LEGIONS

Macintosh® Version

LEGIONS

Conquest and Diplomacy
in the Ancient World

Macintosh User's Manual

ℒEGIONS

Legals

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Contents

Introduction

The game of **Legions** is about conquest and diplomacy in the ancient world.

Legions simulates the dynamic military, economic, and political relationships of ancient empires. You can choose to play a historical scenario such as Caesar's conquest of Gaul, or, you can create a game scenario of your own in Random Play and compete against the greatest rulers of the ancient world.

You are the King and absolute ruler of one of these empires. Your overall objective is to manage and build your empire, while conducting relations with other empires. Many of the historical scenarios also have specific goals and objectives. In Random Play however, you can set your own goals and objectives. Regardless of your method of play, you will interact and compete with the rulers of other empires who have similar ambitions. These rulers are played by the computer or other human players.

How this guide is organized

The Getting Started section will introduce you to the game features and basic functions such as moving around the game field, getting information, and moving military units.

The Game Play & Strategy section will discuss the basics of ruling your empire, typical play options during your game turn, and larger game strategy concepts.

The Menu/Command Reference section details the functions of menu commands and game options.

The Historical Reference Section provides detailed military unit descriptions, a description of historical game scenarios you can play, and other historical notes.
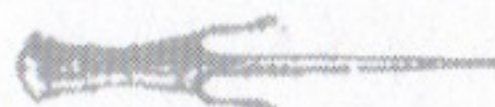
Getting Started

For information on system requirements and installation of **Legions**,
see your Quick Start Card
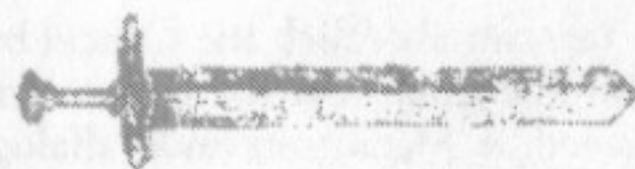
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Starting a New Game

Legions

Double-click on the **Legions** Game Icon. The title screens appear, followed by the New Game dialog box.

Game Scenario Dialog Box

A selection of game scenarios dialog boxes appear.
You have the following game options:

1) **New Random Map** which will generate a game scenario for you to play.

2) **Join Network Game** – join a **Legions** game which is already being played over a network.

3) **Select Historical game scenarios.**

To follow along with this Users Guide example, Click on the scenario box and select your scenario from the pop-up menu.
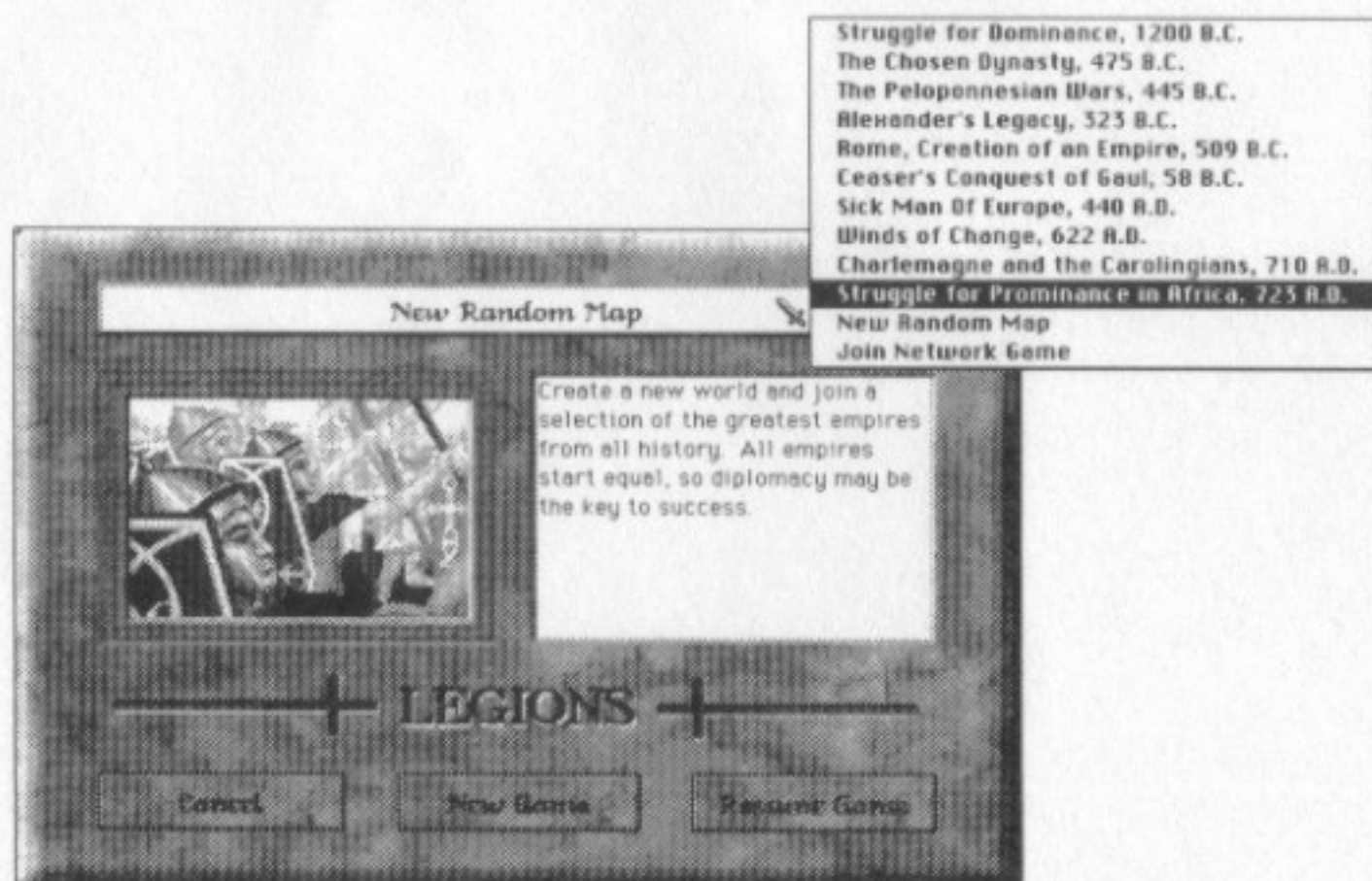
The name of the scenario appears in the Scenario Box.

Click the New Game button to continue.

> Note: You can also click the Cancel button to cancel your game, or the "Resume game" button to open and play a previous game that has been saved. A Macintosh finder dialog box will appear—select the game and click "Open"cancel button to

Optional Settings for Random Play

If you decide to leave the default "New Random Game" in the Game
Scenario dialog box instead of a historical scenario, the Number of Empires
dialog box appears asking how many empires you wish to play against.
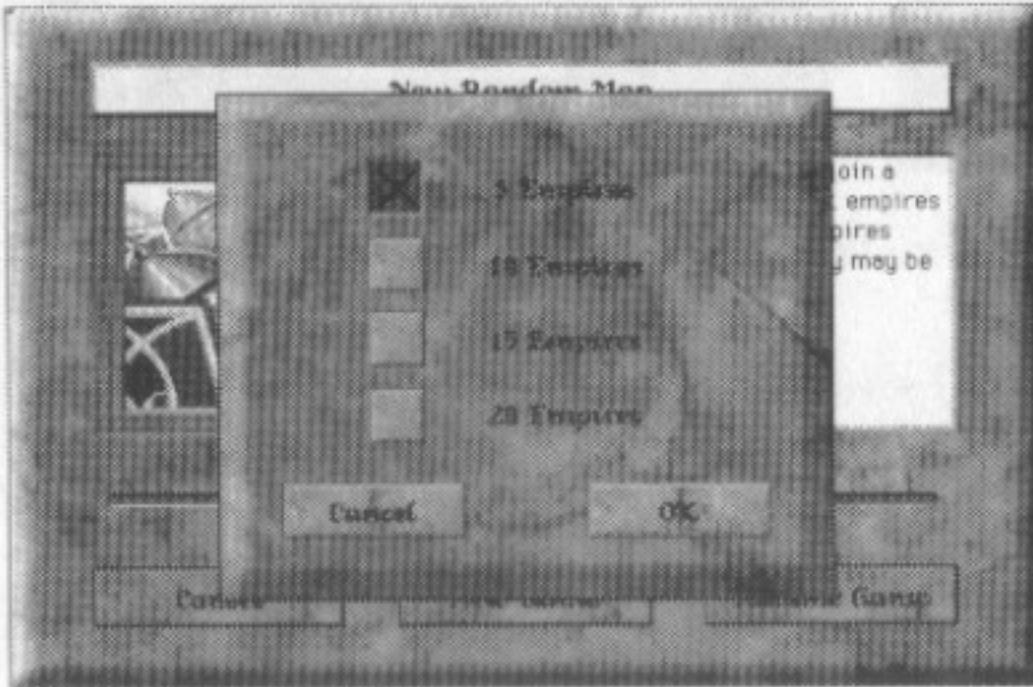
You may select 5, 10, 15, or 20 empires. Click on the appropriate check box
to make your selection.

Click OK to continue. The preferences dialog appears.

Preferences Dialog Box
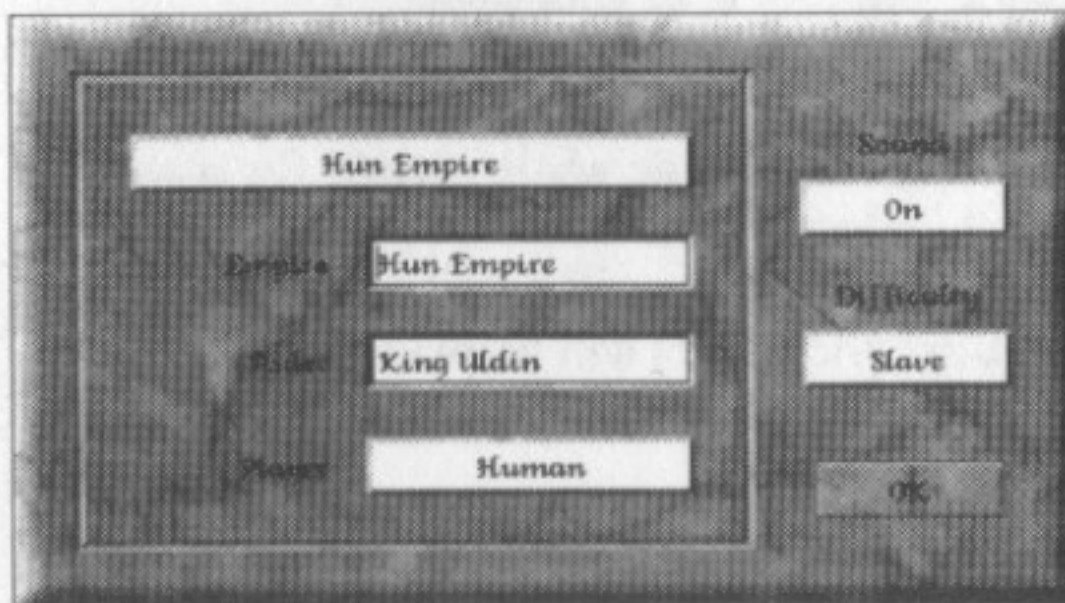
The preferences dialog box lets you choose the empires that you and
your opponents will be ruling, set the difficulty level for play, and control
sound effects.

Setting up empires and ruler

The box displays the name of the empire, the ruler's name, and whether the
player is human (you) or a computer. By default, the game will assign one
human player (you) and the rest of your opponents as computer players.
Remember the name of the ruler and empire you are playing – you are
prompted by empire/ruler name when it is your turn.
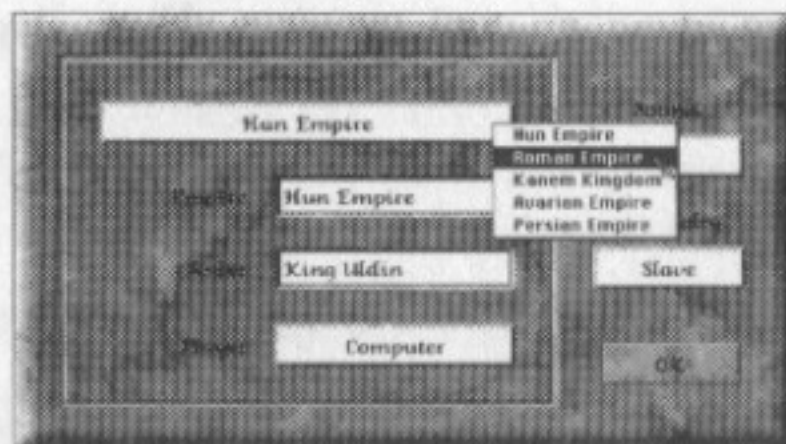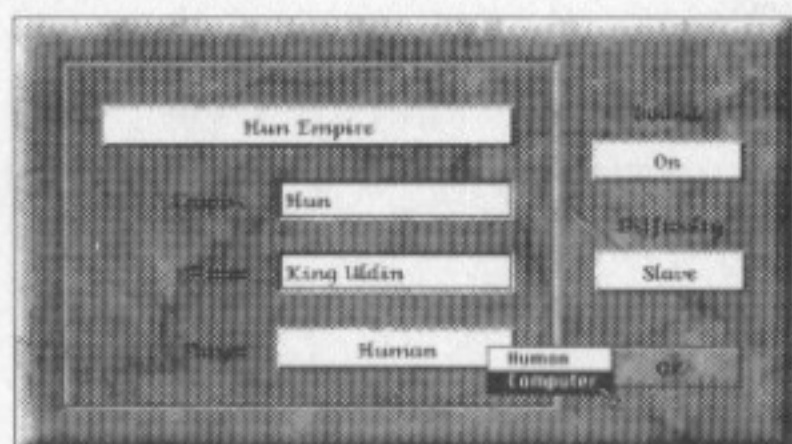
If you wish to rule a different empire than the one selected for you by the game, you must:

1) Click on the "Player" box and select "Computer" from the pop-up menu. This sets the empire currently displayed to be played by the computer.

2) Click on the empire name box and choose a different empire from the pop-up menu.

3) Select "Human" from the "Player" pop-up menu. The empire currently displayed will be played by you, a human player,

If you want to engage in group play with one or more human opponents, you can simple choose another empire from the pop-up menu, and designate the player as human.

When setting up players and empires, you can also change the name of the ruler by selecting the ruler's name and typing in your own.

Setting the sound features

If you do not wish to hear the background music while playing the game, click on the sound box and select "Effects Only" from the pop-up menu. Your other options are "Music only" (no effects will be played), "Off" (no sounds will be played), "On" (Music and effects will be played).
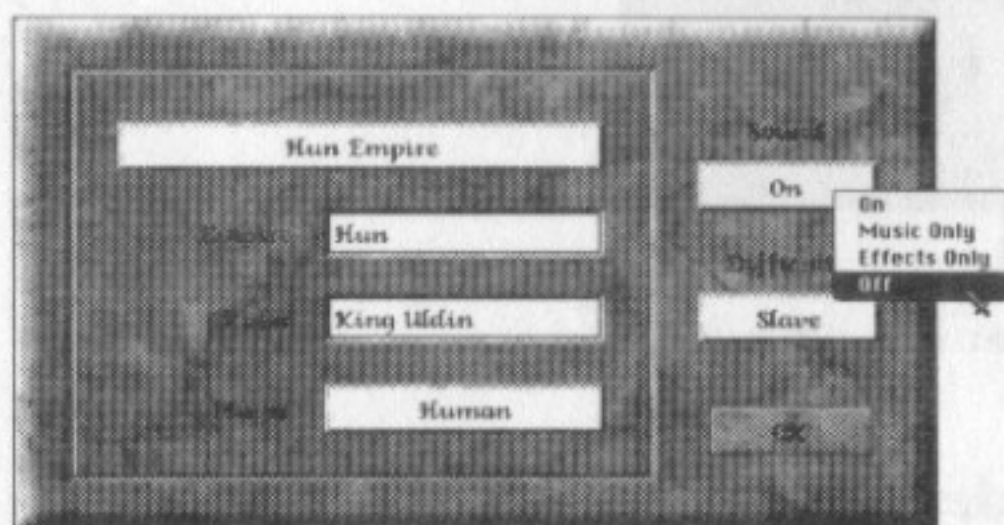
Setting the difficulty level

To change the difficulty level, click on the difficulty box and select Slave, General, or Imperator from the pop-up menu. Slave is the easiest, Imperator is the most difficult. Some historical game scenarios have fixed difficulty levels.

For this example, leave the players set to one human player (you) and difficulty set to Slave.

Click OK to continue. A game turn dialog box appears.

Game Turn Dialog Box
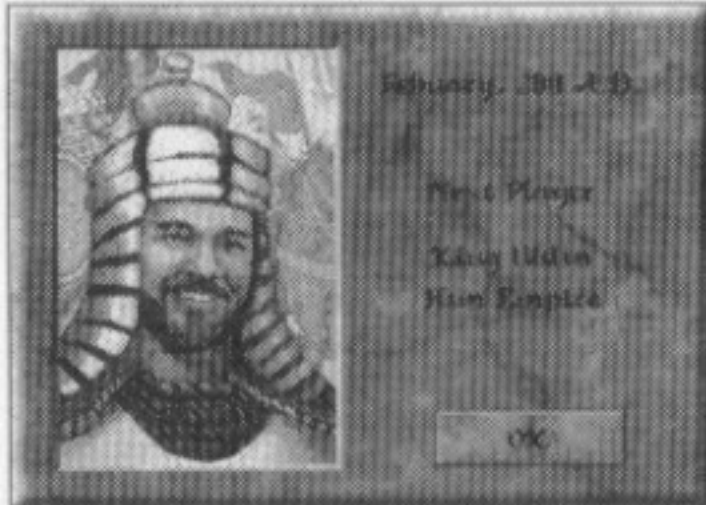
When playing **Legions**, each player, including your computer opponents, takes a turn at play. The game turn dialog box appears before each human player's turn, prompting them for their turn at play. Click OK to continue.

Note: The name of the empire and ruler that appears on your screen may differ from the example in this guide.

