maximum number of hexagons that unit may travel in one turn. Generally speaking, units may be moved any number of hexes per turn, within this limit, in any direction or combination of directions. Players may choose to move all, some, or none of their units in any given turn, subject to MFA, Combat, and Terrain restrictions, and Movement Rules. Unlike many grid-map wargames, units have no "Zones of Control" extending into adjacent hexes (Exception: Cross River Attack Rule). Units control only the hexes which they occupy.

General Movement Rules

- Movement is not allowed through or onto enemy units.
- Units may pass through friendly units subject to stacking limitations (Exception: Roman Relief Rule).
- Each unit is moved separately (Exception: Roman Orbis/Testudo Rule), to the full extent desired, within the limits placed on it by the rules.
- Cavalry units may never "charge" through friendly units.
- Units are always "faced" in a definite direction, with their facing symbol conforming to the shape of the hexagonal grid.
- Units may move only once each turn. There is NO "movement after combat" (Exception: Light Cavalry Retreat Rule).
- The hex a unit is moving INTO is the hex it is considered to be moving ON. Therefore, a unit must have sufficient Movement Factors to expend before it can enter a given hex (Minor Exception: Movement into Road Hexes from NON-road hexes is at the rate dictated by the other terrain in the road hex).
- When moving from road hexes to non-road hexes, any fractional Movement Factors resulting from uneven road movement are lost.
- Movement Factors are NOT transferrable from one unit to another. Units forced off the board may never return (and are considered as lost).

STACKING

- No more than three combat units may be stacked together in one hex (Exception: Roman Orbis/Testudo). Barbarian Infantry and non-Macedonian pike units may stack no higher than two units per hex.
- The Command Units are not subject to the stacking restrictions and may be added to any stack, whatever the number of units already in

it. In effect, Command Units "do not exist" so far as stacking rules are concerned.

C) Stacking Rules apply even during the Movement Phase of a turn (i.e., a unit could not move to or through a friendly stack of three units).

D) Units in a stack must be individually "faced," though not necessarily in the same direction or in different directions. All may have a common facing, all may not.

E) Different types of units may stack together.

F) The pieces used as information symbols are not counted against stacking limits.

FACING

All combat units have a "face": that is, they have a particular side of their counter which is their "front," as indicated by the facing symbol on each counter. This reflects the battle formation orientation of the particular group of men the counter represents (see Facing Diagram). Each counter "faces front" through three sides of the hex. The other three sides represent its flanks and rear (hereafter referred to as "Flanks.") A unit may only attack enemy units in hexes which it fronts upon. Also, a unit may only use its full defensive capability when it receives an enemy attack on its front. Enemy flank attacks, or flank/front attacks, effectively reduce the defensive capability of a unit. Obviously, then, it is extremely important for players to pay close attention to the orientation of their units on the board.



- Units are faced in a particular direction during the Movement Phase of the turn, before any combat.
- Units MUST be faced so that their facing symbol conforms to the side of the hex.
- Units found to be ambiguously faced after the Movement Phase of the turn, may be faced by the opposing player, who may not rotate them more than 60 degrees: ENFORCEMENT OF THIS RULE IS URGED.
- Units stacked together need not face together.
- Units expending their total Movement Factor Allowance in movement can not change facing by more than 60 degrees upon arrival in their final hex.
- Turning more than 60 degrees while standing still uses one Movement Factor, regardless of terrain.
- When moving through a given hex, units which change their facing MORE than 60 degrees (one hex side) in that given hexagon, do so at a cost of one additional Movement Factor. Units may change their facing by 60 degrees in each hex they move into or through without suffering this penalty.
- Units face in the direction they wish to move: they may move only to their front (Exception: Light Cavalry Retreat Rule).

COMBAT

Basically there are two types of combat:

- Melee** (hand-to-hand ground combat) and,
- Missile** (bow and sling fire taking place over distances determined by the range of the weapons involved).

In both types of combat, a unit may only attack to its front. In Melee this would mean that the enemy unit must be in one of the three adjacent hexes upon which the attacker fronts. In Missile combat the target hex normally would have to be in one of the three adjacent front hexes also, but under certain circumstances (i.e., when firing downhill) may be in the next square forward, within the 120 degree arc of fire indicated by the unit's front. In both types of combat, the odds are determined by comparing the attacker's Fire Combat Factor (FCF) or Melee Attack Factor (MAF) with the defender's Fire Protection Factor (FPF) or Melee Defense Factor (MDF), simplifying the odds to conform to the Combat Results Table (CRT) and then rolling the die to discover which of the six possible outcomes takes effect. (Before going on, read the Combat Results Table.)

PIKEMEN, SWORDSMEN, BARBARIAN INFANTRY, LIGHT CAVALRY, and COMMAND UNITS may only engage in ground combat and have NO range weapons. LIGHT CAVALRY may retreat four (4) squares if attacked and may not be surrounded.

SKIRMISHERS and ORIENTAL CAVALRY have the option to melee offensively or fire offensively, but may NOT do both in the same turn. They MAY do both in defense.

BYZANTINE CATAPHRACTS may fire AND melee offensively in the same turn, provided they do both against the same target unit. (Under certain optional conditions Oriental Cavalry may do so as well.)

COMMAND UNITS may melee offensively against DISPERSED units and enemy COMMAND UNITS. There are certain other possibilities, as outlined in the Command Unit Rules.

