

The Conquerors

TWIN PACK

Two Complete Games in One Package

The Macedonians: Alexander in Persia, 334 BC

The Romans: Mediterranean Expansion, 197 BC

- Two interlocking maps (each 22"x34") of the Eastern Mediterranean
- Tactical battle display for Phalanx and Manipular Legion
- Historical Macedonian and Persian Order of Battle
- Campaign Economics, Diplomacy, Historical Commanders, Consuls
- Two-Player games with Giant Multi-Player scenarios
- Continuous Movement/Combat Campaign Sequence

In the Spring of 334 B.C., young king Alexander of Macedonia left a somewhat unsettled Greece with an army of around 40,000. Following in the footsteps of his father, Phillip II, driven by his own insatiable ambition and enthusiasm, Alexander set out to fulfill the centuries old dreams of his countrymen with an invasion of The Persian Empire, the largest and most powerful empire in the Mediterranean world. Ruled by Darius III, King of Kings, the empire encompassed a multitude of peoples and area, and for hundreds of years the simple fact of its existence had been a threat to the Greek city-states. Its armies were immense, and its navy, led by the Phoenician trading city of Tyre, was the most formidable in the world. Within four years the Macedonians would transform this mighty empire into a Macedonian province—and their young king into a living legend.

A century and a half later the Roman Republic was just emerging from its second, and most debilitating, conflict with the Mediterranean trading power of Carthage. By 200 BC Rome had reduced Carthage in importance while strengthening her own position in the Western Mediterranean. Rome's people were tired of war, her armies were exhausted and her navy depleted. Philip V, a descendant of the infamous Phyrus, was on the throne of Macedon, and his embroilment in Greek politics would soon drag Rome into a new war, which would signal its initial advancement as an Eastern Mediterranean power.

Even after several years of conflict with Philip Rome could not rest. As she always used her allies to protect her naval commerce, Rome found herself again involved in an immense conflict—this time in Asia. The great Seleucid King, Antiochus, threatened the very existence of two of Rome's key allies—Rhodes and Pergamum—and threatened to march into

Europe itself on a mission of conquest. Thus began the Syrian War. When it was over, Rome had its first foothold on the Asian sub-continent.

The Conquerors covers both of these eras of conquest and turmoil in a double game using a brand-new tactical battle system. Each game in the Twin-Pack is a separate game, with its own game-map, counters and rules, although the basic campaign system is the same for both eras. In addition, for the multi-player scenario of *The Syrian War* the two maps interlock to form one giant map of the entire eastern Mediterranean area, from The Balaeres to Babylon! In both *The Macedonians* and *The Romans* all movement and combat is under the control of commanders; units are helpless without them, reflecting very definitely the strategic situation in this era. While land units are pretty much free to go where they please, the naval squadrons are virtually restricted to coastal areas and certain sea lanes, reflecting the drastically fragile nature of ancient naval transport. In *The Macedonians* the individual land units are the historical combat units of that campaign: e.g., Coenus' Phalanx, the Agema Hypaspists, the Cardaces, Median Heavy Cavalry, etc. Each combat units has a Strategic Strength as well as tactical Strengths for attack and defense. There are thirty historical leaders in the game, from Alexander and Darius down to Cleitus the Black, Mithrobarzanes and Pharnabzus. Naval squadrons are the equivalent of 20 triremes or biremes, and all units—land and sea—are in step-reduction form.

Other rules in *The Macedonians* cover Siege, Forced March, Army Organization, City Surrender (certain cities will surrender to Alexander without a fight), The Cilician Gates (a formidable obstacle that Alexander will need a bit of luck to seize), special supply rules that make use of the Persian

satrapial system and its various storage cities, Fleet Defection and Disbandment, Asian levies, usage of garrisons, political appointment of satraps, and even a Darius assassination rule! *The Romans* will leave more to the player's discretion. In the basic scenario (The Second Macedonian War) there is *much* diplomacy, as the players try to rally the various Greek city-states (Aechean League, Aetolians, Acarnanians, Spartans, etc.) to their respective sides. The players must raise and maintain their own fleets and armies, and they must decide whether to campaign actively or, perhaps taking a desperate gamble when funds are low, not at all! The Roman player will have to deal with the vicissitudes of an ever-changing command each campaign year, as new consuls and legates are appointed. Furthermore, while his basic strength is superficially superior to his opponents, he will have to deal with immense Supply problems; transporting grain, cloth, etc., from Numidia, Spain, Gaul, and even Rome can be quite a problem if the Macedonian navy gets loose in the Med!

On top of all this is *The Conquerors'* Tactical Battle System. Whenever a major land battle occurs, players will be able to take their combat units off the campaign game-map and use them on a specially-designed Tactical Battle Display which accounts for both the Macedonian Phalanx as well as the Roman Manipular Legion. Using a tactical system of restricted, square-movement with various attack angles, ranged missile fire, leadership effects (there is even a Leader Loss Table with results in kills, wounds or stuns), cavalry charges, melee and flight, the Tactical Battle Display enables the players to fight a key engagement in under 45 minutes (easily), thus keeping the flow of the campaign moving. And *The Conquerors* is the first ancients game to simulate activity at all levels of command.

The Conquerors will sell for \$15. Available 28 February, 1977.