Main Game Window/Economic Report
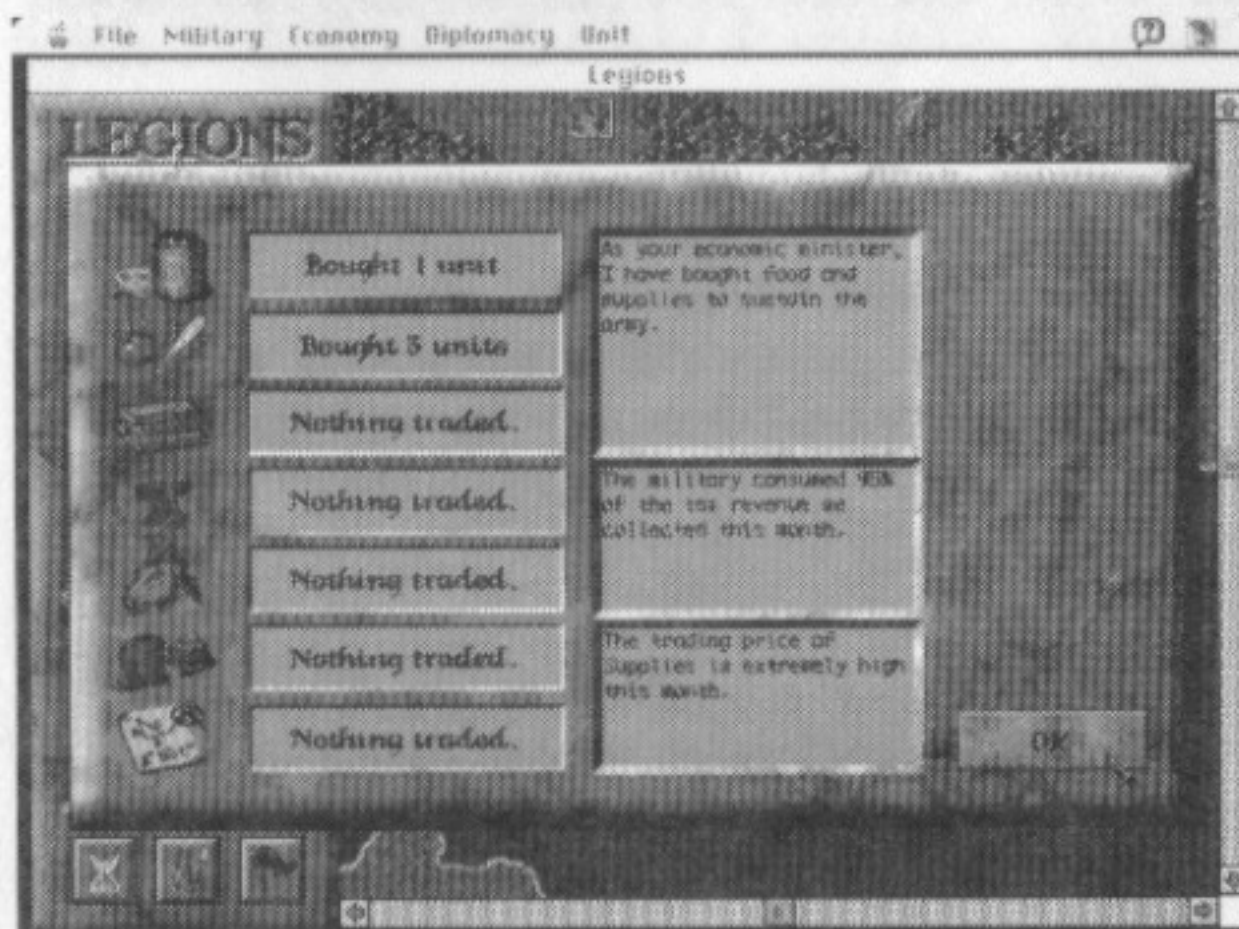
The main game window appears, followed immediately by an economic report that summarizes the level of materials your empire has, transactions made by your economic minister, military spending and its effect on the economy. Trading activity and its effect on the game will be discussed later. Click OK to go to the main game window.

Parts of the Main Game Window
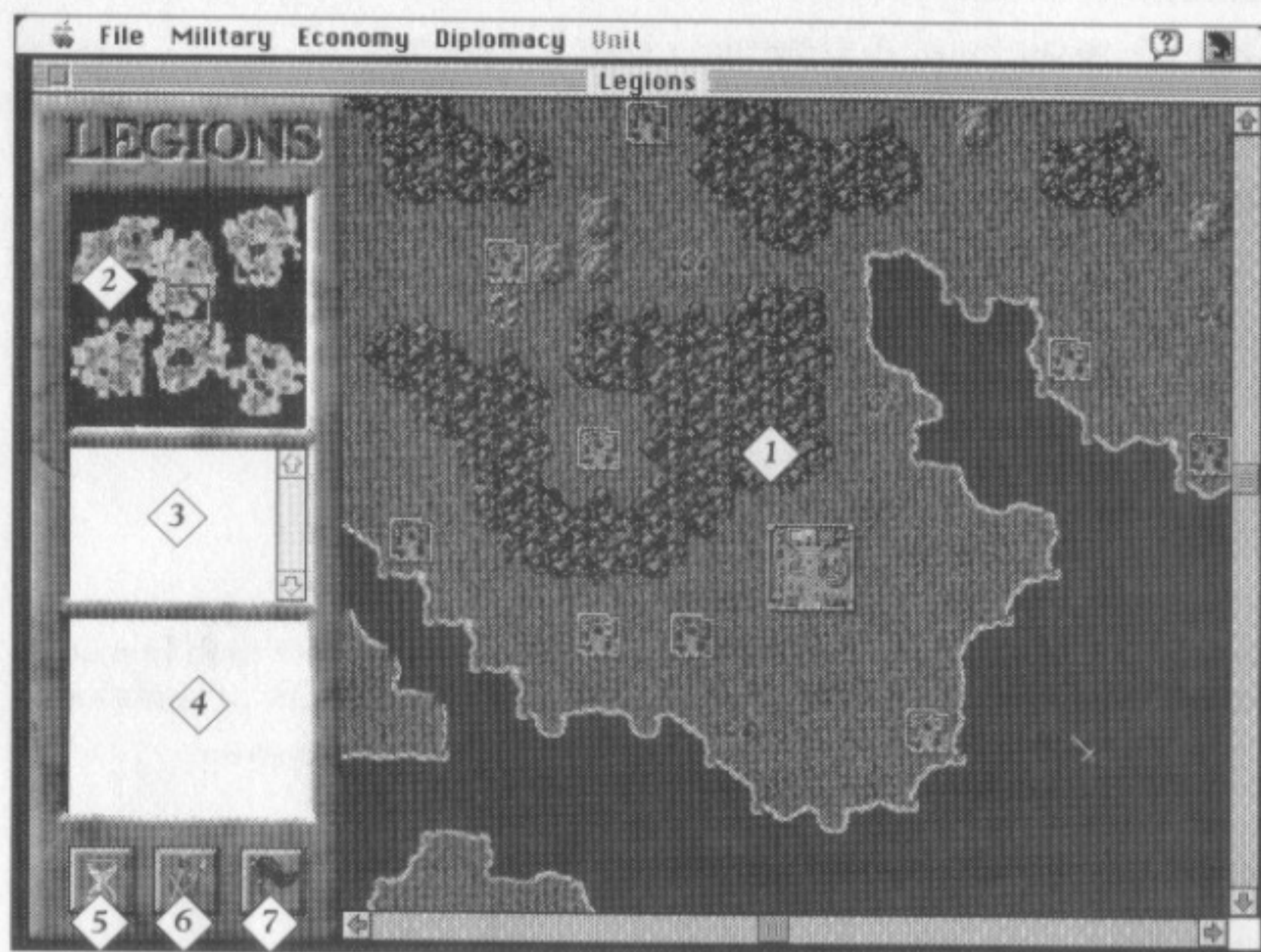
1 The Game Field

The game field displays empires, towns, villages, military units, terrain, and other game features. When the main game window first appears, your empire is displayed in the center of the game field showing your empire's capital city and surrounding towns. You can click on items to select them for action, or double-click items for further information.

2 Locator Map

The locator map shows the entire game area including other empires in miniature. The small red box outlines that portion of the game area that is currently being displayed in the game field.

3 Unit Selection Box

When a military unit is currently selected (by clicking on it once), this box displays the type of unit currently selected (i.e., Cavalry, Skirmisher, etc.). When several units occupy the same space on the game field, a list appears of all units in that space. You can select individual units for movements or other actions by clicking on the appropriate unit name in the list.

4 Status/Movement Points Box

When a military unit is selected (by clicking on it once), the current strength and maximum number of movement points available are displayed.

5 End Turn Button

Click this button to end your turn. **Legions** will then calculate your opponents' moves, and prompt you when it is your turn again.

6 Show Military Units Button

When you click this button, your military units and King will be displayed on the game field. The type of unit is indicated by the icon. Your opponents' military units may also be displayed if nearby, and will show a question mark if the type and strength of unit are unknown. Click the button again to turn the Display Military Units option off.

7 Show Flag Button

When you click this button, all cities, towns, and military units on the game field will display the flag of their empire. Each empire has a unique color code. If both the "Show Flag Markers" and "Show All Units" options are chosen, military units will be displayed behind the flags. Click the button again to turn the Show Flag options off.

Taking Turns

In **Legions**, you and your opponents (whether human or computer) take a turn at play. During your turn, you can plan your economic and military strategy, move your military units, send messages, etc. Each turn is equivalent to one month. When you have completed your turn, click the End Turn button.

The game will then calculate the moves for your computer opponents. The game will automatically prompt you when it is your turn by displaying the Game Turn dialog box showing the name of the empire and ruler.

> Note: If there is another human player, the game will prompt that player with a Game Turn dialog box.

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Icons On the Game Field

Cities & Towns

Cities and towns of various sizes appear on the game field, and display their flags when you have the Show Flags option turned on. The above screen shows two empire cities and their towns, each showing distinctive color flags. The current player's flag always appears as yellow.
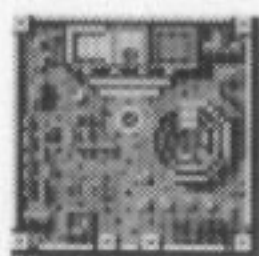
 City
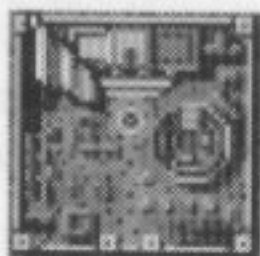
 City with flag

 Towns (Fortified)

 Towns (Fortified) with flag

 Towns (Smaller)

 Towns (Smaller)

Battle Markers

 Enemy casualties (Green)

 Friendly casualties (Red)

 No casualties (Silver)

Military Units

The icons below represent common military units appearing in the game. The current player's icons are displayed in black, your opponents are displayed in red. These icons and others are used in game scenarios; however, the names of the units and their capabilities vary. A detailed list of military units, their capabilities, and history is documented in the strategy section.

Some Common Military Unit Icons

King

General

Archers

Heavy Cavalry, Lancers

Light Cavalry

Spearmen

Skirmishers, Warbands, Warriors

Light Transport

Heavy Transport

Unit of unknown type/strength

Military unit with flag displayed

Terrain Features

Military units move best across open terrain – forests, hillocks, and stone require some diversion in movement. Mountains cannot be crossed, and transports are necessary to move units across water.
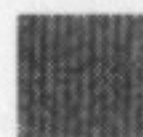
Open Terrain

Forests

Water & Shoreline

Hillocks
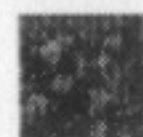
Stone Outcrops

Mountains

Moving Around the Game Field

To see areas adjoining your empire, there are two ways to move around the game field.

Using the Mouse:

1) Move the pointer anywhere on the game field not occupied by a military unit.

2) Click and hold the mouse button down, then drag the mouse to move the game field around inside your window.

Using the Locator Map:
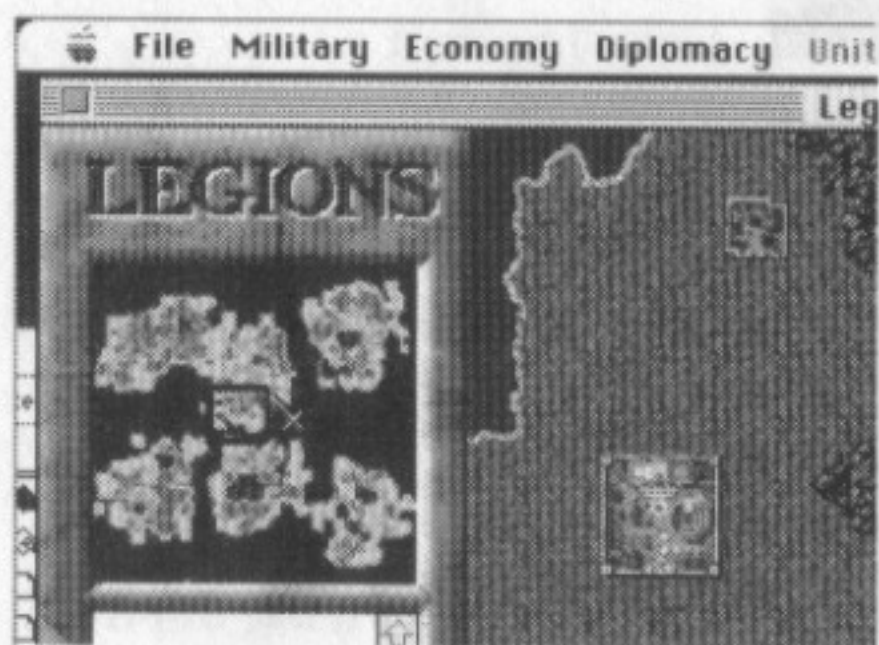
1) Move the pointer to the locator map.

2) Click and drag the small red box around the game map to have that portion displayed on the game field.

Using the Menu Bar
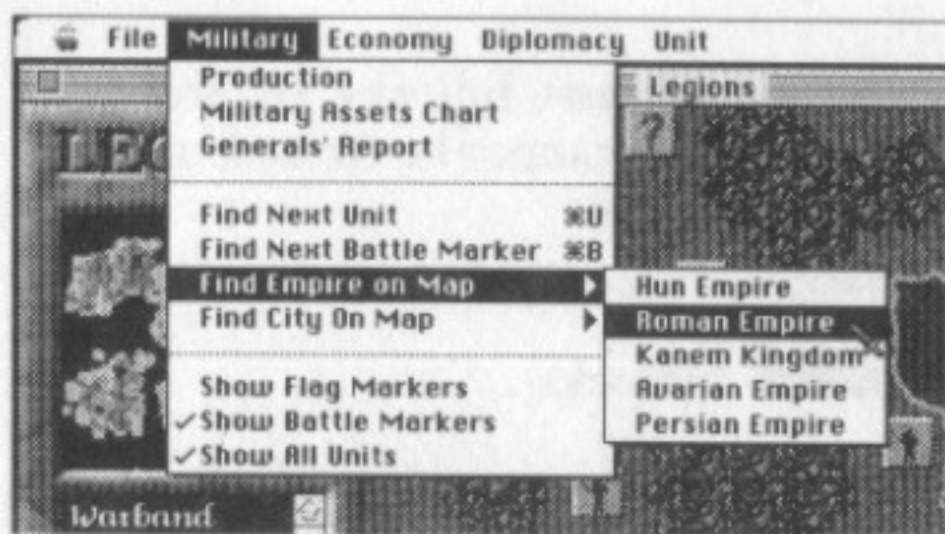
Use the "Find Empire" or "Find City" command from the menu bar to locate a particular empire or city. The empire or city is positioned in the center of the game field.

Getting Information

Objects on the Game Field

To obtain information about a town or city on the game field, double-click on the icon representing that town or city. An information box appears giving name, empire affiliation, and economic data. Click OK to return to the game field.

To obtain information about military units on the game field, click once on the unit's icon (units of your empire are black, your opponents' are red). The icon flashes, and information about the unit is displayed in the unit selection and status box in the main window.
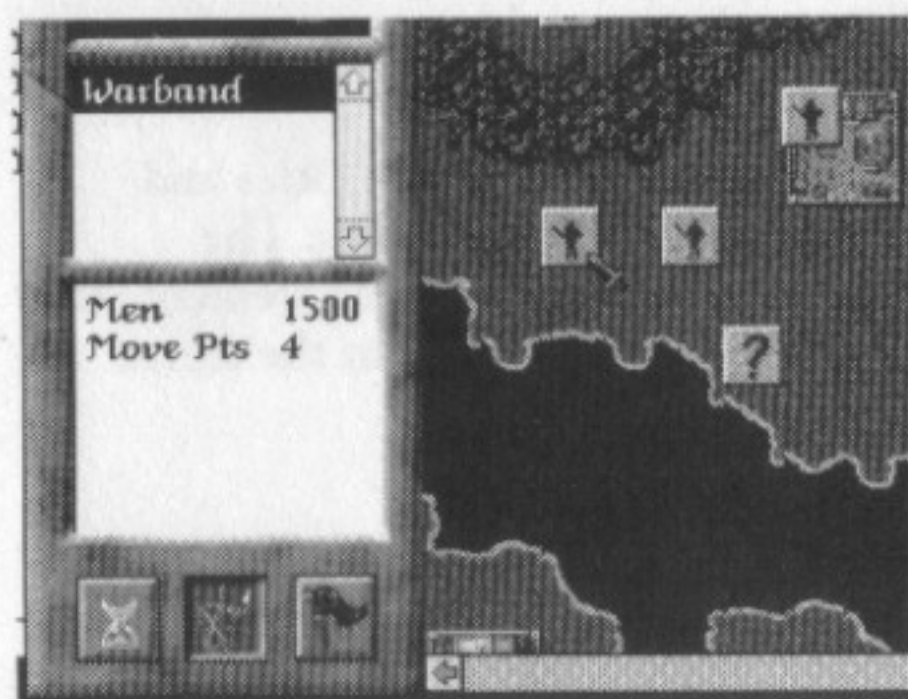
The unit selection box displays the type of unit (skirmisher, cavalry, etc.). The status box displays the strength of the unit and number of movement points it has. If more than one military unit is occupying the same icon space, the units appear as a list with the first unit highlighted and information about that unit only in the status box. You can also double-click the military unit in the unit list, and an information box appears.
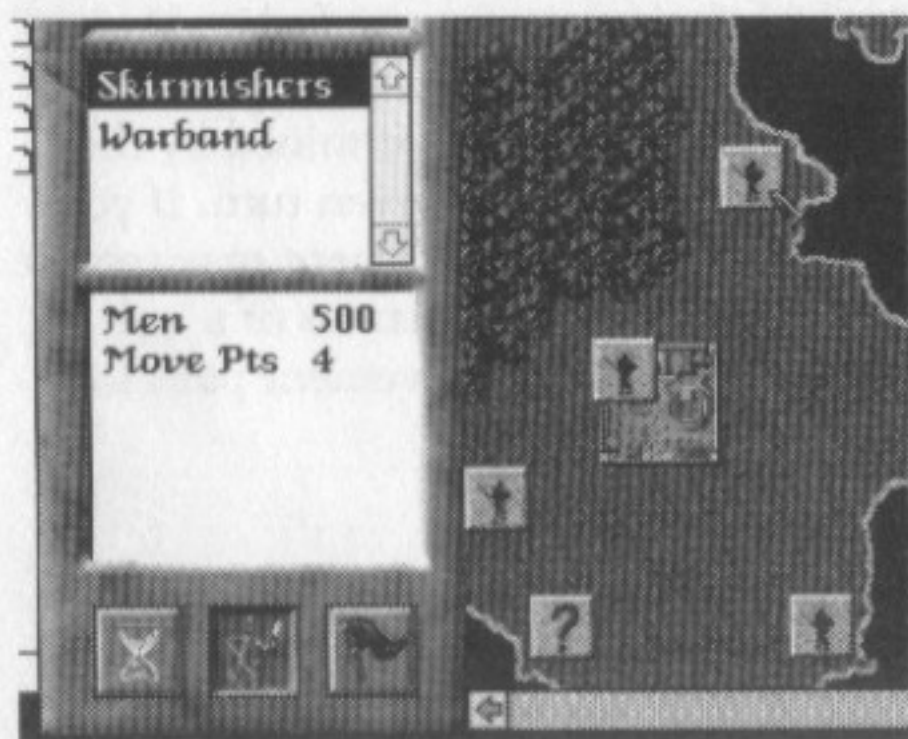
To obtain information about other units in the list, click on that unit and related information appears below in the status box.