All missile troops may fire their weapons DEFENSIVELY when they are attacked, after which they may receive the attack, defending with their Melee Defense Factor. The defensive missile fire may only be directed against hexes from which enemy units are attacking the unit in question, and only if these are to the "Front." Missile units have a limited "Zone of Control" in that no enemy unit may move adjacent to them without attacking something, otherwise they are liable to defensive fire.

A) Units may melee offensively only against enemy units in one of the three hexes adjacent to their front. Not every unit in a stack must attack, but those which do not do so are still subject to the effects of defensive fire.

B) Missile units may only fire at enemy units within range in their field of fire, which normally is one hex only.

C) Units are used as integral wholes, one unit may not divide its Fire Combat Factor (FCF) or Melee Attack Factor (MAF) amongst different hexes.

D) Missile units may not fire THROUGH other intervening units, friendly or enemy, to reach a given target. Missile units increase their range to two (2) on hilltops, and may then fire over intervening units and obstacles. (See Terrain Effects Chart and Range Diagram.)

E) Defensive fire is not mandatory and takes place BEFORE any offensive action. The attacker states which of his units are attacking and which defending unit(s) are involved (and, in the case of SKIRMISHERS, ORIENTAL CAVALRY, and BYZANTINE CATA-

PHRACTS, whether the attack is Missile or Melee or, in the case of the latter troops, both). Defensive Missile Fire takes its toll before any Offensive Melee combat is resolved. Attacks which, due to defensive fire, no longer have the minimum required 1-2 odds, have no effect. Attacking units dispersed by the Defensive Fire cannot participate in the scheduled attack.

F) Offensive Fire takes place before Melee Combat and losses are extracted before ground combat is rolled.

G) FIRE PROTECTION FACTOR (FPF):

ALL UNITS, except Command Units, have a defense factor against offensive or defensive missile fire, of "2" per unit facing front and "1" per unit facing to flank. When receiving fire from both directions the FPF is "1". Command Units have a FPF of "3" to front and "2" on the flank. FPFs are accumulated in stacks but Command Units may never add-in their FPF when stacked with other troops.

H) Melee troops stacked together and participating in the same attack must all be of the same type (i.e., troops attacking through the same hex side must all be of the same type; e.g., all SWORDSMEN in hex "Y" may attack a unit in hex "X," but a SKIRMISHER unit stacked with the SWORDSMEN may not participate, though it could attack another enemy unit through a different hex side). This "homogeneity" rule does NOT apply to missile troops in the attack or to ANY combination of troops in DEFENSE. Stacked units attacking from the same hex may individually attack defenders in different hexes but the entire stack suffers the effects of any Defensive Fire.

I) Missile Fire units on different hexes, attacking defenders on the same hex, must total their Fire Combat Factors into one attack. Each stack of defending units must be treated as a separate battle, rolling the die for each attack.

J) Defending units on the same hex are totalled into one combined defense factor, regardless of type. If, however, defenders are stacked such that they face in different directions and are attacked from more than one side, the attacks are treated separately, allocating the appropriate defending units to the attack coming on their front. If the defending units on the same hex have fronts which overlap, the defender may allocate his defense as he desires but must meet all attacks on that hex with a front-facing unit if possible. If this is not possible, one or more of the defending units must defend as if on a front/flank attack. Every Melee Defense Factor on the attacked hex MUST defend. A hex with differently facing units on it which is attacked from only one side defends only with the total Melee Defense Factors facing that side, whether they be Frontal Melee Defense Factors, Flank Melee Defense Factors, or a combination of both.

K) Units engaged in a Melee Attack which does not result in the elimination or dispersal of one or the other unit, remain in CONTACT and they may not break off the action (i.e. leave their position) until a decision is reached on a subsequent turn. On the movement portion of a turn, however, additional troops may be rushed in to assist a unit in CONTACT.

L) No unit may participate in more than one attack per turn. Not every unit must attack, nor must all adjacent hexes be attacked. Attacking is a voluntary proposition.

M) Remember, a unit may attack only to its front, so watch your facing.

N) See the Terrain Effects Chart and Combat Unit Capability for combat factor variables.

CAVALRY



For cavalry units to employ their Melee Attack Factor at full value they must "charge" (move in a straight line) through the number of hexes equivalent to their Melee Attack Factor. This means that LIGHT CAVALRY must charge one hex, ORIENTAL CAVALRY must charge two hexes, and BYZANTINE CATAPHRACTS three hexes. For each hex less than the full amount required a cavalry unit's Melee Attack is reduced by one; thus BYZANTINE CATAPHRACTS charging only two hexes are reduced by one; however, BYZANTINE CATAPHRACTS may never have their Melee Attack Factor reduced to less than two nor LIGHT CAVALRY to less than one as a result of a "short" charge. Cavalry units may deliberately ride away from enemy units to gain room for a proper charge. Charges must be straight along their entire length and the charging unit must finish up adjacent to the attacked unit and facing properly. Charges may NOT be made through intervening units.

Cavalry charging from different locations MAY NOT end their charges on the same hex. LIGHT, ORIENTAL, and BYZANTINE CATAPHRACT CAVALRY charges may not be mixed in the same attack from the same hex. ORIENTAL CAVALRY may not make a ground attack in the same turn in which it uses its Fire Combat Factor; BYZANTINE CATAPHRACTS may do so, however, if the missile attack is against the same unit that the ground attack is against. LIGHT CAVALRY may retreat BEFORE combat if attacked and may never be surrounded, but must be pushed out of any encirclement. A charge is NOT a prerequisite for use of the Fire Combat Factor. Missile-armed cavalry may both fire and melee in defense.