Information About Your Empire and Others

You can call up a variety of charts and graphs from the Military, Economic, and Diplomatic menus which provide you with information necessary to rule your empire. After reviewing a report, click the OK button on these reports to return to the game field.

You can obtain information about your opponents from the Diplomatic Menu–Empire Statistic's Chart.

Moving Military Units

Military units may be moved around the game field to secure cities and towns, or to attack troops of empires with whom you are at war. The following example discusses unit movements using a mouse. Movements may also be ordered by using menu commands and are discussed in the menu command reference.

Moving Military Units with the Mouse

To move a unit, click the unit's icon, holding the mouse button down, then drag the unit to its desired destination. A movement path is displayed by a series of arrows and an "X" marking the final destination. (The movement path generated by the game goes around obstacles such as mountains or uneven terrain.)

You will not see the effects of this move until your next turn of play. During your next turn, you see the unit's icon at a different position along the movement path. The distance moved along this path is determined by the total number of *movement points* possible for the unit in a given turn. If you are moving military units a considerable distance, the movement may require several turns to be accomplished. If you need to know the status of a unit and its intended destination, click on the unit and the movement path for that unit is displayed.

About movement points

Movement points indicate the distance the unit can move in a given turn, measured in squares equal to the size of the military unit's icon. Each unit has a different number of movement points that can be used during a turn based on their mobility and other factors. A cavalry unit for example may be

able to move 7 points in a game turn, while foot soldiers may be only capable of 2 or 3 movement points.

> Note 1: If you want to combine forces for an attack, such as cavalry and foot soldiers, the movements need to be coordinated.

> Note 2: If you want to move several units that are at one location (i.e. under the same icon), hold the Shift key while you click and drag the unit icon to the desired destination. Or, Shift and multi-select units from the unit list.

Changing/Canceling Moves

You can change the move for a selected unit simply by repeating the movement process described above. You can also cancel moves by selecting the unit and choosing "Clear All Moves" from the Unit Menu.

Moving Units Into Battle or Capturing Towns

If you are at war with an empire, and wish to attack those forces, move your unit's icon to the space occupied by the opponent's forces.
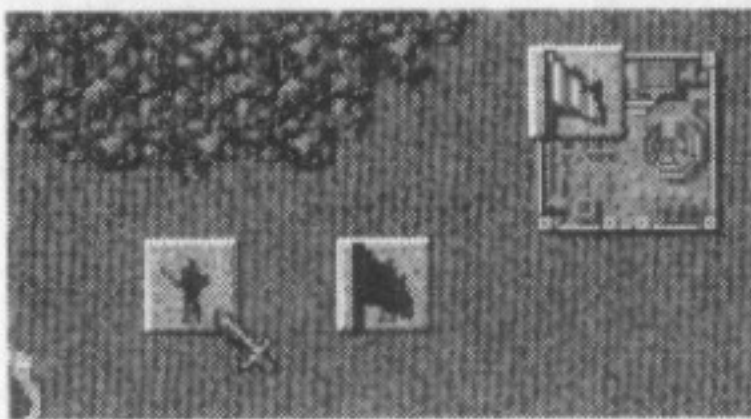
1) Click on the military unit.
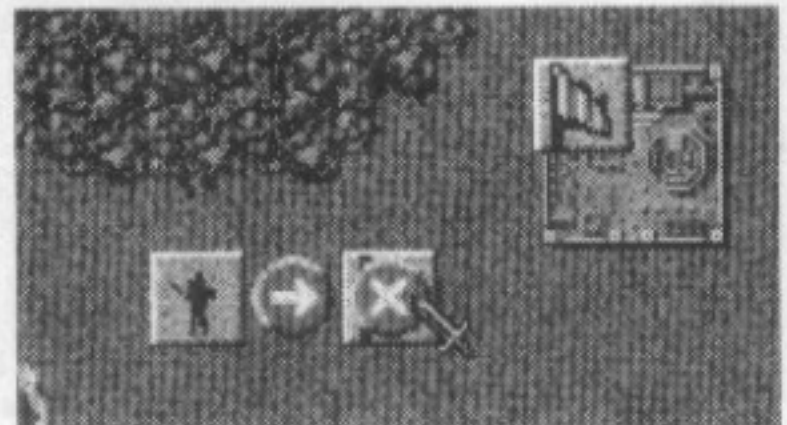
2) Drag the icon to the opponent's icon.

You will not see the effects of this move until your next turn of play. If you are not at war with the empire you are attacking, a message box appears reminding you of this fact. Click OK to return to the game field. (You may wish to cancel the move as the repercussions may be severe, and send a message declaring war to the ruler of the other empire.)

During your next turn at play, you will see the game field with…
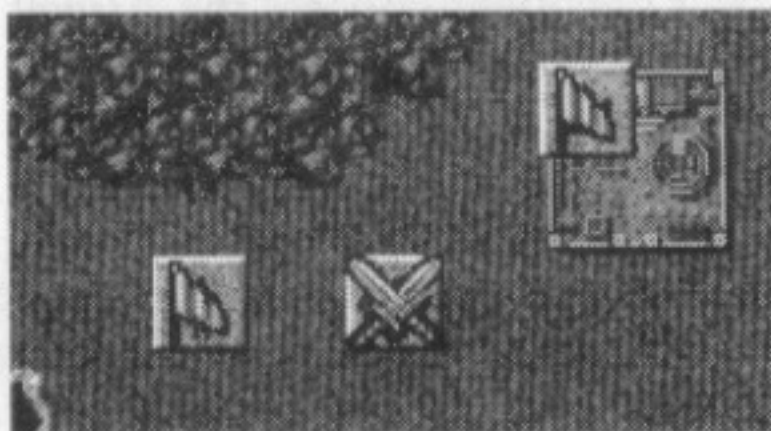
1) **A Battle Icon** (crossed swords) indicating a battle has taken place. Click on the Battle Icon and a summary of the battle, casualties etc. appears. Click OK to return to the game field.

2) **No Battle Icons** – Your opponent's forces may have retreated or moved in a different direction during the turn, in which case there would not have been a battle.

3) **A Battle Icon (crossed swords) followed immediately by a report from one of your generals.**

   If your generals, or military units attached to your generals, are present at the battle, they will report a summary of the battle, casualties, etc. Click OK to return to the game field.

4) **A Battle Icon (crossed swords) followed immediately by a battle strategy dialog box.**
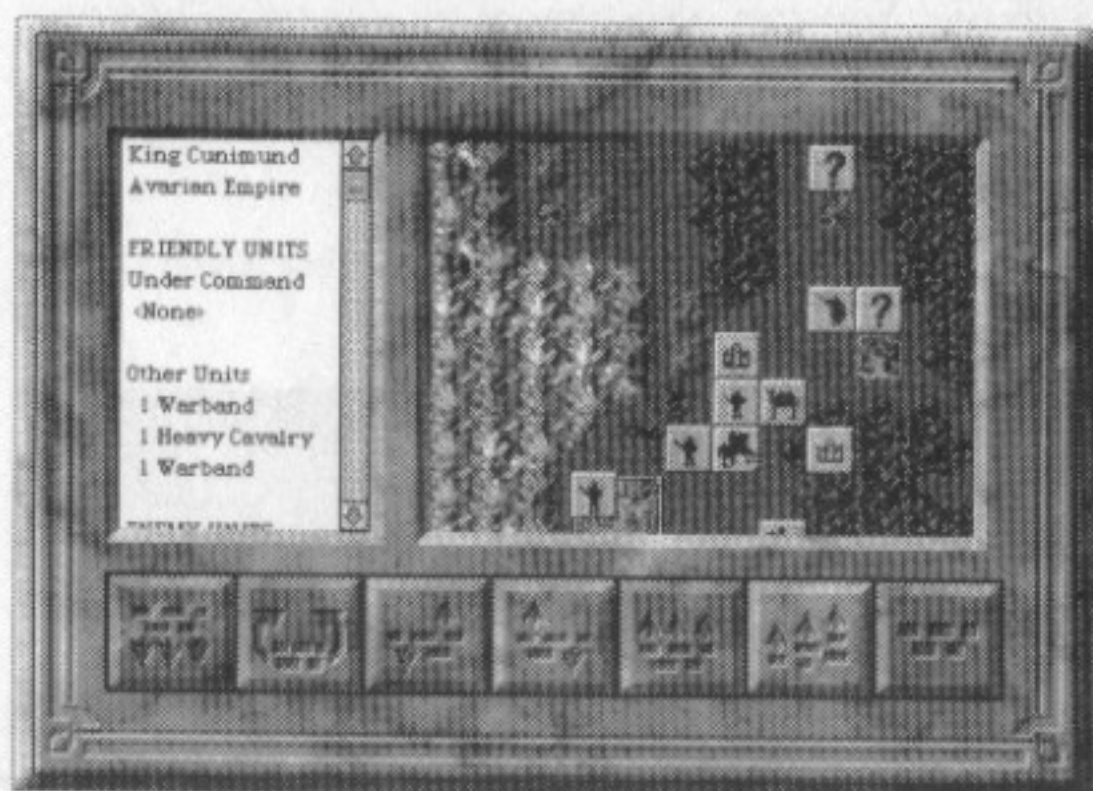
If you, as the king, or military units attached to your command, are present at the battle, you need to plan the battle strategy from this dialog box. The strategy button options from left to right are ...

 Withdraw

A strategic withdrawal of your main army with light troops screening the retreat. You will be vulnerable if your opponent chooses the *Assault* strategy.

 Outflank

Attempt to encircle your opponent by massing your mounted cavalry or light forces on the left and right flanks. You will be vulnerable if your opponent chooses *Echelon* strategy.

Refuse Left

Offers greater flexibility and disposition of the troops available. You will be vulnerable to the *Assault* strategy.

Refuse Right

Offers greater flexibility and disposition of the troops available. Vulnerable to *Assault*.
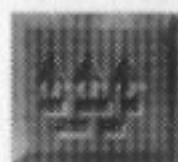
Assault

A favorite of ancient commanders, who often maintained little or no control over their troops, this tactic offers an immediate and effective thrust into the enemy line with the best troops and any shock troops with the army. Vulnerable to *Defend*.

Echelon

A staggered and timed assault to allow for a displacement of enemy forces. Tactic used by strong infantry armies. Vulnerable to either of the *Refuse Right* or *Left tactics*.

Defend

A strong position such as a forest or hills maximizes this formation with solid foot troops. Vulnerable to *Outflank*.

Click on a strategy button–the battle will continue and the results appears. Click OK to return to the game field.

Important Note:

If you have a message from the ruler of another empire, that message appears before any battle results. You may respond by clicking on the response button, or click the OK button to continue.

> Note: You may also press the Option key and click on a battle marker to remove the battle marker without bringing up a battle report.

Further Reading

Military strategies are discussed in more detail in the Strategy and Historical Reference section.

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Information on Network Play (Optional)

Legions supports game play over an AppleTalk™ network with two or more players who have a Macintosh computer with the **Legions** game installed.

Each computer must have Apple's System 7.1 file sharing and networking software installed. File sharing and program linking must be turned on from the control panels. Refer to your Macintosh user's guide for information about networking and file sharing.

Starting network play: Being a "Host"

In network play, one human player with a computer running **Legions** must act as the "host" and starts a new **Legions** game in the usual way. Other players who wish to join the game must launch **Legions** on their own computer, find this game being played, and request access as a "Client."

Joining a game as a "Client"

To find and join a game in progress, the "Client" must:

1) Launch the **Legions** game on his or her own personal computer.

2) When the player set-up dialog box appears, select "Join Network Game" from the scenario pull-down list, and click the "New Game" button at the bottom of the screen.

3) Select the host Macintosh from the "Macintoshes List".

4) Select "**Legions**" from the "Programs" list, and click the OK button.
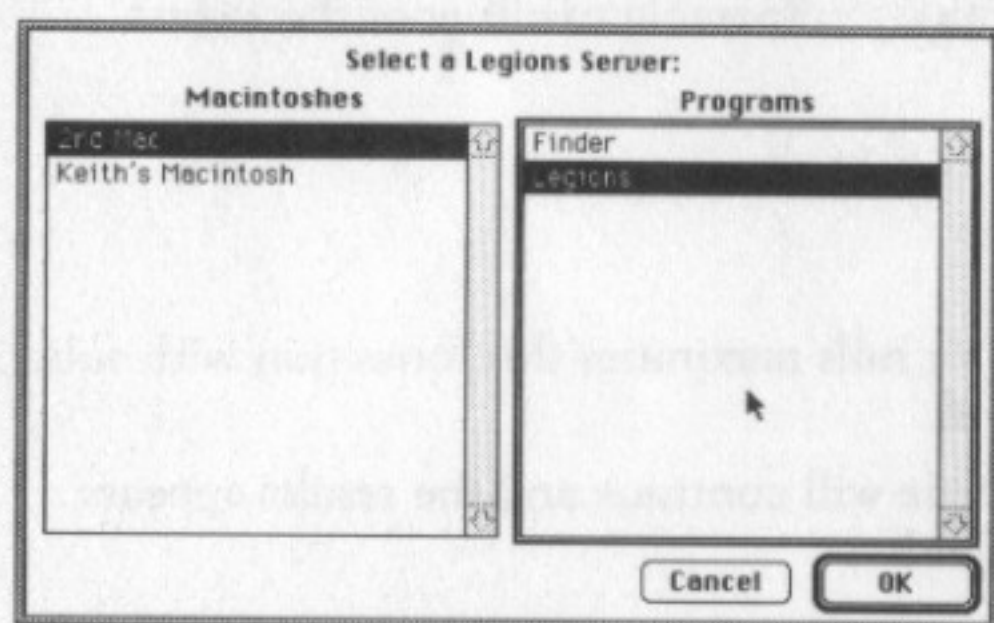
5) Choose an empire and click the "Select" button.

Each human player (client) will be prompted when it is his or her turn to play. The rest of the empires in the game will be played by the host computer.

Click OK to continue.

Game Play and Basic Strategy
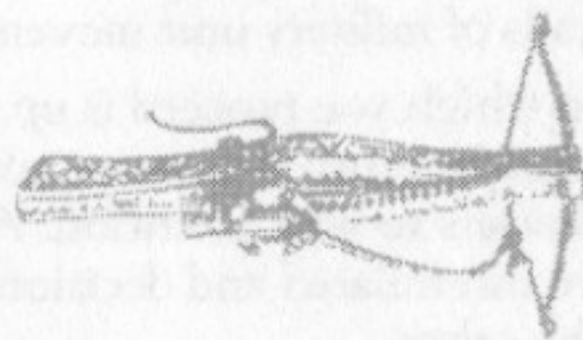
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Introduction

To thoroughly enjoy playing **Legions**, you have to learn the main functions of ruling your empire. You will need to...

1)   manage the **economy,**

2)   conduct **diplomacy,** and

3)   command your **military** units.

Basic game strategy is discussed in the following pages, and is organized according to these functions.

Taking Your Game Turn

During each turn in the game, you, as the King and ruler, should address each of these main functions of ruling your empire. The menu commands are organized according to these functions (Military, Economy, and Diplomacy). Other functions such as reviewing the game map and moving military units can be performed with the mouse, or with keyboard equivalents if you desire.

Details and procedures for implementing each function in this game strategy are documented in the Command Menu Reference section, and in the Getting Started. After several practice games, you may want to read the Historical Reference Sections and game scenario appearing later in this guide.

Menu Summary:

File Menu
Set game preferences, save results, end your turn at play, quit game.

Military Menu
Produce new military units, review unit strength, obtain tactical information.

Economy Menu
Manage the economy, trade material, set taxes, observe economic trends.

Diplomacy Menu
Send and receive messages, suggest alliances, declare war, survey relations.

Unit Menu
Control details of military unit movements, assign units to generals, etc.

The order in which you proceed is up to you, and you may wish not to take any action during a turn. However, your opponents and other game events may bring matters to your attention. As in all leadership roles, these functions are interrelated and decisions made (or not made!) in one area will affect the other.

The Economy/Opening Play

At the beginning of each turn, the economic report is displayed. You must maintain a healthy economy and sufficient stockpiles of material to keep your empire's inhabitants loyal, and to fund military expansion and conquest if desired. Your economic minister handles most of the day to day transactions of the empire and reports at the beginning of each turn on 1) major trades made on your behalf, 2) the level of military spending expressed as a percentage of tax revenue collected, and 3) major shifts in market prices for certain materials.

Some possible actions

If the military is consuming a high percentage of tax revenues (80-150%), you may wish to increase taxes slightly (see Economy...Tax Level menu), or you could cancel training and/or disband some of your military units (see Military...Production menu). If the price of a particular material is favorable, you may wish to stockpile some units of that material for future trading purposes, or have it on hand for a conquest you may be planning (see Economy...Market Trading menu). You may decide not to take any immediate action on the report, but keep the information and trends in mind for future reference.

Workings of the Economy and the Treasury

The capital city of your empire is a center for trade. The towns and villages in your empire (which fly your flag) produce goods and materials for the market, and will trade exclusively with your capital when tax rates are favorable. The market also trades goods produced by other empires with whom you are not at war.

The market is subject to the laws of supply and demand. Prices will rise dramatically in times of war as empires tend to purchase increasing amounts of material to fund and supply their campaigns. In times of peace, prices will fall as military demand decreases and disbanded troops can return to work in the economy. More subtle changes in prices can be observed when, for example, one empire is stockpiling a particular material, such as wood for an expanded fleet of transports or horses for new cavalry units.

Your empire has a treasury that is increased by tax revenue, sale of material stockpiles, incoming diplomatic gifts, and profits from trading in the market (discussed later). The treasury is reduced by military expenditure, purchases of material for your stockpile, and by outgoing diplomatic gifts. You cannot have a negative balance in your treasury.

Blockades and sieges of capital cities can occur when enemy forces are within the empire's sphere of influence. A blockaded capital begins to lose its trade as resources from its towns and villages dwindle due to wandering bands of soldiers and looters. Military production will also halt temporarily.

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Trading in the Marketplace

Your empire uses its treasury to purchase materials at prevailing market prices. Your empire also maintains a stockpile of materials that it can use as a strategic reserve, or to hold for trading purposes when market conditions are favorable. If you buy a material during one turn when the price is low, and resell it during a later turn when prices are high, the net profit increases your treasury balance.

During each turn, there are limits to the amount of materials you can buy or sell. Sudden purchases of large quantities of materials can escalate prices, and may alert opponents to your plans. If you are planning to develop cavalry units or transports in the future, you may wish to gradually build up your supply of horses and wood, purchasing a few units each turn regardless of market price.

Economic War

The market requires constant vigilance, but it can be a strong ally. You can manipulate prices of certain resources through strategic trading and adversely affect your opponent. (For example, if your enemy relies on the sale of horses to pay for his army, you could bring the price of horses to an all time low by dumping your supplies on the market. This could be the end of your opponent's army, and the beginning of the end of his empire.

Taxes

Be careful of the tax level, as your inhabitants may revolt if the tax level is too high and/or the economy is poor. Distant villages in your empire might revolt and join a neighboring empire.

Taxes have several effects on your empire. Taxes pay for defense and military campaigns. The amount that you tax your empire effects the subsequent prosperity of your people. As more of the people's assets are taken to fund your government, the less is available for themselves and the local economy. The outcome can be the slow exodus of your people from the capital and outlying villages to other lands as the economic center crumbles.

Tax your people wisely and only in small increments so that they accept your will. Running your government with 0% taxes and relying on trade and the markets to pay for your exploits is possible. However, this must be watched carefully as you can find yourself selling your vital assets to maintain your troops in the field.

Diplomacy

Following the Economic report, incoming messages from other empires may appear on your screen. You may respond to the messages immediately by choosing a response and clicking "send", or you can respond later after you have obtained more information and planned your strategy (see Diplomatic menu).

Some possible actions

At the start of a new game you should review the diplomatic relations chart to see with whom you are at war or have diplomatic ties. You should examine these relationships with other empires, considering their relative position on the Map. If you have a larger, more powerful empire next to yours, you may want to pursue neutral relations or establish an economic alliance (see Diplomacy…Outgoing Messages menu). If you have a hostile neighbor, you may want to examine his strength and troop deployment, and possibly start building up your military units for defense (see Military… Production menu). If you have plans for conquest, you may want to build up diplomatic and economic alliances with certain empires in your overall plan.

When establishing diplomatic relations, you might want to send the ruler a gift to gain favor (see Diplomacy…Gifts menu). Sending gifts to empires with whom you already have relations is also a useful strategy to firm up alliances.

You cannot attack an adjoining empire's troops or occupy its towns or villages without first declaring war.

Sending Diplomatic Messages

Diplomatic messages are your means of communicating intentions to other empires. The message subject options are;

1) **Suggest Alliance:** This message invites another empire to form an ecomomic and military alliance to increase trade and challenge mutual enemies.

2) **Suggest Alliance, Threaten War:** This message gives an ultimatum to another empire to form an alliance, or suffer the consequences of war. This is often used when other empires are forming alliances amongst themselves, and you need to know who your enemies will be.

3) **Suggest Economic Alliance:** This message states that you wish to form an economic alliance only, to strengthen your economy perhaps, but want to keep your diplomatic ties and alliance options open.

4) **Suggest Neutrality:** This message simply states that you wish to remain neutral and not have any hostile engagements.

5) **Declare Diplomatic War:** Diplomatic ties between empires will be terminated. This will signal empires that first are uncertain of your

allegiances, and may sway empires that are at odds with your new diplomatic enemy to ally with you.

6) **Declare Economic War:** Choose this option if you wish to wage war by affecting the other empire's economy.

7) **Declare War:** This message states that all ties are to be broken and a state of war exists.

On Diplomacy and Diplomatic War

Diplomacy can be as fierce a weapon as conquest. Having full diplomatic or economic alliances improves the economy of both empires involved. If one empire in such an alliance considers conquest, that empire has to calculate not only the military aspects, but the serious economic repercussions that must follow.

Remember that neutrality is the best position to hold as one does not wish to be drawn into any wars or situations that may delay an opportunity that might arise. Although by not having alliances your economy suffers, the responsibility will be yours for any such acts.

What is done and what is meant do have a specific meaning in diplomacy and must be taken for what its worth. Always ensure that your empire's wishes and interests remain paramount in your judgement, but use alliances to gain your ends even if they are set under false pretenses.

Diplomatic and Economic War

You can undermine your enemies by using the will of their people against them. Force market prices to rise and witness your foe's popularity dwindle. Weaken him and then wage war! His people will greet you as the great liberator as your armies march past with great renown, but be careful that this strategy does not undermine your own dynasty.

About Gifts

When dealing with unstable allies that dislike your empire, it may be necessary to entice friendly relations with items of value. Gifts such as gold or jewelry always holds a special significance for friendship. For those empires that have invested much in despising your people, you may wish to court them into your circle of friends by erecting a marble or golden monument in their honor. Human vanity knows no bounds.

One popular method of ensuring stable alliances is the proposition of marriage. Although you, as a ruler, only have two chances to offer marriage to an empire with which you wish to ally with, it is not always certain that marriage will be accepted.

The gifts options available are

1) A Jewel Box, 2) A Chest of Gold, 3) A Chest of Jewels, 4) A Marble Monument, 5) A Golden Monument, 6) A Daughter & Royal Marriage

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Military Matters

Reviewing military deployment

During each game turn you should review the position or deployment of your military units that are displayed in black. Your capital city must be defended of course, and some of your units should be "deployed forward" in outlying towns of your empire — ready to respond to threats from other empires, or to quell internal revolt if conditions are poor. You should also review the deployment of other empires' military units which, are displayed in red, especially if you are at war with any empires (see Diplomacy...Diplomatic Relations menu).

Some possible actions

If adjoining empires have one or two units deployed to protect their towns or are on scouting maneuvers, that may not be cause for alarm. However, if they have large unit formations moving in the field near your borders, you may need to move some of your units in response (see Moving Military Units in the Getting Started section). You may also consider expanding the number of military units in your empire (see Military...Production menu). You should also periodically review the overall military and economic strength of empires with whom you are dealing (see Diplomacy...Empire Statistics menu).

If you wish to expand your military, you need to request more units. Keep in mind that certain types of military units such as Cavalry and Spearmen require several game turns before they are available to you, since they need to be trained and equipped. At the beginning of a new game, you may not be able to request certain types of military units because they require more resources than your empire currently has. You may need to acquire more horses for Cavalry units, or more wood to build Transports (see Economy...Trading menu).

Military Orders, Attaching Units to a General or the King

Military units hold their position unless directed by you to move or attack. If they are ordered into attack, or are suddenly attacked by the enemy, they fight as independent units according to their own leadership's strategy. However, you may wish to attach the units to a general or to you as King and Ruler. When doing so, their combat effectiveness increases, and several military units can be moved at once by issuing orders to the general. If units under a general are engaged in battle, the general decides the strategy and sends you a report of the results and casualties. If the units are attached to you, as King and Ruler, you can personally direct their battle strategy through the dialog box that appears.

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Once a unit is attached to a general or the King, you cannot directly move the unit yourself – the unit will only move if the general or King is moved. Thus, military units that you wish to remain in specific towns or scouting the borders should not be attached to a general.

Acquiring and using generals is important as your empire grows. As your empire grows and acquires major cities, military men that are loyal will offer their services as generals of the Empire (a message will be displayed informing you that General "xx" has arrived). Different generals have different characteristics and strengths as discussed in the Unit Description Section. Although they are under your control, they may one day challenge your authority. Generals can be disbanded along with other military units from the unit menu.

Military Policy and Considering War

There are different forms of warfare. Armed conflict always comes to mind as being the primary form of conflict, but other forms of war such as economic and diplomatic warfare can be equally effective.

Military expansion and armed conflict is costly, and its effect on your economy should not be underestimated. When your inhabitants are drafted into military service, they cannot produce goods and your economy is weakened. Movements of military units consume resources, and battles can consume large quantities of men and material. However, capturing other towns with high levels of production brings those materials into your own economy, and may be worthwhile from the standpoint of the empire.

Economic and diplomatic warfare as discussed earlier can be very powerful and can sometimes achieve your ends faster than with the sword.

Defending Your Empire

Whatever your policy or plans may be, you must first ensure that your empire is secure from a military standpoint.

Town/City Garrisons: As discussed previously, your capital city and towns should have a garrison for defense as well as internal security. Close order foot soldiers such as Spearmen are very effective for garrison duty. Other units that have a high "Defensive Value" as listed in the Unit Description section are also ideal for garrison duty, or for defending narrow passages approaching your empire.

Regional Armies: Having regional armies or battle groups established with different types of units is desirable, and particularly useful if you have a large empire. Combinations of lightly armed foot soldiers, with spearmen, archers, and possibly a cavalry unit, work well. These units should be under the leadership of a general, if available.

Scouting units: It is often desirable to have light cavalry, warriors, or other units with a high "Movement Value" deployed in outlying areas to obtain

information about other empires' forces. The game field shows only those opposing units that are known to exist, and their icon may show a question mark, meaning unknown strength and type. As your scouting units get closer, (or the enemy gets nearer!) more information appears about unit type and strength.

Forming an army of conquest: The Imperial Army

Once you have fortified your empire, you may want to begin amassing an *Imperial Army* to conquer new land or to fight a powerful aggressive empire. An imperial army is usually quite large relative to regional armies or battle groups. They may also have many specialized military units; light cavalry as well as heavy cavalry, chariots and ballistas, and a good assortment of foot soldiers fighting with sword, spear, and bow. Units of an imperial army are usually attached to the King, or to an exceptional general who is trustworthy and can handle a large number of units.

History has known many varieties and styles of imperial armies. Two examples of good troop combinations to form your main army are as follows.

The Greek based Army: The model for the ancient Greek army featured a good mix of foot troops that form the basis of the Army. Hoplites and Peltasts were used when facing infantry-based opponents, Phalanx and cavalry units were used when facing cavalry-based opponents. A typical army might contain 4 Hoplites for the center, 2 javelinmen for the flanks, and Skirmishers to absorb some casualties on impact.

The Eastern based Army: An early (pre-400 BC) army consisted of solid close order bowmen, light troops, and cavalry. A typical army might contain a center line of 6 to 8 massed bow units supported with 3 to 4 light troops, 2 heavy cavalry units, and 2-3 light cavalry units. This would form a very formidable army. Such a combination of troops could hold its own against a cavalry-based army, and had solid infantry to challenge an infantry-based force.

The right mixture for your army will also depend on the structure of your opponent's army. If his armies are mostly a mass of loosely ordered foot soldiers instead of trained phalanx, then more cavalry units in your army would be more advantageous. The unit descriptions included in the historical section of this guide describe the characteristics of each military unit and how they might be used. The descriptions also list their "game value" when used in a defensive vs. an offensive role in battle.

More general strategy tips

Military Unit Movements/Positions: Movements can often take several turns to be accomplished, and some military units, such as horse cavalry, can move farther than foot soldiers during a game turn. Uneven terrain and forests can slow unit movements or cause diversions in the movement path. Sudden large scale movements in times of war can be a burden to supply. You

may want to position your regional armies in a town, as military units consume fewer supplies when they are stationed in a town than when they are in the field.

As previously discussed, knowing your enemy through scouting reports and by reviewing Empire Statistics through the Diplomatic menu is invaluable.

Battlefield Terrain: The terrain upon which a battle is fought effects the outcome. Light or loose formation military units tend to move easily and fight well in broken or difficult terrain. Mounted troops, chariots, close formation troops, and elephants do not fight well in broken or difficult terrain.

Supply Lines: During a campaign, try to capture and secure your opponents' supply centers, such as friendly villages and major cities… and be sure to defend your own supply centers! The farther away an army is from its supply source, the more supplies are required to feed the army. This can bring an attack to a halt or greatly hinder the economy.

Maneuver: Maneuver is often overlooked as a key element in military success. Try landing forces behind the enemy positions using transport vessels, attack from behind mountain passages, or wherever your opponent least expects an attack.

About Succession:

The system of government in most scenarios of **Legions** is one of Dynasties. Each family has several heirs to the throne, who succeed each other as their former family member is assassinated, killed on the battlefield, or fall ill through sickness. When all the heirs to the throne have been killed or there is a revolt, another dynasty takes control.

Menu Reference

Selecting/Choosing Commands

In this guide, the terms select and choose refer to operations that you can do with a mouse or the keyboard. Select means "highlight a menu, menu command, option, or item on a list." Choose means "confirm the highlighted selection and execute a command." Usually, you select something, then you choose a command.

In **Legions**, most game commands are selected from pull-down menus on the **menu bar**. To select a command with the mouse, click and drag the mouse to the command, then release the mouse. If a command name on the pull-down menu has a right arrow (▶) following the name, a hierarchical menu with sub-commands appears, and you can select these by pressing the mouse button and dragging the pointer to the command; then release the button.

Some menu commands can be performed from the keyboard. To select a menu with the keyboard, press the command key ⌘ followed by the appropriate letter key.

The Pointer Arrow

In **Legions** the cursor appears as a "Sword".

The File Menu

Use the File Menu to start a new game, open and save completed games, set up game preferences, and signal the end of your turn.

New ⌘ N

Select this command to start a new **Legions** game. A dialog box appears asking you to select the number of empires in your game. You can select 5, 10, 15, or 20 empires. Click **OK** to continue. The **Preferences** dialog box appears.

Open ⌘ O

Use this command to open a previous **Legions** game that has been saved. A standard Macintosh **Open File** dialog box appears. Select a previously saved **Legions** game and click the **Open** button.

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Close ⌘ W

This command ends the current game you are playing. You are asked if you wish to save the game – choose "Yes" if you wish to save the current game, choose "No" to end the game without saving changes, choose **Cancel** to resume play.

Save ⌘ S

Save the current game. In the dialog box, type a name for the game and choose "Save" or press the return key.

Save As...

Save the current game under a different name. In the dialog box, type a name for the game and choose "Save" or press the return key.

Preferences

The preferences command lets you change game settings, designate empires, rulers, and players.
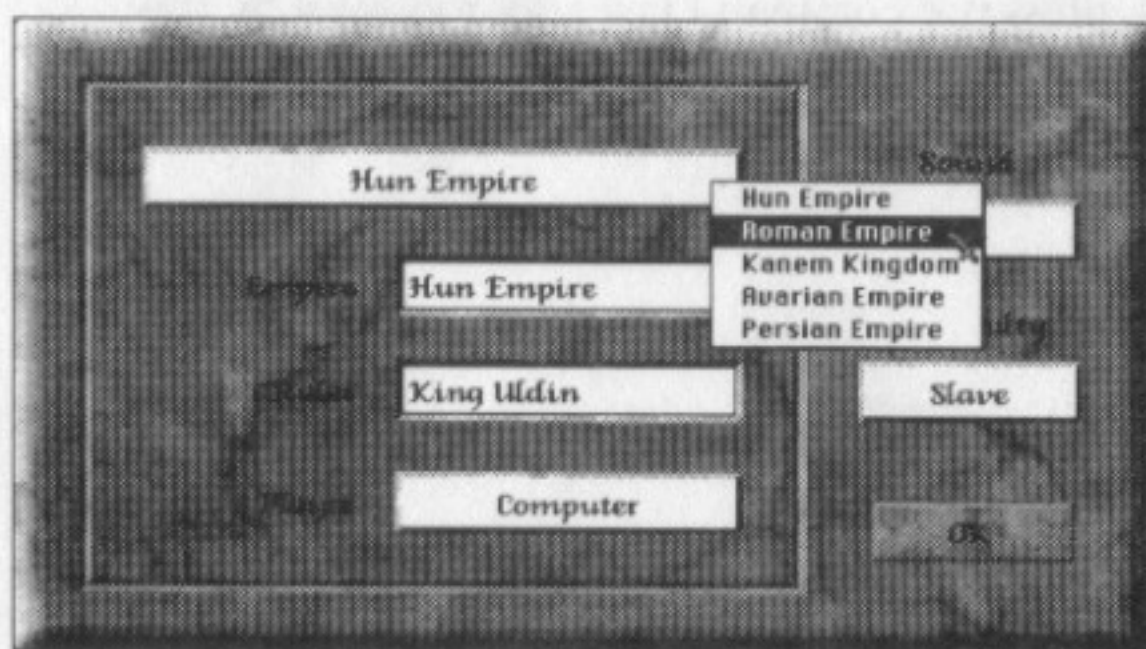
After making changes, click OK to continue.

End Turn ⌘ E

Select this command, when you have completed your turn, and are ready to let the other players take their turns.

Quit ⌘ Q

Choose this command to exit **Legions** and return to the Macintosh Desktop. A dialog box confirms the command. Select "Yes" to save changes or select "No" to exit without saving changes. Select **Cancel** to resume play.

The Military Menu

The military menu is used to monitor and manage your empire's military affairs. You can order the production of military units, review statistics and battle reports from your generals, and obtain tactical information.