ROMAN LEGIONARY SWORDSMEN SQUARE

These rules apply only to ROMAN SWORDSMEN and must be used in conjunction with them.

A) SWORDSMEN stack three high, except in Orbis or Testudo, hereafter called "square." At the beginning of a player's turn, but before movement, he may decide to form any or all of his SWORDSMEN in "squares," i.e., all-around-defensive formations. He symbolizes which unit(s) are in this condition by placing the "Square" indicator on top of the units in question.



B) Any number of SWORDSMEN units up to a total of FOUR may be formed into a "square" on a given hex.

C) The square is primarily a defensive formation. A square has an all-around Melee Defense Factor equal to one half the sum of the Melee Defense Factors of all SWORDSMEN units which it contains. This Melee Defense Factor bears separately on each side of the hex the square occupies, thus SWORDSMEN in square may defend on several hex sides at one time, each attack being treated as a separate battle. If one or more of the attacks result in demoralization or destruction of the defending SWORDSMEN only factors up to one half the Melee Defense Factor strength involved are affected. Such attacks on a square are treated as occurring SIMULTANEOUSLY. Thus a square is a most tenacious formation.

D) SWORDSMEN in square have a movement factor of one hex per turn.

E) One unit per turn may join a previously-existing square at the cost of three Movement

Factors to enter. If SWORDSMEN units occupy the same hex at the beginning of a turn, they may be formed into square immediately but may not move in that turn.

F) One NON-SWORDSMEN unit may join the square or start out with it. It costs such a unit two Movement Factors to move into an already-formed square and likewise to move out. COMMAND UNITS are not subject to the one-additional-unit restriction but must pay movement penalties to enter or leave a square.

G) SWORDSMEN in square have an attack factor equal to the defense factor of the square but they may NOT attack if the square contains a non-SWORDSMEN unit. In firing on an attack by SWORDSMEN in square, defensive missile fire adds one to its die roll result.

H) No units may travel THROUGH a hex occupied by a square.

I) A Missile armed unit stacked in a square may fire offensively and defensively out of the formation into one of the hexes upon which it bears.

J) Cavalry units may NOT charge out of or through a square. Non-SWORDSMEN ground combat units MAY attack out of a square.

K) SWORDSMEN in square may disband all on one turn but may move only one hex that turn.

ROMAN RELIEF RULE

During the Movement Phase of the Roman player's turn he may relieve dispersed SWORDSMEN units with non-engaged SWORDSMEN units from adjacent hexes. This is the only time dispersed units may move. To exercise this option the dispersed unit(s) and the adjacent relieving unit(s) simply exchange positions.

CROSS RIVER ATTACK RULE

Units defending directly behind rivers control the adjacent hexes to their front. Attacking units may not slip behind such units to attack their flanks if to do so would mean passing through the controlled river hexes. They must stop on the first such hex they enter. If no such attack is intended, however, they may pass through if they wish.

FIRE EFFECT MULTIPLICATION (FEM)

All firing units multiply their effective Fire Combat Factor when firing at enemy units which are stacked more than one per hex. If there are two units stacked in the target hex, multiply by two; if there are three, multiply by three. In other words, the effective Fire Combat Factor is multiplied by the number of target units in the target hex. COMMAND UNITS do not count towards this multiplication. This rule applies both offensively and defensively. The FEM factor may never be greater than three times the basic Fire Combat Factor. Utilizing this rule a SKIRMISHERS unit firing at a stack of three in an adjacent hex fires with a factor of six.

SETTING UP FOR BATTLE

Players may utilize the game three basic ways:

1. Simply form armies made up from your own flights of imagination.
2. Use the Historical Scenarios found on the Scenario Chart.
3. Develop your own Historical Scenarios with a little research. Use the rule of thumb of 360-600 men per unit counter, depending upon the period. The essential element in this is the proportion of the armies to each other, not the straight arithmetic quantity of the bodies. Use OPTIONAL RULES, which may

not be necessarily applicable to both sides. If reader response favors it S&T will provide additional Historical Scenarios for Tac 13 (and Tac 14, THE RENAISSANCE OF INFANTRY), in the near future.

VICTORY CONDITIONS

Basically the game is won on points. Each unit is worth a certain number of points equal to its Melee Combat Factor or Fire Combat Factor, whichever is greater. COMMAND UNITS are worth 15 points. For each unit lost, you lose that many points to your opponent. Each army is worth a certain total number of points — see the Scenario Chart.

There are three basic levels of victory attainable: Marginal, Tactical and Strategic, as expressed by a ratio between the "Game Loser's" losses and the "Game Winner's" losses (in points).

MARGINAL VICTORY. 1+ to 1. Winner can not have losses greater than 40% of his original force, otherwise the battle is a draw.

TACTICAL VICTORY. 2 to 1. If winner's losses are greater than 30% he achieves only Marginal Victory.

STRATEGIC VICTORY. 3 to 1. If winner's losses exceed 25% he achieves only a Tactical Victory.

In all victory levels a minimum of 20 points must be lost by the "Game Loser" before a victory may be claimed. After that point the player who is winning may end the game at the end of any Complete Turn by declaring a victory using the ratios above. The game must be played, however, to a minimum of six turns, unless the losing player agrees to concede. Concessions may be refused by the winning player if he desires a higher level of victory.

Note that in some of the Historical Scenarios other conditions of victory are specified in addition to, or in place of, those described here.

TACTICAL CONCESSION

A Player may deliberately withdraw from the field in order to prevent the enemy from obtaining a Strategic Victory once his losses show a 2 to 1 ratio with those of his opponent.