Production
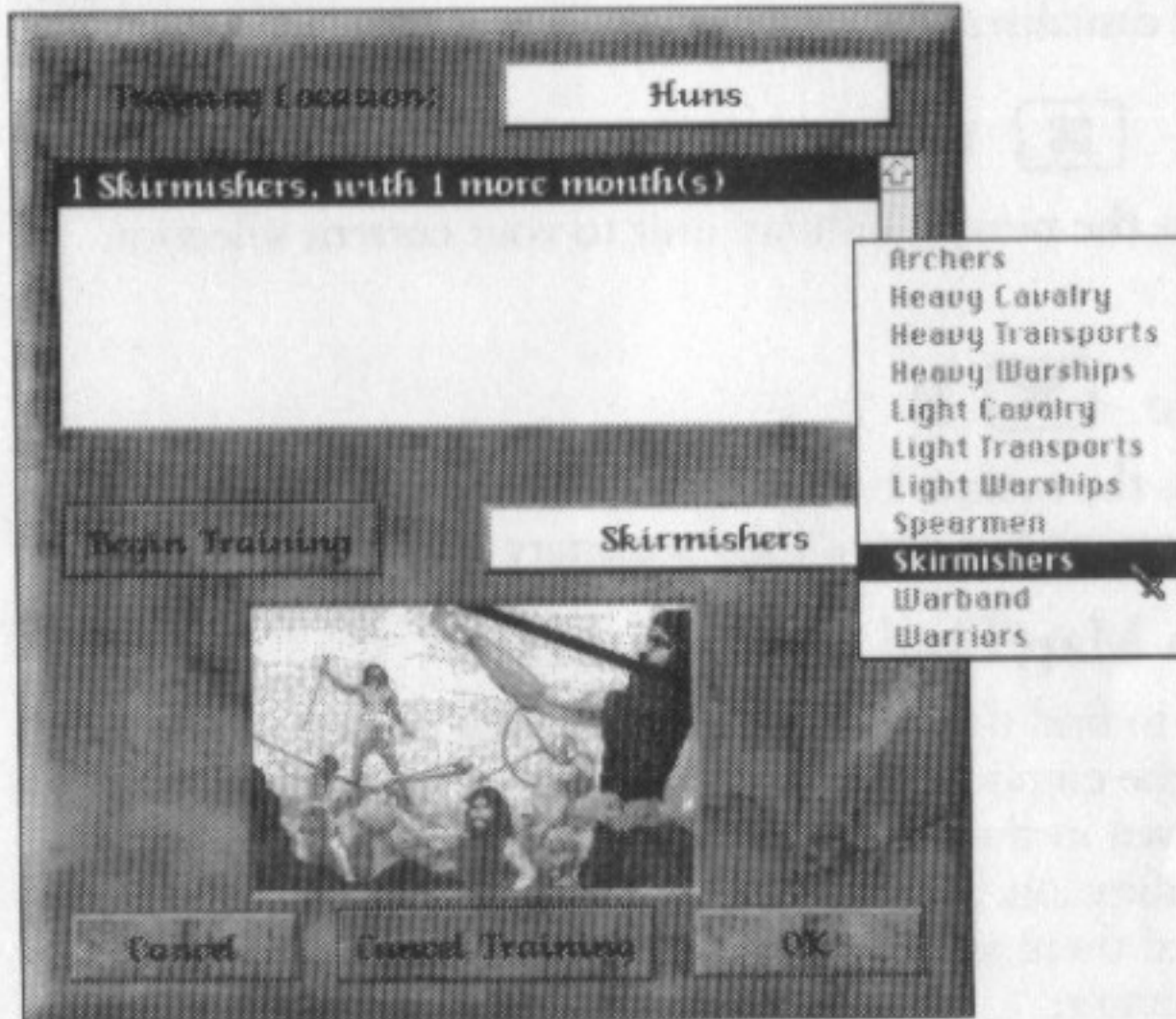
This dialog box lets you develop and train military units and transports. To request a military unit:

1) Click on the unit type button (to the right of the **Begin Training** button) and select the type of unit you wish from the pop-up menu.

2) Click the "Begin Training" button.

The requested unit and time required for training or development are displayed in the message box. Each month is equivalent to one turn, so a military unit requiring 3 months training will be available to you after 3 turns. Click OK to return to the game field. If you wish to cancel all production requests made during this command session, click the **Cancel** button and you will be returned to the game field.

If your empire is large and has several cities, you may also specify the location where military units are to be trained and initially deployed by clicking on the Training Location box and selecting a city.

You may also cancel training or development of certain units if necessary, by selecting the item from the message box list, and then clicking the "Cancel Training" button.

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Military Assets Chart

This command displays a chart of military units and current strength. A summary of last month's unit movements, number of men engaged in battle, and casualties is also reported.

Generals' Reports

In time of battle, generals may submit reports to you, the ruler, summarizing the battle results and casualties.

Find Next Unit 　⌘　U

This command selects the nearest military unit to your current selection for action.

Find Next Battle 　⌘　B

This command selects the nearest battle site to your current selection for surveying. A dialog box appears providing a summary of the battle.

Find Empire On Map/Find City On Map

Use these commands to find the location of a particular empire or city. Choose the name of the empire or city you wish to find from the hierarchical menu, and it is displayed in the center of the game field. The empire's flag flashes once for identification. If the empire or city is one of your own, the military units stationed there are also identified and continue flashing until you make another selection.

Show Flag Markers

When this option is selected from the menu, all of the cities, towns, and military units on the game field will display the flag of their empire. Each empire has a different color. The current player's empire flag is always yellow.

Show Battle Markers

When selected, this option displays the crossed swords indicating a battle site. Red battle markers indicate casualties on your side, green markers indicate casualties on your opponent's side, silver markers indicate a bloodless engagement.

Show All Units

This option, when selected from the menu, displays your military units on the game field. To see units stationed in a town, click a town and the unit icon will flash. Your opponents' military units are also be displayed (in red), and show a question mark if the type and strength of units are unknown. If both the "Show Flag Markers" and "Show All Units" options are chosen, military units are displayed behind the flags.

The Economy Menu

The Economy menu is used to manage your empire's economic affairs. You can trade materials, read economic reports and graphs prepared by your economic minister, and raise or lower taxes.

Market Trading

Buy Price			Government Stockpile			Sell Price	Legend:
144		1	58			96	1-Supplies
123		2	45			82	2-Food
162		3	5			108	3-Wood
174		4	11			116	4-Metal
161		5	6			107	5-Horses
164		6	6			109	6-Textiles
171		7	1			114	7-Technology

Treasury 6224   Cancel   OK
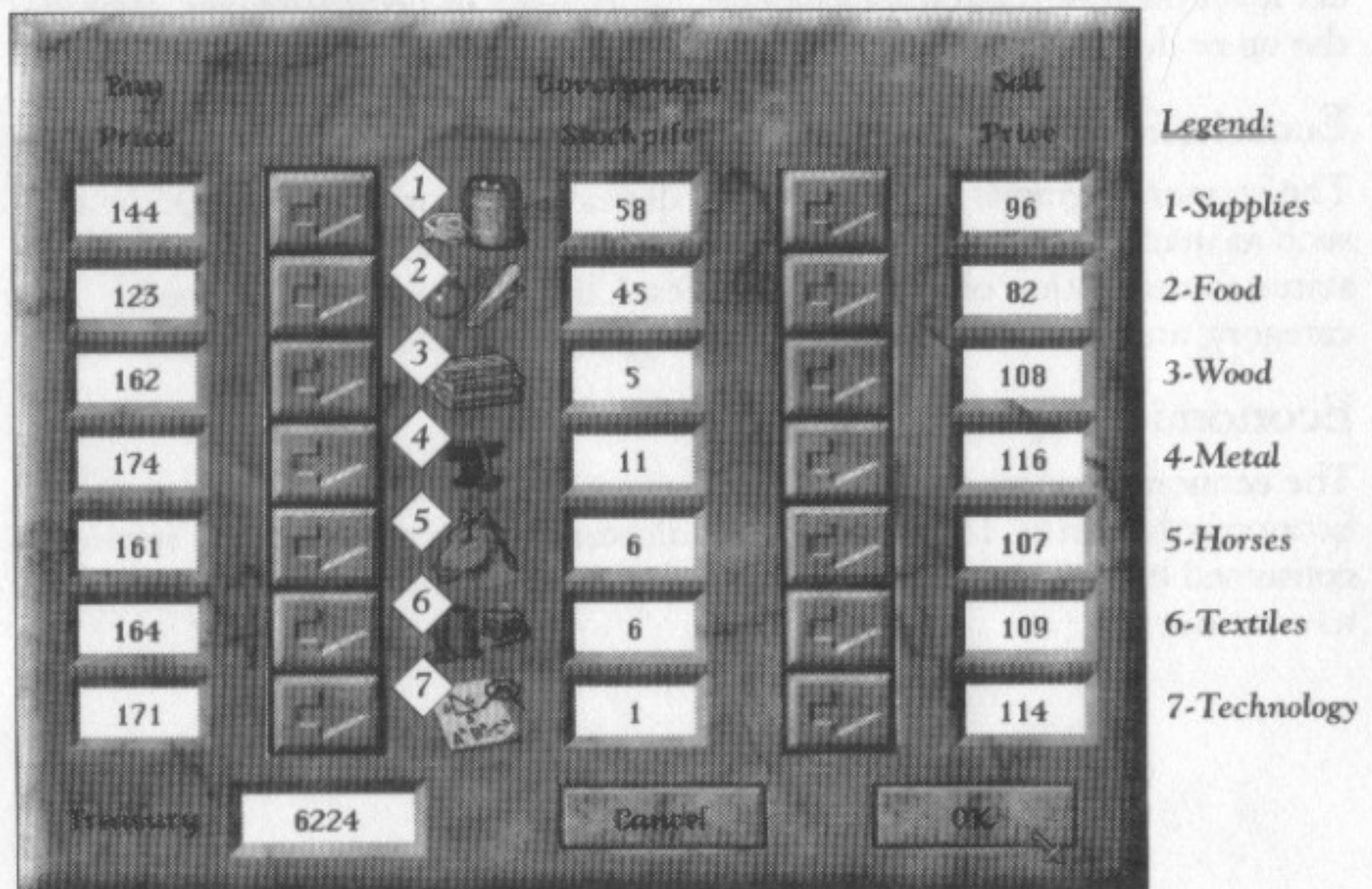
From the **Market Trading** dialog box, you can monitor your empire's treasury and stockpile of materials. You can also monitor the market price of materials, and engage in purchasing and selling activities. Although your Economic Minister manages much of the ongoing transactions, you may wish to intervene. However, you as the King and ruler may only conduct trading when you are in one of the major cities of your empire.

Example: If you are planning to build up your military, you may wish to sell off some of your stockpile to increase your treasury, and perhaps purchase more horses for a cavalry unit you are planning to develop.

The materials displayed in the dialog box, top to bottom are; Supplies, Food, Wood, Metal, Horses, Textiles, and Technology. To "Purchase" more units of a given material, click the arrow to the left of the material's icon. You can observe the stockpile number increase and the treasury amount decrease. To "Sell" units of a given material, click the arrow to the right of the material's icon. You will observe the stockpile number decrease and the treasury amount increase. Red numbers appear in the purchase or selling price as an "undo feature"; this lets you buy back the units you have just sold (or sell the units you just bought) for the same price. There are market limits on the

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amount of material you can buy or sell. If you sell too much of a material, a dialog box will appear warning you that there are no more buyers for that material. Click OK to continue.

Tax Level

The Tax Level dialog box lets you increase or decrease the tax level in your realm, determine projected revenue, and help gauge the impact of a given tax level on your inhabitant's morale. To increase or decrease taxes, click on the up or down arrows next to the tax rate, then click OK to continue.

Economic Graph

The economic graphs provide a visual display of historical economic data such as market prices and stockpile of materials, economic health, military status, consumption of food and supplies. Click on the button for each category, and observe the chart in the display area. Click OK to continue.

Economic Report

The economic report summarizes trading activity performed by your Economic Minister. The report also indicates the percentage of tax revenue consumed by military spending, and information on market trends. Click OK to continue.

The Diplomacy Menu

From this menu you can conduct diplomatic affairs with other empires, form alliances, send messages and diplomatic gifts, and read charts which summarize the diplomatic relations among various empires.

Incoming Messages
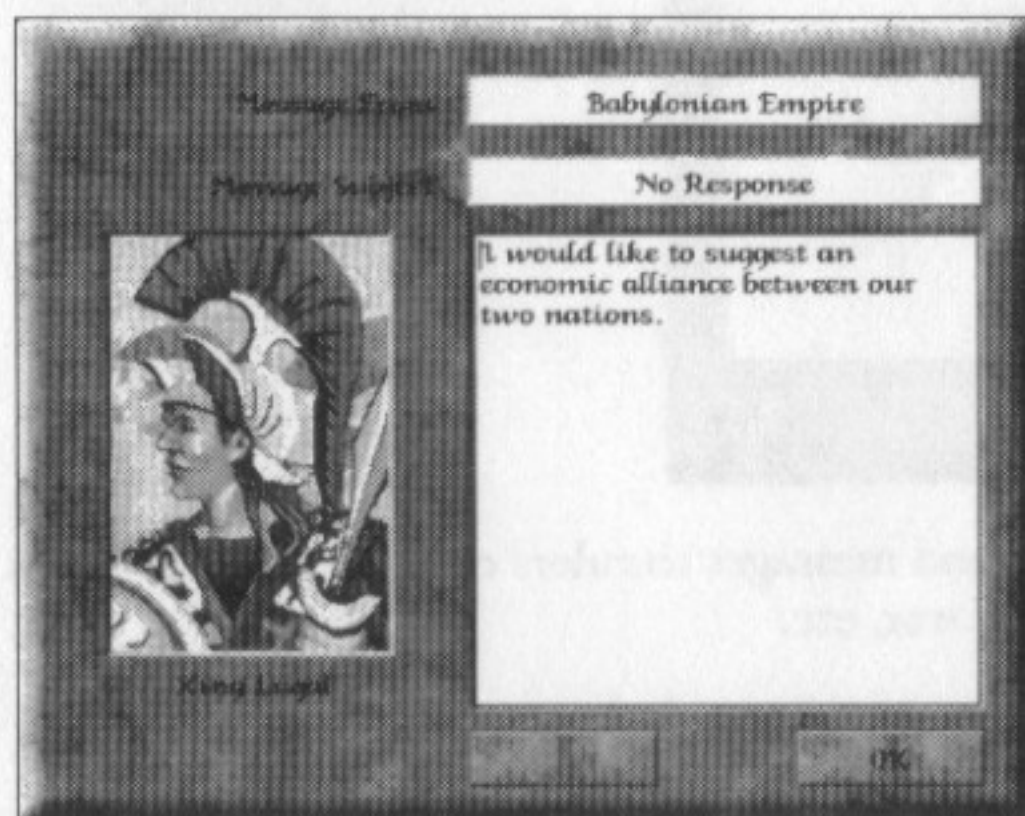
This dialog box displays messages from rulers of other empires who may wish to form an alliance, sever relations, declare war, etc. If the incoming message is a question, you can respond in three ways;

1) No response. (Keep them guessing!)

2) Positive response.

3) Negative response.

If you wish to give a positive or negative response, click on the message subject box and choose "Positive" or "Negative" from the pop-up list of options. A message will be composed for you in the text box – click the "Send" button to send your message. The message may take several turns to reach your recipient and obtain a response.

If the "Next" button is highlighted, that indicates that there are additional messages to be read. You also have the option to delete the response using the "Delete" button.

> Note: If you are playing against another human player, you can change or add to the precomposed message, and further elaborate strategy, etc.

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Outgoing Messages
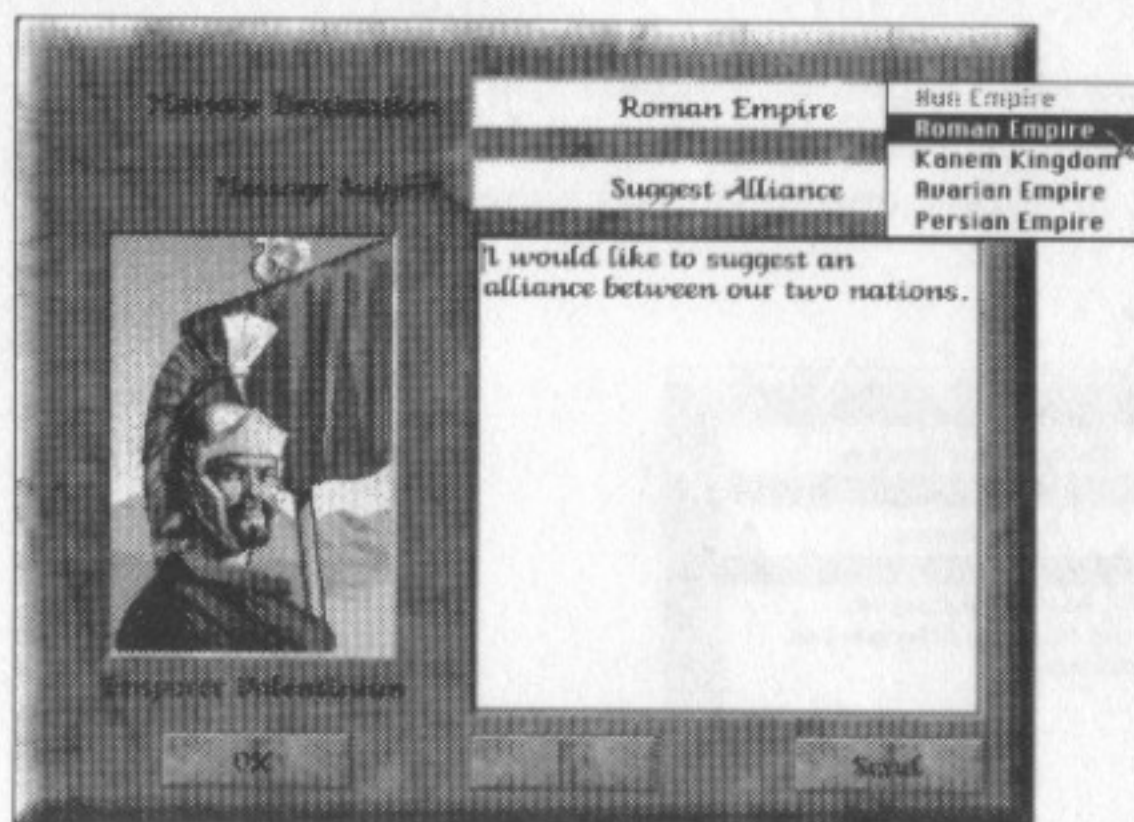
This dialog box enables you to send messages to rulers of other empires if you want to form an alliance, declare war, etc.

To send a message,

1) Choose a destination from the message destination box. The picture of the ruler you are addressing appears.

2) Choose the message subject from the pop-up menu.

Your message subject options are;

- Suggest Alliance
- Suggest Alliance, Threaten War
- Suggest Economic Alliance
- Suggest Neutrality
- Declare Diplomatic War
- Declare Economic War
- Declare War

A message is composed for you in the text box – click the "Send" button to send your message. The message may take several turns to reach your recipient and obtain a response. You also have the option to delete the message using the "Delete" button.

Note: If you are playing against another human player, you can change or add to the precomposed message, and further elaborate strategy etc.

Diplomatic Relations Chart

This chart displays a summary of alliances, neutrality, or declarations of war among the empires. The first summary to appear is of your empire. To view the status of other empires, click on the empire name that appears at the top of the dialog box, and select another empire from the pop-up menu.