INITIAL DEPLOYMENT

The Player indicated as "deploying first" by the Scenario (or by mutual agreement) designates one hex as his center of mass and deploys his troops within a five-hex radius of this hex. The other player then deploys his army a minimum of eight hexes distant, but not over 12, facing the front of his enemy. Normally the players would use their COMMAND UNITS to designate their center of mass, but this is not mandatory. Generally, the player who deploys first, moves second, but in some Scenarios this is not the case. In addition certain Scenarios are relatively specific in outlining the deployment to be followed. Players should try to deploy on as many different terrain features as possible to add an additional element of variation.

DEMORALIZATION RULES

Demoralization is a situation wherein the troops are reduced to half their Melee Combat Factor and, when dispersed, remain so for TWO turns rather than one. Demoralization is caused by several circumstances:

1. A Barbarian COMMAND UNIT fails to

participate in an attack during a turn when its forces are engaged.

2. When 80% or more of the attacks made on that turn fail.

3. If 20% or more of the total force is destroyed in one turn.

4. If all COMMAND UNITS are "dispersed" in one turn.

The demoralized state lasts for one COMPLETE turn.

PANIC RULES

Occasionally an otherwise brave army would break under the pressures of a hard fought battle. Then too, some armies were extremely brittle and, while they could hold together well in success, would fall apart in adversity. To account for this, one must total up the points inherent in the Order-of-Battle of a given army. This is used as a measure of the depth, or resiliency, of the army. Once an army's point loss has reached a level which is 40 per cent of its total point value a "panic" ensues. Panic takes effect at the beginning of one's turn succeeding that turn in which the 40 per cent level was reached. Panic affects units as outlined below:

A) All units within ten hexes of the enemy turn tail and run, directly away, by the straightest possible route, towards the nearest edge of the board free of enemy troops. Units leaving the edge of the board may never return and are considered as points lost.

B) Units in panic may not attack and have their Melee Defense Factor and Fire Combat Factor reduced 50 per cent. They may not move through hexes adjacent to enemy units if at all avoidable.

C) Panic can only be triggered once per game per side.

D) Units stacked with the COMMAND UNIT or more than 10 hexes away from the enemy at the time of the "panic" are considered to be unpanicked or "stout-hearted." They remain at normal value.

E) Stout-hearted troops and COMMAND UNITS may attempt to "rally," (i.e., return to normal), panicked troops. To do this they must intercept the panicked units by placing themselves in the same hex or adjacent to its front. Each stout-hearted unit and COMMAND UNIT may attempt to rally one stack of panicked troops at the beginning of each turn. The Supreme COMMAND UNIT and the appropriate sub-ordinate COMMAND UNITS may rally panicked troops on a die roll of "3," "4," "5," or "6." Once rallied, the previously panicked troops may themselves attempt to rally other units.

F) Troops in dispersed condition when panic occurs, can and must move. Except for the Roman Relief Rule, this is the only time dispersed units may do so. COMMAND UNITS dispersed at this time remain so for one additional turn, but need not move nor are troops stacked with them affected by the general "panic". When the dispersal ends these units may act as "stout-hearted" units themselves.

G) COMMAND UNITS are never panicked and are always "stout-hearted."

H) A loss of 20 or more points in one turn causes the "panic threshold" for that side to be reduced by 20 points.

I) Demoralization indicators may be used to denote panicked troops. **D**

J) The Scenario Chart gives the Panic Threshold for each army in the chart. Place a Threshold Index Counter to mark the threshold of each army. **PANIC** **Pts. Lost**

TREACHERY


The loyalties of any given unit in an army during the Barbarian and Civil Wars were not always taken for granted. Leaders, or even the men, could sometimes be "bought off" or might even secretly sympathize with the enemy. Therefore:

A) Once each game, at any time after the first turn, either side (though on occasion only one, as directed in the Scenario) may have the Treachery Option invoked against it at the BEGINNING of its turn.

B) In single commander games the die is rolled once for each hex containing troops, except for the COMMAND UNIT.

C) A roll of "1," "2," or "3" means that the stack in question is loyal.

D) A roll of "4" or "5" means that the unit(s) in question must leave the field by the most direct route. If they are destroyed before they leave (by troops still loyal) they are NOT counted as points lost.

E) A roll of "6" means that the troops in question defect to the enemy and may be used by him that turn, as if they were part of his regular forces. Replace these units with those of the appropriate color or use one of the special "turncoat" counters to denote the switch. These units are counted as points lost to their original owner and, of course, if destroyed count as points lost to the new owner as well. 

F) In multi-commander games each separate COMMAND UNIT is rolled for, with "5" being equal to "6" in outcome. Whatever the outcome, the entire command of that COMMAND UNIT is affected. Troops of the ranking COMMAND UNIT are rolled for separately, however.

G) Treacherous troops may NOT be rallied.

H) Treachery need not be called simultaneously. Previously traitorous units may re-defect to their original side later and are counted as points regained.

I) Normally, Roman troops are not affected by treachery, except in Civil War Scenarios. However, BARBARIAN INFANTRY, LIGHT CAVALRY, and SPEARMEN with the Roman SWORDSMEN may be affected.

Optional Rules

EMPLOYING THE OPTIONS

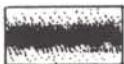
Do not feel compelled to employ all or any of the optional rules. They are given purely to provide variation and to increase the complexity of the play. Use the options primarily to inject a distinct personality and temperament into your armies, since psychological and emotional factors bore heavily on battles during this period, as all other. Remember, you control the game and the rules are NOT written on stone tablets.