Economic Statistics Chart

This chart displays a summary of material stockpiles and production figures for each of the empires. For empires other than yours (or the current player), a summary of military strength, number of cities, and diplomatic relations is also provided. To view the chart for other empires, click on the empire name that appears at the top of the dialog box, and select another empire from the pop-up menu.

Give Diplomatic Gift
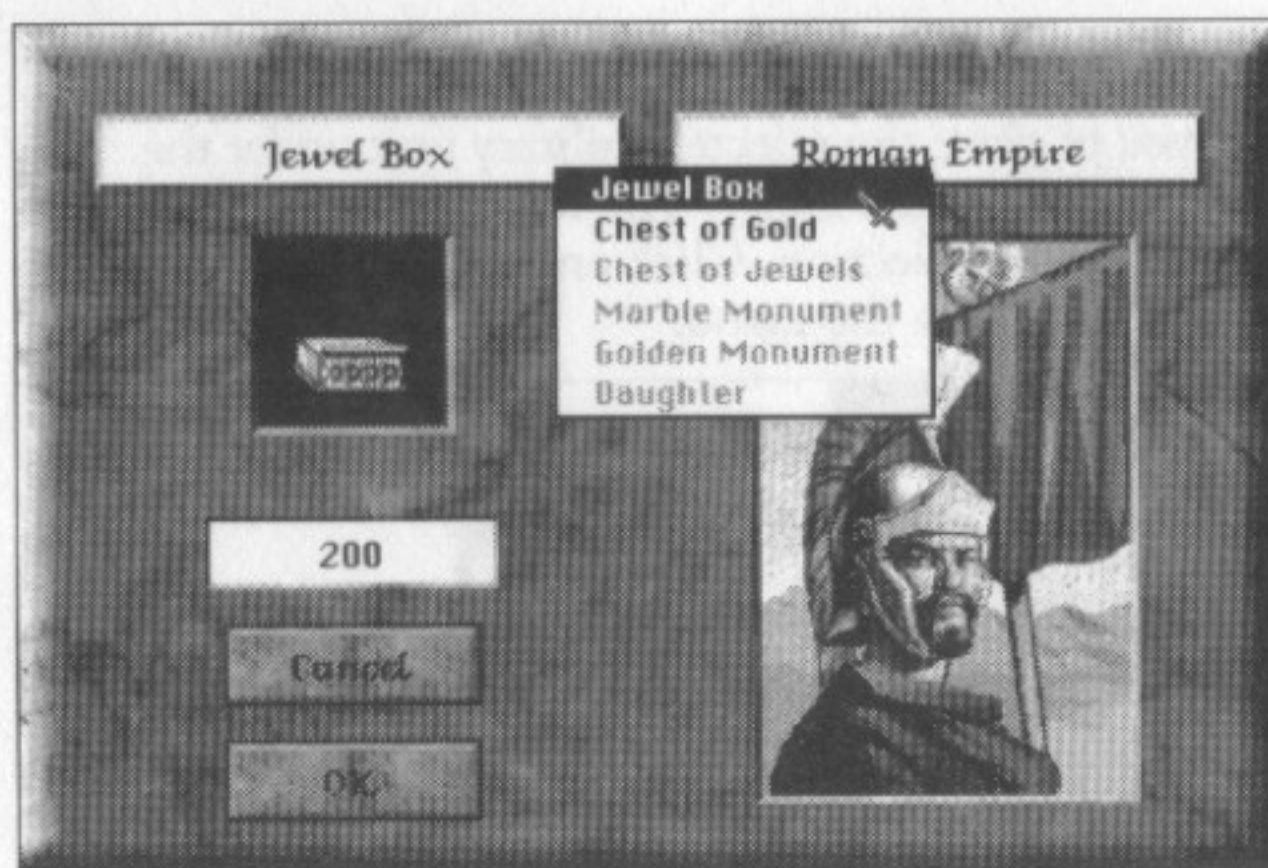
You may send a gift to rulers of other empires to increase goodwill. The choice of gifts and the cost to your treasury can be viewed by clicking on the gift title box and selecting them from the pop-up menu. Gift items that are grayed out on the menu indicate that they are too expensive to send at this time. To send the gift, click the OK button. To cancel your gift selection, click on the cancel button.

The Unit Menu

The Unit menu is used to manage your empire's military affairs. You can order the production of military units and resources, review statistics and battle reports from your generals, and request tactical information to be displayed on the game map.

All the commands on this menu require that you first select a military unit using the pointer or keyboard, then perform the command.

Information ⌘ I

When a military unit is selected, this command displays an information box showing maximum and minimum strength, the maximum number of movement points possible during each game turn, and the current number of the movement points. Tactical information about the unit is also provided.

Attach To General

This command allows you to place the selected military unit under the leadership of a specific general (or the King). The list of generals available is displayed as a hierarchical menu selection. Click on the unit you wish to attach, then select the general from the menu.
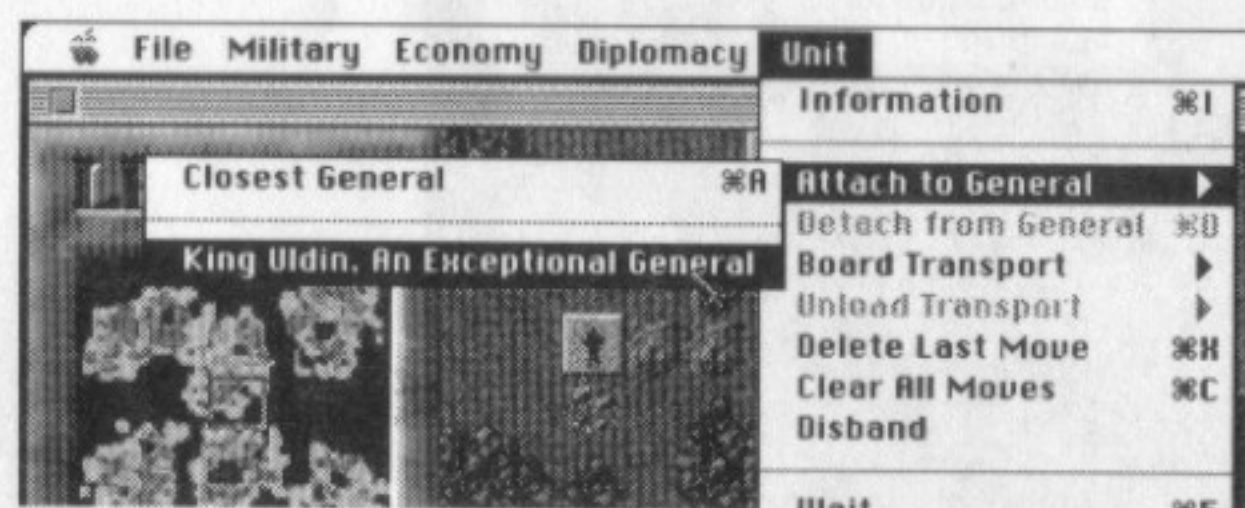
If it is early in the game, or your empire is small, you may not have any generals. In that case, the King is your only possible selection.

If you wish to attach more than one unit to a General, this step must be repeated for each unit.

Detach From General ⌘ D

This command releases the selected military unit from the leadership of a general. Click on the unit you wish to detach, then select Detach From General from the menu.

Board Transport

If your empire has transport vessels, this command loads the selected military units on to the transport. To load military units,

1) Move your transport to any position where its icon touches part of the shoreline.

2) Move your military unit to a position on the shoreline next to the transport. The icons of the transport and the military unit must touch one another.

3) Select the military unit and choose "Boards Transport" from the unit menu. Choose a direction to move your unit from the hierarchical menu which appears (i.e. Board–Northeast).

Unload Transport

If you have military units on board a transport vessel, this command unloads the units when the vessel is positioned at a shoreline location. To unload military units,

1) Move your transport to any position where its icon touches part of the shoreline.

2) Select the transport and choose "Unload Transport" from the unit menu. Choose a direction to unload your unit from the hierarchical menu which appears (i.e. Unload–Southwest).

Delete Last Move ⌘ D

When a selected unit has been issued movement instructions requiring several points, this command removes the last movement point.

Clear All Moves ⌘ C

This command cancels the entire movement planned for the selected military unit.

Disband

This command disbands the selected military unit from active service.

Wait ⌘ 5

This command causes the selected unit to pause in its planned movement until further orders.

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Movement Commands...

When a military unit is selected, the following movement commands will cause the unit to be moved in the direction indicated in increments of one movement "Hex." Each "Hex" costs a variable number of movement points depending on the terrain.

Moving military units using the keyboard

Select a unit by using the keyboard command ⌘ U. Repeat the command until the desired unit is selected (the unit is selected when it is flashing).

To move the selected unit, use the keyboard commands below to issue directional instructions.

Movement Southwest	⌘ 1
Movement South	⌘ 2
Movement Southeast	⌘ 3
Movement West	⌘ 4
Movement East	⌘ 6
Movement Northwest	⌘ 7
Movement North	⌘ 8
Movement Northeast	⌘ 9

Historical Reference Section

Military Unit Descriptions

Historical Game Scenarios

Historical Reference

Military Unit Descriptions

The following pages contain a detailed description of the military units and their icons appearing in the game. Additional game characteristics such as the units' movement points, attack characteristics, etc. are also provided.

Example:

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	2	1	3	1	0	0	1	0	0	1

Size=number of troops in unit, Combat=unit's value when attacking, Defense=unit's value when defending, Move=number of movements during a turn. Prod=number of months to train and produce a unit, transport=number of military units that may be carried aboard this unit. "W,M,H,X,T" = the amount of Wood, Metal, Horses, Textiles and Technology required to sustain a unit.

Skirmishers

Poorly armed and trained, these loose ordered troops can harass supply lines and antagonize foot soldiers fighting in close formation. A favorite of all epochs since they can be quickly formed and are often expendable.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	2	2	4	1	0	0	1	0	1	1

Slingers

Slingers are useful for disrupting cavalry and heavier armed troops. Their weapons consist of rocks and iron pellets which they hurl at enemy forces. They fight in a loose formation with deadly accuracy.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	2	4	4	2	0	1	0	0	1	1

Archers

Archers are trained in skirmish and loose order tactics, and are armed with the classic bow. They assault the enemy with wave after wave of deadly arrows. Archers are not hampered by terrain, and are most effective against troops fighting in close formation.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	2	3	3	1	0	1	2	0	2	3

Peasants

These poorly led and poorly armed mobs are used to disrupt and weaken front line enemy forces. They absorb the initial attacks, and serve as inexpensive buffers. Peasant units are raised from the countryside, and can be formed quickly if your empire is under attack.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	2	1	3	1	0	0 ,	1 ,	0 ,	0 ,	1

Bowmen

Armed with bow and leather armor, Bowmen form solid blocks that offer stiff resistance to most enemy units including mounted cavalry units. If their opponents survive the arrow showers and manage to close in, bowmen usually can not hold their opponents.

Size:	Combat:	Defense:	Move:	Prod:	Transport :	Wood	Metal	Horse	Text.	Tech.
1500	4	2	3	2	0	2 ,	1 ,	0 ,	3 ,	3

Massed Bowmen

Trained to fight shoulder to shoulder, these heavily armed foot troops can inflict enormous casualties with their bows. They can easily stand against most opposing foot soldiers.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1500	5	3	3	3	0	3 ,	6 ,	0 ,	8 ,	8

Spearmen

Trained in close formation tactics, these troops will usually form the bulk of your army. Although they do not usually wear heavy armor, they have shields and carry a 12 foot spear which they can use as a javelin.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	3	3	2	0	1 ,	2 ,	0 ,	2 ,	3

Allied Spearmen

Armed with spears and heavy armor, these units fight in close formation. They are usually raised from hill tribesmen and train in the capital cities.

Size:	Combat:	Defense:	Move:	Prod:	Transport :	Wood	Metal	Horse	Text.	Tech.
1000	3	4	3	2	0	1 ,	2 ,	0 ,	2 ,	3

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Cretan Archers

Known for their accuracy and training, these archers from Crete serve in numerous armies and will fight valiantly. Fighting similarly to regular archers, they offer stiff resistance to enemy units, and show more initiative.

Size:	Combat:	Defense:	Move:	Prod:	Transport :	Wood	Metal	Horse	Text.	Tech.
500	2	2	4	2	0	2	0	0	2	3

Hoplites

Trained to fight in close formation, these heavily armed troops carrry large circular body shields and a long thrusting spear about 8 to 12 feet in length. They are quite effective against foot soldiers fighting in close formation.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	3	3	3	0	1	4	0	4	6

Peltasts

Peltasts are formed from military units with training and experience in close order tactics. However, these units fight in loose order tactics, and perform extremely well in rough terrain. They are heavily armed with long thrusting spears, and can hold their own against most enemy foot soldier formations.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1500	5	6	4	4	0	2	8	0	8	10

Light Cavalry

Trained in skirmish tactics and lightly armored, these mounted troops will wreak havoc on your enemy's supply lines. They fight well when used in conjunction with their heavier armed counterparts, and are useful for scouting missions. Light Cavalry can be quickly moved toward distant enemy units, allowing you to learn more about their numbers and strength.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	5	8	3	0	0	2	10	5	5

Heavy Cavalry

Carrying shields and heavily armored, these troops are trained to fight in a loose formation. These troops sometimes carry bows and are skilled in disordering enemy foot soldiers with their ferocious charges.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	5	3	7	5	0	1	10	10	5	10

Allied Light Cavalry

Raised from the countryside, these mounted warriors wore little or no armor. They often fought in skirmish, or as part of a wedge shaped battle formation.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	5	8	3	0	0 , 2 , 10 , 5 , 5

Phalanx

Standing shoulder to shoulder, these heavily armed troops carry small round shields, and 12 to 24 foot spears known as pikes. These long shafts let the back ranks bring their numbers into play, and are very effective against enemy horse cavalry units.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	5	4	3	4	0	3 , 8 , 0 , 8 , 10

Auxilia

Trained in Roman loose formation tactics, these medium armored troops fight well in rough terrain and are effective when dealing with barbarian forces. They carry a javelin and oval shields.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	2	3	4	3	0	1 , 2 , 0 , 2 , 4

Cohort

Roman discipline and close formation training have created this formidable fighting unit. They are armed with the Roman short sword or Gladius, and their famous heavy throwing weapon—the "Pilum." These foot soldiers fight well against other close order troops and often hold their ground when faced with a mounted opponent.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
750	4	4	3	5	0	1 , 6 , 0 , 6 , 8

Auxilia Archers

Trained in Roman loose formation tactics, these medium armored troops carry a bow and fight well in rough terrain. They give armies the ability to inflict casualties through overhead fire.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	3	4	3	0	2 , 2 , 0 , 3 , 4

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Auxilia Javilinmen

Trained in Roman loose formation tactics, these medium armored troops fight well in rough terrain, and are effective when dealing with barbarian forces. They carry a javelin, darts, and an oval shield.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	3	4	3	0	1	2	0	2	4

Javelinmen

Minimally trained and loosely ordered, these fighters were usually formed from hill tribesmen. These fierce fighters are lightly armored, and often carry swords and shields as well as their javelins.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	2	3	3	2	0	1	3	0	2	3

Cataphracts

Cataphracts are heavily armored shock cavalry. They fight in close formation and disrupt the most stalwart enemy units. Cataphracts are formed from experienced cavalry units and ride large horses that are armored from head to toe. These valiant troops formed the core of the Roman and eastern mounted armies in later centuries.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	8	4	4	5	0	1	10	20	7	25

Chariots

Made of wood and iron, these wheeled platforms rampage across open terrain. Chariots are drawn by as many as four horses, carry up to four warriors, and are most effective against foot soldiers fighting in close order.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	8	3	8	6	0	5	8	15	8	15

Elephants

Carrying up to three warriors or in a large Howdah (square box platform), these behemoths strike terror in the hearts of men and horses. They are quite effective against inexperienced troops, close order foot soldiers, and all mounted troops.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	9	6	4	7	2	0	4	25	3	25

Camels

Formed from the vast expanse of the sands, war camels often carry bow armed troops or a small Howdah (square box platform). These troops often disrupt cavalry by their stench and fight in loose trained formations.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	5	2	4	3	2	1 ,	3 ,	20 ,	5 ,	20

Flaming Pigs

Covered in phosphorus and lit with fire, these herds of pigs charge toward the enemy. Their squeals disorder foot soldiers and mounted units alike. This tactic was invented by the late Romans and adopted by other empires.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	6	2	4	4	0	0 ,	0 ,	0 ,	0 ,	17

Lancers

Armed with lances and heavy armor, these skilled horsemen form into a wedge shaped unit and charge into the enemy with defiant indifference. Useful primarily as shock troops, these horsemen would be the spearhead of any charge.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	7	5	7	7	0	1 ,	10 ,	20 ,	9 ,	17

Convicts

Armed with swords and not much else, these lightly dressed troops are pulled from their cells and chained to the ground in front of the army. They act as delayers or human obstacles for the enemy. In this program, they act as a form of light troop.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	2	4	3	1	0	0 ,	1 ,	0 ,	1 ,	1

Feudal Cavalry

Covered in chain mail armor and helmets of steel, these chivalrous warriors are formed from your best shock cavalry. They often use wedge formations to disorder and break opponents. These proud warriors carry your flag with honor.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	8	6	7	7	0	2 ,	15 ,	20 ,	8 ,	20

Warriors

Raised from the bravest and most stalwart of warriors, these lightly armored loose formation troops fight with a certain ferocity. These units are well suited for combat in forests and broken terrain, and are often used in conjunction with skirmishers and formed Warband units.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1500	5	2	4	3	0	2	8	0	5	5

Warband

Clothed in medium armor and wielding a sword, shield, and at times a bow, these loose formations are formed from the neighboring hill tribes. These formations commonly formed the core of northern european armies.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1500	3	4	4	3	0	2	8	0	5	5

Crossbowmen

Wearing leather armor and carring a crossbow, supported by spearmen, these troops offer stiff resistance to mounted opponents. They can be used as loose formation troops that support cavalry and infantry, or used in large close formations supported by spearmen. (The chinese troops carried arguably the first recorded use of the crossbow.)

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	3	3	3	0	3	1	0	4	8

Berserkers

Often naked and covered with blue tattoos, these crazed tribesmen often formed the shock troops for the northern peoples. Flailing around with battle axes and assorted cutting weapons, these troops cause panic with their hideous screams!

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	6	4	3	2	0	0	2	0	1	18

Ballista

Originally created by the master craftsmen of Imperial Rome, this weapon fires a long 4 foot bolt which plows into massed troop formations. Usually carried on carts for mobility, these weapons of carnage are devastating.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	6	4	2	5	0	3	3	2	2	15

Cattle

Formed in front of the army by the cattle herders, these beasts of burden are encouraged to stampede into the enemy formations and cause mass disorder.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
500	7	2	5	2	0	0	0	0	0	25

Heavy Transport

Constructed of strong timber, these ships are designed to transport troops and material over the oceans.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
10 ships	1	3	8	6	6	20	0	0	10	10

Heavy Warship

A squadron of trireme galleys, these ships form the backbone of the Imperial fleet. Powered by slaves and with a full compliment of marines, each ship is an effective fighting weapon.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
10 ships	5	5	6	7	2	25	10	0	20	10

Huscarls

Formed from the most loyal of warriors, these formations are the home guard or Huscarls of the king. Wearing heavy armor, shields and long thrusting spears, these loose formation troops hold their own against others in difficult terrain.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	4	3	4	4	0	1	5	0	5	8

LEGIONS

Light Horsemen

Raised from the vast plains and steppes of the east, these lightly armed horsemen ride like the wind. Armed with bows and not much else, these loose formation troops evade all infantry or heavy cavalry opponents and strike at their rear.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	3	5	8	3	0	0 ,	2 ,	10 ,	5 ,	5

Light Transport

Constructed of strong timber, these ships are designed to transport troops and material over the oceans.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
5 ships	0	1	10	4	4	10 ,	0 ,	0 ,	10 ,	5

Light Warship

A squadron of bireme galleys, these ships form the secondary line of the Imperial fleet. Powered by slaves and with a full compliment of marines, each ship is an effective fighting weapon.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
5 ships	3	2	8	4	0	10 ,	5 ,	0 ,	10 ,	5

Noble Cavalry

Armed with heavy chain mail, javelins and shields, these close formation troops are raised from noble houses of the king. Often the bodyguard to the king, these forces are the strength of northern european trinal armies.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
2000	2	5	5	3	0	0 ,	2 ,	10 ,	5 ,	5

Fanatics

Mounted on their lighting steeds, these warriors of ride with a merciless vengeance. Armed with heavy armor, bows, shields, and lances, these troops form the spearhead of the army. Their impetuous charges rout many opponents.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1500	4	8	4	5	0	1 ,	8 ,	10 ,	10 ,	10

Swordsmen

Wielding large one and two handed swords, these warriors of the grasslands will butcher their opponents with devastating efficiency. Formed in loose formation units, these units support close formation foot soldiers and fight well in broken terrain.

Size:	Combat:	Defense:	Move:	Prod:	Transport:	Wood	Metal	Horse	Text.	Tech.
1000	4	2	4	2	0	0 ,	6 ,	0 ,	8 ,	5

General

With a personal bodyguard and staff of 500 men, professional generals offer much needed support for the king.

Generals are rated according to their leadership capabilities. The number of units that they are able to command is dictated by their leader rating. The leader ratings are as follows:

Rating:	Number of Units (normal)	Combat Value	Number of Units Supply/ Movement Doubles
Exceptional	10	50%	11 to 16 (maximum)
Courageous	8	40%	9 to 14 (maximum)
Bold	6	30%	7 to 12 (maximum)
Career	4	20%	5 to 10 (maximum)
Cautious	3	10%	4 to 8 (maximum)
Unreliable	2	0%	3 to 6 (maximum)

The table also shows

1) The increased in combat value (expressed as a percentage) that a unit has when commanded by a general.

2) The increased movement capabilities due to a higher rated general's ability to effeciently manage and coordinate movement.

ℒEGIONS

Historical Game Scenario Descriptions

The following information should assist players in establishing their role as Rulers. The scenarios are varied and were selected based on empire interactions. We hope that you will enjoy them as we have endeavored to stay as accurate as possible while taking into account the aspect of playability.

Scenarios Difficulty levels:

Imperator	Very Difficult ⚔ ⚔ ⚔ ⚔
General	Difficult ⚔ ⚔ ⚔
Vassal	Moderate ⚔ ⚔
Slave	Easy ⚔

Scenario 1: **Struggle for Dominance**

Scenario 2: **The Chosen Dynasty**

Scenario 3: **The Peloponnesian Wars**

Scenario 4: **Alexander's Legacy**

Scenario 5: **Rome, Creation of an Empire**

Scenario 6: **Cæsar's Conquest of Gaul**

Scenario 7: **Sick Man Of Europe; Survival of the Roman Empire**

Scenario 8: **Winds Of Change**

Scenario 9: **Charlemagne and the Rise of the Carolingians**

Scenario 10: **City States of Central Africa**

Scenario One:

Struggle for Dominance (1200 B.C.)

Faced with many enemies and a restless populace, you must rise to the challenge and form the Dynasties to rule over the known world.

Difficulty: Slave ✦

Each player must remain in control of its current cities for 200 turns or control all of the major cities. This is a Beginner scenario as each player starts with an above average sized Dynasty and abundant generals.

Around 1200 A.D., the Eastern Mediterranean would be the scene of the rise and fall of some of western civilization's earliest empires. One of these empires was the **New Kingdom in Egypt**, which had been founded around 1570 B.C. when its rulers revolted against their occupiers, the Hyskos. In 1469 B.C., the **Egyptians** fought in history's first recorded conflict, the Battle of Megiddo, in Palestine, and a subsequent series of clashes with the Hittites led to the signing of the first peace treaty in history. After twice defeating invading forces of Libyans in 1304 B.C. and 1221 B.C., the New Kingdom stretched from west of the Nile Delta to Syria., and south to the fourth cataract of the Nile.

The New Kingdom soon declined, and to the south, in present-day northern Sudan, the kingdom of **Nubia** (or Kush) emerged, until it became politically independent from Egypt around 1000 B.C. The Nubians became increasingly more powerful, and in 725 B.C., they marched north and conquered their former rulers in Egypt. Nubian rule was brief, however, because in 676 B.C., the Assyrians invaded Egypt, pushing the Nubians back up the Nile River to their homelands.

Around 1200 B.C., 500 years after the reign of its powerful, enlightened ruler, Hammurabi, the Mesopotamian empire of **Babylon** was in decline. Located astride the major trade routes between the Persian Gulf and the Mediterranean, in the fertile Tigris-Euphrates river valley, Babylon was a tempting target for military conquest. The Hittites ended the reign of the dynasty of Hammurabi in 1595 B.C., and for the next 400 years, Babylon was ruled by nomadic invaders called Kassites. After a series of attacks by the Assyrians, the Kassites, who had been absorbed into Babylon, were overthrown by the Elamites in 1157 B.C. The Elamites soon lost control of Babylon, and over the next centuries, the Assyrians invaded the country periodically to restore order. In 689 B.C., the Assyrian ruler Sennacherib leveled the city of Babylon, but this was not enough to stop the Babylonians from rebelling, and in 612 B.C., the Babylonians, the Chaldeans, and the Midians banded together to overthrow the Assyrians.

In northeast Mesopotamia, along the banks of the Tigris River, the **Assyrians** first appeared around 3000 B.C. Their homeland was on a plain,

with no natural barriers, and the Assyrians were constantly menaced by the neighboring Hittites and Babylonians, which forced them to become warlike. Under the leadership of their great king, Tiglath-Pileser I, the Assyrians expanded into the Hittite Empire in Asia Minor and Syria around 1100 B.C., and forced the Phoenician cities to pay tribute. One of the most brutal of the early empires, the Assyrians would later invade and pillage Egypt. This action stretched the Assyrian empire too far, however, and in 612 B.C., the Babylonians and their allies revolted, destroying the Assyrian capital of Ninevah.

The first appearance of the Semitic desert people known as the **Chaldeans** was around 1500 B.C. in southern Mesopotamia. They gradually infiltrated Babylon, and were constantly instigating attempts to oust the Assyrians. Following the death of Assyrian King Tiglath-Pileser I in 1077 B.C., the Chaldeans overran the Assyrian kingdom in the Tigris-Euphrates delta area, and would hold it for 150 years before the Assyrians reconquered it. The Chaldeans later took part in the ouster of the Assyrians from Babylon.

The **Midians**, descendants of barbaric Indo-European and Asiatic tribes, settled east of Babylon, in the region of present-day northwest Iran, northern Iraq (Kurdistan), and Azerbaijan, where they were kept under the rule of the Assyrians. In the sixth century B.C., the Midians would join forces with the Chaldeans and the Babylonians to overthrow their Assyrian rulers.

At its peak in the 1300s, the empire of the **Hittites** covered Asia Minor (present-day Turkey), and northwest Mesopotamia, Syria, and Palestine. The Hittites continually fought with the Egyptians for control of Palestine and Syria, until a series of Egyptian victories forced the Hittites to sign a treaty relinquishing Palestine in 1271 B.C. An empire in decline by 1200 B.C., the Hittites were subsequently ravaged by the invaders known as the "peoples of the sea," and were also overrun by the Assyrians. Many Hittites fled Asia Minor, and reestablished Hittite cities in Syria.

In the Eastern Mediterranean Sea, the island of Crete was home to the **Minoan** civilization, whose influence had spread to mainland Greece and other Aegean islands by 1600 B.C. Thanks to the fertile climate of Crete, the Minoans prospered in agriculture, and the island's strategic location enabled the Minoans to establish a vast trading network. Around 1470 B.C., the Minoan civilization and its capital city of Knossos were devastated by tidal waves and ash from the volcanic explosion of the neighboring island of Thera (Santorini), and the weakened Minoans were subsequently overrun by the Mycenaeans from the Greek mainland.

Around 2200 B.C., the Peloponnesus on the Greek mainland was occupied by invading tribes from the northeast, who founded a city named Mycenae. Seeking to expand their trade routes, the **Mycenaeans** took advantage of the natural disasters which had devastated the Minoans, and captured Crete and other Aegean islands around 1400 B.C. Two centuries later, the Mycenaean kingdom, which consisted largely of individual kingdoms under an alliance,

was wracked by civil war, and was also under attack by Dorian tribes from the north. Many Mycenaeans subsequently moved on and invaded Egypt and the Hittite Empire as the "peoples of the sea."

Strategically located near the Dardanelles in what is now Turkey, the city of Troy and its **Trojan** people controlled all trade passing through the narrow straits between Europe and Asia. Various cities had existed on the site of Troy since 3000 B.C., and by 1200 B.C., the sixth Troy, whose inhabitants were related to the Mycenaeans, carried on a brisk trade with Mycenae and various Greek colonies on the Black Sea. Around 1194 B.C., as the Mycenaean empire was wracked by civil wars, the Mycenaeans lay siege to Troy, and after a ten-year siege, captured and destroyed it. The story of the Trojan War and the fall of Troy was later told by the Greek poet Homer in his epic, the Iliad.

Located on the Dalmatian coast of the Adriatic Sea in present-day Serbia, Croatia, Slovenia, Bosnia, and Montenegro, Illyria managed to remain free of Greek domination in the 1200s. Later, Illyrian pirates would terrorize the waters of the Adriatic.

Around 1200 B.C., the Eastern Mediterranean was rocked by the invasions of the **Philistines**, one of the "peoples of the sea." These fierce, heavily-armed warriors probably came from the Aegean islands following the collapse of the Mycenaean empire and the invasion of the Dorians. The Philistines first invaded the northern coast of Asia Minor near the Sea of Marmara, then marched south, destroying Hittite cities and towns. After invading Phoenicia and Palestine, the Philistines were finally stopped by the armies of the New Kingdom of Egypt and their pharaoh, Ramses III, around 1190 B.C. The Philistines eventually settled in the coastal plain of Palestine, around the present-day city of Gaza.

As Minoan influence on sea trading in the Eastern Mediterranean declined, the seagoing **Phoenicians**, who had settled in the coastal regions of present-day Lebanon and Israel, took over. Operating from their major city-state seaports of Tyre, Sidon, and Byblos, the Phoenicians eventually established sea routes and trading colonies throughout the Mediterranean. Though Tyre had been founded around 2750 B.C., the Egyptians, the Assyrians, and the Hittites all dominated Phoenicia at various times, and the Philistine invasion devastated many of its major cities. The Phoenician city-states would not become fully independent until 1093 B.C.

Scenario Two:

The Chosen Dynasty; Conquest of the East (475 B.C.)

Faced with the possibility of famine and diplomatic isolation, you must strengthen your small and insignificant little empire and prepare to defend your honor. Set in the exotic far east, you must find your destiny and rule an empire.

Difficulty: General ✒ ✒ ✒

Each player must attempt to control all of the major cities.

The earliest known civilization in China was the Shang Dynasty, which emerged in the Yellow River Valley around 1500 B.C. For the next 500 years, the Shang ruled the area between the eastern ends of the Yellow and Yangtze Rivers, until they were overthrown by the Chou in 1057 B.C. The Chou expanded their empire for the next hundred years, but their authority gradually declined as they parceled their empire to various members of the nobility. Some 200 of these semi-independent states were at war with each other. By 500 B.C., fighting would reduce the number of states to 20.

The period between 475 and 221 B.C. is called the Era of the Warring States, though in reality it was simply a continuation of the previous turbulent era. Among these warring states, **Wei**, located at the mouth of the Yangtze River in west China, was the strongest around 475 B.C. In the Wei Valley in northwest China, the state of **Ch'in**, whose people were mainly Turkish and Tibetan, built massive irrigation projects that greatly increased the agricultural productivity of their homeland. Though the weakest state at the onset, it learned to make iron weapons, and its army gradually increased in strength. Ch'in captured the area of present-day Szechuan at the expense of the state of Ch'u, which had earlier defeated both Chou and the state of Wu, and was in control of southern China. In the next century, **Ch'u** would expand its territory, and control much of the eastern Yangtze Valley, while Ch'in would control the western Yangtze.

Around 354 B.C., the small state of **Han** was invaded by the Wei army, and asked the state of **Ch'i** for assistance. The Ch'i army invaded Wei, but retreated when the Wei army rushed in to protect its capitol. Sun Ping, the master strategist for Ch'i and possibly the author of Sun Tzu's military classic The Art of War, massed 10,000 crossbowmen, who ambushed and decimated the pursuing Wei army. History repeated itself in 341 B.C., when the Ch'i army was asked by the state of **Ch'ao** to help fight off the invading Wei army. Once again, Ch'i invaded Wei and when the Wei army retreated to protect its homeland, the Ch'i army, still led by Sun Ping, ambushed it a second time.

From 315 B.C. onward, Ch'in became increasingly stronger, and when Shihuang became emperor of Ch'in in 246 B.C., he launched the Ch'in army on a campaign to attempt to subjugate the remaining independent states.

Outcome of Scenario Two:

In 280 B.C., Ch'in triumphed over Wei, in northeast China, and later defeated Ch'ao, decapitating some 100,000 prisoners after one battle in 234 B.C. After years of exerting its superiority over Ch'u, Ch'in finally conquered the weaker Yangtze Valley state in 223 B.C. Han, **Yen**, and Ch'i also fell to Ch'in, marking the start of the Ch'in Dynasty, from which China takes its name. Along with building waterworks and roads, the Ch'in Dynasty would use 700,000 laborers to construct one of mankind's most amazing engineering feats, the Great Wall of China. This enormous structure was built to prevent attacks from the nomadic, barbarian **Hsiung-Nu** (or Huns) to the north in Mongolia.

With the death of its emperor Shihuang in 210 B.C., the Ch'in Dynasty was wracked by a series of internal struggles. In 202 B.C., the last Ch'in emperor died, and the Ch'in Dynasty was toppled by the army of the revolutionary leader Liu Pang, who founded the Han Dynasty. A year later, however, the Hsiung-Nu moved in from Mongolia, and defeated Liu Pang's army, and the Han leader was forced to sign a peace treaty giving the Hsiung-Nu control of the northern border region.

For the next 400 years, the Han Dynasty ruled eastern China, interrupted by a brief period of anarchy from 1-23 A.D. Much of the time, the Han Dynasty fought off border raids by the Hsiung-Nu, and in 91 A.D., the Han finally inflicted a crushing defeat on the Mongolians. The Hsiung-Nu were forced to flee to the west, which began the great Hun migration into Eastern Europe. Around 1 A.D., the **Kushan** empire emerged in northern India and present-day Afghanistan, but after fighting a series of inconclusive wars with the Han Dynasty, the Kushans were forced to pay tribute to the Chinese.

Scenario Three:

The Peloponnesian Wars (431 B.C.)

As leader of either Athens, Sparta, or one of the league states, you must skillfully guide your city state to grandeur through cunning and guile. The threat of war and economic manipulation lurks in the shadows of Glory. Arise child of Pallas Athena and awaken the Gods of War to do your bidding!

Difficulty: General ✔ ✔ ✔

The game begins with two political blocks formed, The Delian League and the Peloponnesian League. The integral parts of the two blocks are allied with each other. Each block must attempt to gain control by any means possible to control all of the others major cities. The game will end when one block controls the Greek Peninsula.

With the decline of the Mycenaean empire, other Greeks began to establish colonies in the Eastern Mediterranean, and by 600 B.C., independent city-states in Greece, the Aegean islands, Asia Minor, Sicily, and Southern Italy emerged. While some of these Greek city-states were democratic, others were dominated by a single tyrant, or governed by a group of wealthy, powerful individuals known as an oligarchy, and internal struggles were frequent. At first, the city-state of **Argos**, a former Mycenaean stronghold, controlled much of the Peloponnesus, but was later weakened by attacks from another Peloponnesus city-state, **Sparta**, which also defeated **Thessaly** in the sixth century B.C. Though not a true democracy, Sparta opposed tyrants, and would often invade neighboring city-states to throw out tyrannical rulers and replace them with oligarchies.

The one city-state that was strong enough to challenge Sparta was **Athens**, whose population and wealth increased even though it was wracked with internal conflicts. When the neighboring city-state of **Thebes** tried and failed to take advantage of Athens' difficulties, the Spartans succeeded in removing the ruler of Athens, and occupying the city, before the Athenians regrouped and forced them out.

While the various Greek city-states were squabbling, the formidable Persians conquered Asia Minor and invaded Greece. In 490 B.C., Sparta and Athens put aside their differences and, along with other city-states, formed an alliance against the Persians. Though it had close economic ties with the Greeks, the powerful city-state of **Syracuse**, in Sicily, did not join in the alliance, but, instead, used its military forces to fight off a Carthaginian expedition from the western half of the island. The Persians were joined by **Thebes** and Thessaly, along with Macedonia, a confederation of tribes to the north, whose ruler secretly had an alliance with the Greek states. Although the Persians outnumbered the Greeks, the invaders and their allies were

defeated at the Battle of Marathon in 490 B.C. and the Battle of Salamis in 480 B.C. A year later, the Persians evacuated Greece.