FORTUNE FACTOR

Sometimes one side had all the luck. To reflect this, round off the odds of all attacks made by the "fortunate" side in their favor, including defensive fire attacks.

DEFENSIVE POSITIONS

There are two types of defensive positions.



A) **Earthworks.** These may be positioned as desired or as directed by the scenario. May not be moved once positioned. May be occupied by any unmounted unit. Units defending behind

earthworks are doubled. Cavalry may not charge through an earthwork, though it may charge into one. SWORDSMEN may not form square while occupying earthworks. Earthworks may be captured by the enemy by destroying the defenders, who lose two additional points. Recapture represents a two point gain. Any unmounted combat unit except COMMAND UNITS may build earthworks by occupying a hex for three turns uninterrupted by combat. If attacked such units defend at half their Melee Defense and/or Fire Protection Factor. If they survive, they may continue working where they left off. Units erecting earthworks may move on the turn AFTER the work is completed. Earthworks may be voluntarily destroyed at the end of any movement turn by removing the earthworks counter from the board for a one point loss. Earthworks must be occupied to be destroyed. Units in earthworks stack and face normally.



B) **Caltrops (anti-cavalry traps).** These do NOT increase the defensive power of units standing in them. SWORDSMEN units may not form square in a hex with caltrops. All units are reduced to one-half their Melee Combat Factor when attacking from such hexes. Cavalry may not voluntarily enter such hexes. Other units enter such hexes at a cost of two Movement Factors and leave it at like cost. Caltrops are neutral and effect both sides. They are erected in the same fashion as earthworks but may not be destroyed.

SKIRMISHER EQUIPMENT RULE

There were actually two types of SKIRMISHERS, light infantrymen and archers and slingers. This rule permits the players to differentiate among them. Thus, SKIRMISHERS of one type may be designated "Light Infantry," having factors of 2-2-5, others may become "Archers" or "Slingers" at 0-1-5. Archers may not fire under certain weather conditions which do not affect Slingers. The COMMAND UNIT key numbers should be used to differentiate among the types of SKIRMISHERS.

WEATHER RULE

Usually, during this period the war would be "called" for the day if the weather was inclement, but occasionally the slaughter proceeded on schedule. Roll a die at the start of the game:

1 or 2 = Fine, salubrious weather. No effect on combat or movement.

3 = Fog: no units may fire beyond basic range.

4 = Light Rain: Slinger-type SKIRMISHERS may fire, no other fire allowed.

5 = Heavy Rain: No fire allowed; all cavalry charges at half factor; SPEARMEN halved; all units lose 2 Movement Factors.

6 = Mud: same as "5," except that fire is allowed.

COMMAND UNITS

Two types of COMMAND UNITS are provided, Supreme and Sub-ordinate. These may be used to represent, for example, a Barbarian High King and his tribal Chiefs or a Roman General and his Legion Commanders. Kings, Consuls, Chiefs, and sometimes Emperors led their armies in person, often engaging in the fighting. The command rules reflect the effect of the Commander's presence on the morale and effectiveness of his troops.



SUPREME



SUBORDINATE

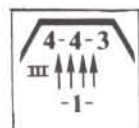
- A) COMMAND UNITS increase by one the die roll of enemy troops within a three-hex radius.
- B) COMMAND UNITS decrease by one the die roll of friendly troops within a three-hex radius and, if they participate in combat themselves, within a FIVE hex radius (exception: Barbarian Tribe and Legion Integrity Rules).
- C) Groups of units involved in one battle from several different hexes are affected by the COMMAND UNIT'S presence only if 50% or more of the units in question are within the three-or-five-hex radius.
- D) COMMAND UNITS add one Melee Combat Factor to any battle which they participate in.
- E) "Dispersal" of a COMMAND UNIT reduces its influence to the hex which it occupies.
- F) Elimination of all friendly COMMAND UNITS causes "panic" among barbarian troops (subject to the Barbarian Tribe Rule which limits this to the tribe in question unless it is the High King COMMAND UNIT. For non-barbarians it forces "dispersed" troops to remain so for TWO turns.
- G) In a Civil War situation the loss of the Supreme COMMAND UNIT causes an automatic victory for the opposing side. The loss of a sub-ordinate COMMAND UNIT causes that command to roll for "treachery" as outlined in the Treachery Rules.
- H) When using multiple commanders the Supreme COMMAND UNIT moves first, followed by the sub-ordinate COMMAND UNITS, and their troops, in the order of their precedence. Thus the III Legion moves last. SKIRMISHERS and LIGHT CAVALRY are moved with the Supreme COMMAND UNIT.
- I) Death of a COMMAND UNIT may infuriate the troops under its command. If the troops are Roman, then roll a die. A "1" or "2" causes all troops under that command to become "furious" and they decrease their die-roll by one for the next turn. Barbarian and other non-Roman troops receive this benefit on a die roll of "1" only.

NON-ROMAN SWORDSMEN

This rule permits the introduction into the game of non-Roman, non-Barbarian sword-armed troops. Use the regular SWORDSMEN counters, and follow all the rules for SWORDSMEN units with the following additional restrictions: such units may stack two to a hex, may NOT form "squares," and may not exercise the Roman Relief Rule.

SPEARMAN/PIKEMAN RULE

The SPEARMEN counters are provided primarily for an added amount of realism. Thus SPEARMEN counters may be added to a Barbarian Army or to a civilized one. Stacking is normally limited to two units per hex, but when used as Pikemen the SPEARMEN counters may stack three high. In general, during the Roman Period militia and inefficient regular forces were armed with the spear or pike — indeed the Romans were the first people to use the sword extensively.



BARBARIAN SPECIAL OPTIONS

BARBARIAN CAVALRY RULE

Barbarian Heavy Cavalry did exist, indeed the main strength of the Gothic Army was comprised of such. To incorporate these into your game merely use the BYZANTINE CATA-PHRACT counters with two differences:

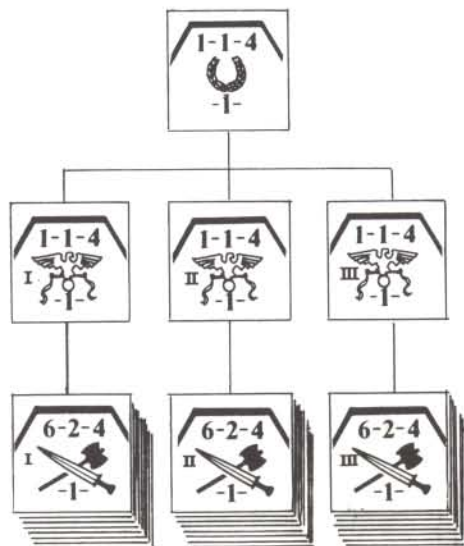
1. They may not stack more than two high, and
2. They MAY NOT fire and melee on the same turn.

BARBARIAN WARRIOR RULE

Barbarians generally had very brittle morale and were usually unable to stand in defense and receive the shock of more sophisticated "civilized" troops. When this option is employed it applies only to barbarian troops and works in a fashion similar to the FEUDAL RULE of Tac 14. In short, as soon as the barbarian troops are within seven hexes of their foe they must advance to the attack. When they are sufficiently close to the foe to attack, they MUST do so. Beyond the seven-hex limit the barbarians MAY maneuver in any fashion they like, even to the point of avoiding combat in order to gain territorial advantages UNTIL the first blood has been drawn; i.e., the first combat, whatever the outcome. At that point all barbarian troops must attack if they are physically able.

BARBARIAN TRIBE RULE

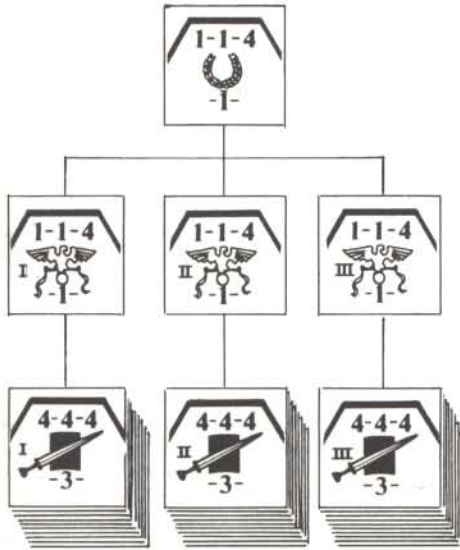
There are three slightly different types of BARBARIAN INFANTRY counters provided, these represent three different, and perhaps hostile, tribes. In any battle calling for the use of this rule, it is assumed that a coalition force is involved. Each sub-commander is the tribal chief, while the supreme commander is considered the High King or similar Paramount Chief. Units of one Barbarian Tribe may not stack with those of another, nor may the chief pieces of other tribes have any influence upon them. In addition units of each barbarian tribe MUST stay together: isolated units among units of other tribes lose 50 per cent of their attack factor. The supreme chief can, of course, inspire men of any tribe.



ROMAN SPECIAL OPTIONS

GREEN ROMAN RULE

There are three legions provided among the units with Tac 13. When employing the GREEN ROMAN RULE the players merely utilize the First, or "I Legion," as if it were comprised of 5-5-4 SWORDSMEN, the Second, or "II Legion," as if it was comprised 4-4-4 SWORDSMEN, and the Third, or "III Legion," as if it comprised 3-3-4 SWORDSMEN. In addition, the "green" Third Legion may NOT utilize the Roman Relief Rule.



LEGION INTEGRITY RULE

This rule works for the Romans in much the same way that the Barbarian Tribe Rule works for the Barbarians. In effect the SWORDSMEN units of the three legions may NOT be mingled in combat. If such should occur, the units do not benefit from the command unit bonus of the other legions nor may they cooperate in combat with SWORDSMEN units from the same hex. Units of one Legion may not relieve those of another through use of the Roman Relief Rule.

MILLENNARIAN COHORT RULE

During the middle period of the Empire it became the practice for the first cohort of the legion to grow considerably in size. This option permits the Roman player to maintain and maneuver one stack of FOUR SWORDSMEN units for each legion engaged, provided each such stack belongs to a specific legion. This may be used only for the period AD 200-350.

MIXED LEGION RULE

By the reign of Diocletian (284-305) the Legion had begun to have heavy mounted elements assigned to it. Use of this rule permits each legion to have ten SWORDSMEN units, two LIGHT CAVALRY units, two SKIRMISHERS units, and, in addition, two BYZANTINE CAVALRY units, (which may NOT fire and melee in the same turn.) In addition the Millenarian Cohort Rule may be used.

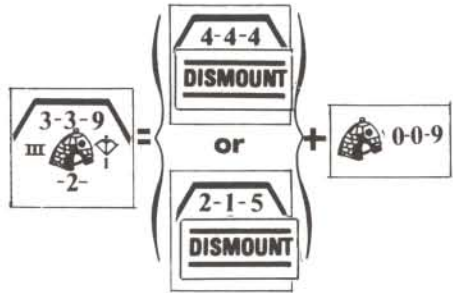
DECLINING LEGION RULE

By the reign of Constantine I (306-337) the legion declined into a very small, inefficient body of men. Use of this rule removes the ability of the Roman SWORDSMEN units to utilize the Roman Relief Rule.

BYZANTINE CATAPHRACT MOUNT/ DISMOUNT RULE

On rare occasions, usually when forced to do so by necessity, the BYZANTINE CATAPHRACTS would dismount to fight as SWORDSMEN or archers. When a player wishes to employ this option the following rules apply:

A) BYZANTINE CATAPHRACTS dismount as either SWORDSMEN or SKIRMISHERS, in the latter case having a Melee Defense Factor of two (2), but NOT as a combination of the two.



B) Riderless mounts are assumed to carry the arms discarded by the horsemen in assuming a ground combat role. They have no facing or Combat Factor. They may be destroyed by any adjacent enemy unit. A dispersed mount unit may not be mounted.

C) Riderless mounts count as one-half a unit for stacking for FEM purposes.

D) When dismounted replace the BYZANTINE CATAPHRACT unit with a unit counter of the appropriate type with a "DISMOUNTED" symbol placed on top of it. A riderless mount counter is placed directly behind the now dismounted unit.

E) It takes one full turn to mount or dismount a unit, during which time one-half the basic Movement Factor is lost and no combat may occur.

F) Destroyed or captured mounts are a one-point loss, but do not figure the value of the mounts into the Point Value of an army.

G) Riderless mounts are subject to all terrain restrictions.

H) Riderless mounts may be destroyed to prevent capture.

I) Barbarian Heavy Cavalry may dismount in a fashion similar to BYZANTINE CATAPHRACTS.

TAC 14

LINKAGE: Tactical Game 13, **CENTURION**, was designed to "mesh" with Tactical Game 14, **THE RENAISSANCE OF INFANTRY**. Both are part of the Tactical Game Series, which is devoted to a study of the lower level aspects of warfare through the use of simulations. As a result much of Tac 13 is identical with much of Tac 14 and ought to be, as the errors in Tac 14 emerged while Tac 13 was in the design stages. Of course, the two games reflect different situations but there is relatively little difference between the European style of warfare in AD 100 and AD 1500. Or is there? Tac 13 and Tac 14 permit the players to explore the differences and similarities at will.

By Albert A. Nofi, with R.A. Simonsen and S. Patrick. Components by R.A. Simonsen

SCENARIO AND ORDER OF BATTLE CHART

HOW TO USE THIS CHART: The numbers given in the chart represent the number of units of the given army. The letters after the number of units represent modifications of the basic OB due to the scenario. The Legion Integrity Rule.

BATTLE		UNITS						
		CM	SD	BI	SP	SK	LC	BC
NUMIDIA (106 BC)	Romans	3	20			10	8	
	Numidians	3		10	10		10	
VERCELLAE (101 BC)	Romans	4	30			12	12	
	Cimbri (bt)	4		40			12	
SERVILE WAR (71 BC)	Romans	3	20			8	8	
	Spartacus	1	30nr					
LYCUS (67 BC)	Romans	3	20			8	8	
	Pontians	3	20nr			12		
GAUL (57 BC)	Romans (FF)	3	20			8	8	
	Nervii (bt)	4		40				
CARRHAE (53 BC)	Romans	3	20			6	6	
	Parthians	3						8b
PHARSALUS (48 BC)	Caesar (FF)	4	27			4	4	
	Pompey	4	30dl			12	12	
PHILLIPPI (42 BC)	Triumvires	2	30			5	8	
	Senatores	2	25			5	12	
TEUTOBURGERWALD (9 AD)	Romans	3	20			8	8	
	Germans (FF)	3		40			12	
BOUDICA (61 AD)	Romans	1	10			4	4	
	Britons			40				
MONS GRAUPIUS (79 AD)	Romans	3	20			8	8	
	Picts (bw)	4		40			10	
CTESIPHON (363 AD)	Romans	3	20			12	8	
	Persians	3		20				6b
HADRIANOPOLIS (378 AD)	Romans	3	20			8	8	
	Ostrogoths	3		24				12
CAMPUS MAURIACUS (451 AD)	Romans	3	10	20	5	10	5	
	Huns	3		10	10		5	
DARAS (530 AD)	Romans	3	6					12
	Persians	3				10		
BUSTA GALLORUM (552 AD)	Romans	3		20	10	3		24
	Ostrogoths (bw)	1		30				12
FANTASY	Marian Army	4	30			12	12	
	Belisarian Army	4				12		20

Given under a unit type that type in the OB of a units or in the notes to optional rules. All

OPTIONAL RULE ABBREVIATIONS: **bw** = Barbarian Warrior Rule. **bt** = Barbarian Tribe Rule. **bc** = Barbarian Cavalry Rule. **dl** = Declining Legion Rule. **nr** = Non-Roman Swordsman Rule. **FF** = Fortune Factor. **Mg** = Marginal. **Tc** = Tactical. **St** = Strategic. **PV** = Point Value (entire army). **PT** = Panic Threshold.

OC	VICTORY			PV	PT	Unless otherwise noted, the first side in any given scenario deploys first and the second side moves first.
	Mg	Tc	St			
			x	153	60	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
10		x		175	70	
		x		216	86	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
10			x	332	133	
	x			149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
			x	135	54	
			x	149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
4			x	157	62	
			x	149	59	<i>Nervii deploy first, facing south along hills in north-central portion of the board. Romans move second.</i>
		x		300	120	
			x	139	56	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
bc 20			x	109	43	
	*	*	*	180	72	<i>Civil War. Fight to the death.</i>
2	*	*	*	220	88	
	*	*	*	168	67	<i>Civil War. Senatores deploy around town, facing south. Triumvires move first. Fight to the death.</i>
	*	*	*	152	60	
			x	149	59	<i>Germans deploy in area of the hills and forest in NW corner of board, on the north side. Romans must enter between hills flanking NW corner.</i>
	x			297	119	
	x			67	27	<i>Romans deploy between hills in central portion of map, facing South.</i>
		x		255	102	
			x	149	59	<i>Picts deploy facing East on any hill with clear terrain before it.</i>
		x		310	124	
			x	157	62	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
bc 20			x	223	89	
			x	149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
2bc 12		x		309	124	
		x		250	100	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>
10			x	170	68	
2	6		x	117	47	<i>Romans deploy about town, facing South. Persians move first. Romans may deploy up to six earthworks.</i>
	24		x	113	45	
4			x	307	123	<i>Romans deploy facing East on any hill with clear terrain before it.</i>
2bc 12		x		255	102	
			x	201	80	<i>Deploy in various areas, with each side taking turns at first deployment.</i>
0	24		x	177	71	

SCENARIO AND ORDER OF BATTLE CHART

HOW TO USE THIS CHART: The numbers given under a unit type abbreviation represent the number of units of that type in the OB of a given army. The letters after the number of units or in the notes represent modifications of the basic OB due to optional rules. All scenarios require the Legion Integrity Rule.

OPTIONAL RULE ABBREVIATIONS: **bw** = Barbarian Warrior Rule, **bt** = Barbarian Tribe Rule, **bc** = Barbarian Cavalry Rule, **dl** = Declining Legion Rule, **nr** = Non-Roman Swordsman Rule, **FF** = Fortune Factor, **Mg** = Marginal, **Tc** = Tactical, **St** = Strategic, **PV** = Point Value (entire army), **PT** = Panic Threshold.

BATTLE		UNITS								VICTORY			PV	PT	Unless otherwise noted, the first side in any given scenario deploys first and the second side moves first.				
		CM	SD	BI	SP	SK	LC	BC	OC	Mg	Tc	St							
NUMIDIA (106 BC)	Romans	3	20			10	8						x	153	60	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>			
	Numidians	3		10	10			10						x	175		70		
VERCELLAE (101 BC)	Romans	4	30			12	12						x	216	86	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>			
	Cimbri (bt)	4		40				12		10					x		332	133	
SERVILE WAR (71 BC)	Romans	3	20			8	8						x	149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>			
	Spartacus	1	30nr												x		135	54	
LYCUS (67 BC)	Romans	3	20			8	8							x	149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>		
	Pontians	3	20nr			12				4					x	157		62	
GAUL (57 BC)	Romans (FF)	3	20			8	8								x	149	59	<i>Nervii deploy first, facing south along hills in north-central portion of the board. Romans move second.</i>	
	Nervii (bt)	4		40											x	300	120		
CARRHAE (53 BC)	Romans	3	20			6	6								x	139	56	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>	
	Parthians	3							8bc	20						x	109		43
PHARSALUS (48 BC)	Caesar (FF)	4	27			4	4						*	*	*	180	72	<i>Civil War. Fight to the death.</i>	
	Pompey	4	30dl			12	12			2			*	*	*	220	88		
PHILLIPPI (42 BC)	Triumvires	2	30			5	8						*	*	*	168	67	<i>Civil War. Senatores deploy around town, facing south. Triumvires move first. Fight to the death.</i>	
	Senatores	2	25			5	12						*	*	*	152	60		
TEUTOBURGERWALD (9 AD)	Romans	3	20			8	8								x	149	59	<i>Germans deploy in area of the hills and forest in NW corner of board, on the north side. Romans must enter between hills flanking NW corner.</i>	
	Germans (FF)	3		40				12							x	297	119		
BOUDICA (61 AD)	Romans	1	10			4	4						x			67	27	<i>Romans deploy between hills in central portion of map, facing South.</i>	
	Britons			40											x	255	102		
MONS GRAUPIUS (79 AD)	Romans	3	20			8	8								x	149	59	<i>Picts deploy facing East on any hill with clear terrain before it.</i>	
	Picts (bw)	4		40				10							x	310	124		
CTESIPHON (363 AD)	Romans	3	20			12	8								x	157	62	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>	
	Persians	3		20					6bc	20						x	223		89
HADRIANOPOLIS (378 AD)	Romans	3	20			8	8								x	149	59	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>	
	Ostrogoths	3		24					12bc	12						x	309		124
CAMPUS MAURIACUS (451 AD)	Romans	3	10	20	5	10	5								x	250	100	<i>Deploy in Southeast quadrant; first group deploys first, second moves first.</i>	
	Huns	3		10	10			5		10						x	170		68
DARAS (530 AD)	Romans	3	6							12	6					x	117	47	<i>Romans deploy about town, facing South. Persians move first. Romans may deploy up to six earthworks.</i>
	Persians	3				10					24						x	113	
BUSTA GALLORUM (552 AD)	Romans	3		20	10	3				24						x	307	123	<i>Romans deploy facing East on any hill with clear terrain before it.</i>
	Ostrogoths (bw)	1		30						12bc	12						x	255	
FANTASY	Marian Army	4	30			12	12									x	201	80	<i>Deploy in various areas, with each side taking turns at first deployment.</i>
	Belisarian Army	4				12				20	24						x	177	