Though victorious, Sparta and Athens did not remain allies for long. Sparta was still jealous of rival Athens, and secretly rejoiced after a Persian general had destroyed the city in 479 B.C., during the Persian evacuation. The Spartans opposed Athenian fortification and rebuilding efforts, and also resented Athens' domination of the Delian League, which was initially formed to oppose the Persians but was now being used by Athens to interfere with neighboring states. The Athenians themselves were becoming more imperialistic, and were jealous of the growing trading network of neighboring **Corinth**, which had an alliance with Sparta. Athens declared war on Corinth in 460 B.C., and when Corinth fell to the Athenians in 457 B.C., Sparta joined in the conflict, marking the beginning of the First Peloponnesian War.

Outcome of Scenario Three:

In 457 B.C., after declaring war on Athens, Sparta won the opening battle at Tanagra. But for the next ten years, the Athenian forces, under the leadership of Pericles, won a series of victories against Sparta and its allies. When the Spartans finally pushed the Athenians from their captured territories, a peace agreement was concluded between the two warring sides in 445 B.C., marking the end of the First Peloponnesian War.
During peacetime, the Athenians built fortifications known as the Long Walls between Athens and its seaport, Piraeus, and ended its policy of imperialism. But when Corinth and Corcyra (Corfu) began a naval war, Athens joined in on the side of Corcyra, which prompted Sparta to declare war on Athens once again in 431 B.C., igniting the Second Peloponnesian War. The next ten years saw a series of indecisive battles, as neither Athens nor Sparta could gain the upper hand, and a peace accord between the two city-states was signed in 421 B.C.

Sparta still sought a military victory over Athens, and waited for its best opportunity. It would arrive in 415 B.C., when Athens launched a major military expedition to conquer Syracuse. The expedition turned out to be a complete disaster, as Syracuse, assisted by Sparta, destroyed the Athenian navy, along with half its army. Sparta then declared war on Athens in 414 B.C., and began to lay siege to its rival city-state. After the Spartan navy defeated the Athenian navy at Aegospotami in 405 B.C., the Second Peloponnesian War came to an end when Athens surrendered to Sparta the following year.

Scenario Four:

Alexander's Legacy; Wars of Succession (323 B.C.)

Treachery! Alexander, son of Phillip of Macedon, has just succumbed to a mysterious death of dubious origin. Rumors permeate the halls of Persepolis and Babylon. Was it murder? Did Alexander choose the path of Achilles and that of Glory with a short life? It is your duty to maintain the Empire in the hands of the most capable of his generals, yourself, of course.

Difficulty: Imperator ✗ ✗ ✗ ✗

Each player must attempt to control all of the major cities. This one is a difficult scenario and the players must rely heavily on their generals to win.

In 359 B.C., Phillip II became king of Macedonia, a backward region in northern Greece that had previously been governed by a tribal confederation. Under Phillip's dynamic leadership, Macedonia became unified and strengthened, and in 352 B.C., he annexed neighboring Thessaly. After centuries of fighting amongst themselves, Athens, Sparta, and other southern Greek city-states could not put up an effective unified front against Phillip. The Macedonians conquered Thrace and Thebes, and defeated the remaining Greek forces at the battle of Chaeronea in 338 B.C., after which a new league of Greek city-states was formed under the leadership of Macedonia.

In 336 B.C., Phillip was assassinated, and his young son Alexander III (The Great) succeeded him as king of Macedonia. Alexander promptly marched the Macedonian army into Greece to show his supremacy, then headed north to the Danube River to secure Macedonia's northern border. Seeking the riches of Persia, Alexander's army of 30,000 infantry and 5,000 cavalry, with only 30 days provisions, crossed the Hellespont into Asia Minor, where they defeated the forces of Persian king Darius III at Issus. Alexander's army marched south through Phoenicia and Palestine, and captured Egypt, where he founded the city of Alexandria in 332 B.C., one of many to bear his name. The Macedonian army then headed northeast into Mesopotamia, where the rich cities of Babylon and Susa surrendered to Alexander. Pressing into Persia, Alexander's troops captured the Persian capital city of Persepolis, and, after seizing its vast hoard of gold and silks, burned it in 330 B.C.

Although the once-mighty Persian empire had fallen to his troops, Alexander kept pressing eastward. His army conquered present-day Afghanistan, then crossed the Khyber Pass into India in 327 B.C. After defeating Indian forces in the Punjab, the exhausted Macedonian army refused to go any further east, and Alexander, though he wanted to take the Ganges River valley, reluctantly returned to Mesopotamia. Alexander sought to consolidate his new empire, and was also planning an invasion of

Arabia, but before he could put either plan into action, he contracted a fever, possibly malaria, and died on June 13, 323 B.C. in Babylon at age 33, having conquered much of the known world without ever losing a battle.

At the time of his death, Alexander left only an infant son, Arrhiados, and an unborn child as his heirs, and his generals decided to divide up his vast, far-flung empire between themselves. **Perdicas**, Alexander's chief of staff, was chosen as Manager of the Kingship, or regent of the empire. **Antipatros**, one of Alexander's trusted generals, was to govern Macedonia and Greece. His son-in-law, Krateros, was made guardian of young Arrhiados. **Seleucos**, the commander of the officers' training corps of pages, had his eye on the former Persian Empire. **Lysimachos**, one of Alexander's personal aides, was to rule over Thrace and northwest Asia Minor. **Ptolemy**, Alexander's biographer, was made governor of Egypt. **Eumenes**, a staff secretary, was given Cappadocia in Asia Minor. **Antigonos**, a division commander, was in charge of Phrygia, in western Asia Minor. **Neoptellemos** was to rule Armenia, while **Alcetas** was to govern Psidia, in southwest Asia Minor.

These arrangements made by Alexander's generals did not last long, as they began plotting against each other to increase their share of the empire. In 320 B.C., Antigonos decided to organize a coalition of generals against Perdicas, and went to Macedonia to enlist Ptolemy, Antipatros, and Krateros. On his side, Perdicas lined up Eumenes, Alcetas, and Neoptellemos, and appointed **Cleitos** to take the Royal fleet to the Hellespont. The opening battle in what would be called the Wars of the Diadochoi, or Successors, was about to begin.

Outcome of Scenario Four:
At the beginning of the first War of the Diadochi, the coalition of Antigonos, Ptolemy, Antipatros, and Krateros defeated supporters of Perdicas in Asia Minor. Though held up initially by Cleitos' fleet, Krateros convinced Cleitos to defect against Perdicas, and also coerced Neoptellemos and his army into siding with him. In 321 B.C., Perdicas, while attempting to lead his army across the Nile to fight the army of Ptolemy, was assassinated by his own officers, whom Ptolemy had bribed. Perdicas' army was then merged with the armies of Antigonos and Antipatros. Antigonos took on the last of Perdicas' supporters in Asia, defeating Alcetas in Psidia. The rebellious generals' only defeat was at the hands of Eumenes, whose army defeated the armies of Krateros and Neoptellemos in Cappadocia, killing the two Diadochi leaders in the process. An agreement was reached among the generals whereby Antipatros was named Royal Regent, Antigonos appointed governor of Asia, and Seleucos named governor of Babylon. Lysimachos kept Thrace, while Ptolemy kept Egypt.

In 319 B.C., Antipatros died, and when his son Kassandros set himself up as ruler of Macedonia, the second War of the Diadochi began. Antigonos set out in pursuit of Eumenes, and the two opposing armies fought a series of indecisive battles in Babylon. However, in Media in 316 B.C., Antigonos'

cavalry took Eumenes' baggage camp, and Eumenes' Macedonian troops decided to hand over their leader to Antigonos in exchange for the captured property. Eumenes was subsequently executed.

Firmly entrenched in Asia Minor, Antigonos was now the most powerful of the Diadochi. When Antigonos refused to give up territory to Kassandros, Lysimachos, Seleucos, and Ptolemy, the third War of the Diadochi began in 314 B.C. Antigonos managed to capture most of Kassandros' territory in Greece and Macedonia, and his army forced Ptolemy out of Phoenicia and Gaza. Lysimachos stayed out due to internal problems in Thrace, and a truce was declared among the warring parties in 311 B.C.

That same year, Seleucos, who had been fighting on the side of Ptolemy in Gaza, decided to march east and recapture Babylon, which had been taken by Antigonos. Seleucos' army managed to recapture most of the vast eastern lands first taken by Alexander, and formed the Seleucid empire in 305 B.C. Inspired by Seleucos, Ptolemy broke his truce with Antigonos, and the fourth War of the Diadochi was underway. After capturing Cyprus, Antigonos' son Demetrios tried to invade Egypt, but was turned away. Next, Kassandros, Lysimachos, Seleucos, and Ptolemy decided to join forces against Antigonos and Demetrios. At the Battle of Ipsus in 301 B.C., Seleucos and Lysimachos defeated the father-son forces, and killed the eighty-one year-old Antigonos. The two victorious generals took over Antigonos' Asia Minor lands, but could not share them peacefully, and twenty years later, Seleucos and Lysimachos, both over eighty, met in battle. Seleucos, aided by Ptolemy's disinherited son Ptolemy Keraunos, defeated Lysimachos' forces at the Battle of Corupedium in 281 B.C. After killing Lysimachos, Seleucos was subsequently assassinated by Ptolemy Keraunos. The death of Seleucos, the last of Alexander's warring generals, marked the end of the Wars of the Diadochi.

Scenario Five:

Rome; Creation of an Empire (509 B.C.)

After Aeneas landed and formed the nucleus of Rome, his sons rose to create one of the greatest republics ever to inhabit the earth. Determined to expand and achieve stability, you must decide the fate of Rome or as one of the opposing peoples, to try and ensure your survival.

Difficulty:Vassal �殊 ✳

The Latin states must gain control of all the major cities.

Though it was probably founded around 1000 B.C., legend has it that the city of Rome was built in 753 B.C. by Romulus, who, along with his twin brother Remus, was a descendant of Aeneas, a Trojan survivor of the Trojan War. The next three kings to follow Romulus were legendary, but the fourth king, Tarquinius Priscus, was from the **Etruscan States** to the north. The Etruscans, descendants both of local Bronze Age peoples and of the "peoples of the sea," occupied most of the fertile region that is now called Tuscany, and gradually expanded through much of northern Italy during the 7th and 6th centuries B.C. Under the rule of Tarquinius Priscus and other Etruscan kings, Rome's first city walls and temples were built.

Though Rome grew under intermittent Etruscan rule, it was surrounded by hostile neighbors. In northeast Italy, Rome's enemies were the **Aequian Hill People** and the **Volsci Hill People**. In southeast Italy, the fierce hill tribes known as **Samnites** were a major threat. In the Po Valley to the north, a group of terrifying warriors called **Gauls** had settled around 700 B.C., after migrating from present-day France. Rome's nearest neighbors, who had also been invaded by Etruscans, were the **Latin States**, whose ancestors had invaded Italy from the Balkans around 2000 B.C.

Around 509 B.C., the Etruscans began to lose their grip on central Italy.

Outcome of Scenario Five:

In 509 B.C., Rome revolted and drove out the Etruscan kings, with the help of the Latin States, who had banded together. No sooner had the Etruscans left when Rome and the Latin States were at war with each other. At the Battle of Lake Regillus in 496 B.C., Rome defeated the Latin States, and the two warring parties signed a peace treaty, and entered into a mutually advantageous partnership.

Forty years later, in 458 B.C., the Aequian Hill People began to menace Rome. A retired Roman warrior named Cincinnatus was called from his farm to become dictator of Rome (a temporary position created in times of military emergency), and lead the Roman army against the Aequians. Cincinnatus defeated the Aequians, then gave up the dictatorship, and went back to his farm, having been away for only 16 days. His stint behind the

plow was again interrupted in 439 B.C., when the Volsci Hill People were threatening the Romans. Again, Cincinnatus defeated the enemy, and returned to his farm.

For the next forty years, Rome was preoccupied with attacking the Etruscan city-state of Veii. The Etruscan army was defeated in 425 B.C. , and twenty years later, the Romans besieged Veii. After a nine-year battle, the Romans sacked and destroyed the city in 396 B.C.

Rome's triumphs were short-lived, however, because in 390 B.C., the Gauls swept down the Italian Peninsula from the north. They devastated many of the Etruscan states, and captured most of Rome, forcing the Romans to pay a ransom to get their city back. The Romans rebounded from this humiliation, and pushed into Etruscan and Latin territory. The Aequians and Volsci were defeated, and Rome put down uprisings by the Etruscan and Latin States. The Gauls invaded a second time in 367 B.C., but this time, they were turned away by the Romans.

A new threat to Rome emerged from the south in 343 B.C., when the Samnites attacked the city-state of Campania, whose inhabitants asked for help from the Romans and the Latin States. The Samnites were turned away by the Romans and Latin States, but when Rome annexed Campania and did not share it with the Latin States, they, along with the Campanians, revolted. Rome quelled the uprising, and made concessions to the Latin States to assure their loyalty. The Samnites attacked again in 327 B.C., and won and lost several battles against the Romans. The Etruscans entered the war in 311 B.C., but were defeated by the Romans a year later. When the Romans won a major victory over the Samnites in 309 B.C., they forced the Samnites and other enemies to make peace. A final revolt by the Samnites erupted in 298 B.C., but was crushed. After the Romans defeated one last uprising by the Etruscans and Gauls in 282 B.C., Rome emerged in control of much of the Italian peninsula.

Scenario Six:

Cæsar's Conquest of Gaul (58 B.C.)

With the might of the republic, you , as Julius Cæsar, must march into the forests and valleys of Gaul to extend Roman influence. With only your stout legions and wits to guide you, you must secure the defense and safety of Rome. As one of the Gallic Leaders, you must defend your way of life by raising your people.

Difficulty: Imperator ✦ ✦ ✦ ✦

The Roman player must ally, betray and conquer all of the Gallic tribes to win and begins with three major cities. The Gallic tribes each begin with one major city and must control 10 major cities to win.

Although the Gauls had sacked Rome in 390 B.C., over the next centuries, the Romans had pushed northward into Gallic-held territory in the upper Italian peninsula and the southern region of modern-day France. A large number of warlike Gallic tribes still inhabited modern-day France, Switzerland, Belgium, and Holland, so clashes between Romans and Gauls were frequent. Though the Gallic tribes frequently quarreled with one another, the Gauls were nevertheless a formidable obstacle to Rome's territorial ambitions, and a menace to Rome itself.

In 59 B.C., an ambitious Roman politician named Julius Cæsar was appointed governor of Gaul by the Roman Senate. For Cæsar, it was an opportunity to command a large army, which he could eventually use to secure greater power in Rome. He also sought to capture barbarians, and became rich by selling them as slaves.

Almost as soon as Cæsar took over his new position, he was faced with a crisis. The **Helvetii** tribe was migrating from present-day Switzerland into southern Gaul, and several tribes threatened by this migration asked Rome for protection. Cæsar mobilized his army against the Helvetii, and marched northward into Gaul. There, for the next nine years, Cæsar's legions would be fighting the Helvetii and other barbarian tribes, including the **Suessiones**, a fierce Belgic tribe in northeast Gaul, and the formidable Belgic **Nervii**, in present-day Holland.

Outcome of Scenario Six:

In 58 B.C., Cæsar's army marched on the Helvetii, and intercepted them as they made their way down the Rhone Valley. In two separate battles, Cæsar's legions killed some 130,000 Helvetii, and ordered the survivors to return to their homes. Next, three Gallic tribes, the **Aedui**, the **Sequani**, and the **Arverni**, asked Cæsar for help against an invading Germanic tribe led by Ariovistus. When Cæsar agreed to attack the Germans, many of the Romans were terrified by the fierce reputation of their opponents, but were shamed into action by a stirring speech by Cæsar. After a futile negotiating

session with Ariovistus, the Romans attacked, and in the Battle of Vesontio, drove the Germans across the Rhine River, and many of the barbarians drowned.

By the spring of 57 B.C., much of Gaul was now under Roman control. However, a fierce group of tribes in Belgae, in northern Gaul, decided to march south to take on the Romans. When Cæsar heard of this, he marched his legions northward. The Romans were victorious against the Suessiones, and pushed further north into Belgae. In the Battle of the Sambre, Cæsar's legions were ambushed by the Nervii and the **Atrebates**, and although the Romans panicked at first, Cæsar's leadership carried the day, and the Roman army prevailed. Another Belgic tribe, the Aduatici, was soon defeated, and the Romans now held most of Belgae.

Having conquered so much territory in a short time, the Romans faced only scattered opposition during the next few years. In 56 B.C., a Roman fleet crushed the Venetii in present-day Brittany, and the following year, Cæsar's legions invaded Britain. That same year, the Romans turned back an invasion by two German tribes, and crossed the Rhine River into Germany to end any further German threats. A rebellion by the Nervii was also put down by the Romans, and Belgae and Germany were now under the complete domination of the Romans. Cæsar had ordered that any survivors be put to death, and this harsh Roman rule soon created resistance in Gaul.

In 53 B.C., the chief of the Arverni, Vercingetorix, gathered an army and captured most of central Gaul. His battle tactics were similar to guerilla warfare, and the Romans quickly found that this insurrection was a serious threat to their rule. Cæsar pursued Vercingetorix, but the rebellious army destroyed all food and supplies in their wake, slowing the Roman advance. The Romans finally caught up with Vercingetorix at the Arverni capital city of Gergovia in 52 B.C., but were unable to take the town, and were forced to retreat. This was Cæsar's first defeat in Gaul.

Vercingetorix pursued the Romans, then fell back to the fortified mountain city of Alesia, near the source of the Seine River. Cæsar's troops then built two enormous walls, each 14 miles in circumference, around the city. The first wall faced the city, bottling up its inhabitants, while the second wall faced outward, in the direction where a relief army would come. Unable to break out of Alesia, Vercingetorix sent out a call for help to all the Gallic tribes. The **Aedui**, the **Biturges**, the **Senones**, the **Parisi**, the **Armoricans**, the **Boii**, the **Eburovices**, the **Veliocasses**, the **Aulerci**, the **Ambiani**, the **Petrocorii**, the **Mediomatrici**, the **Nitiobroges**, and many other tribes throughout Gaul formed an army to break the Roman siege. Although this army numbered some 240,000, it could not break through the Roman walls, and when the people inside Alesia began to starve, Vercingetorix, seeing the hopelessness of his situation, surrendered to Cæsar, and the revolt was ended. Vercingetorix, the defeated leader of the rebellion, was later brought to Rome and executed. For the next 500 years, Gaul would be a stronghold of the Roman Empire.

Scenario Seven:

Sick Man of Europe; Survival of the Roman Empire (443 A.D.)

Surrounded by berserk tribes and blood thirsty empires, you as Roman Emperor must maintain and preserve the Roman way of life. Raise your legions and defeat your opponents or be swept from the face of the earth by the endless tide of humanity. As Chieftain of what was once a budding empire, you must secure your status as a contender and loot, pillage, and defile.

Difficulty: General ✗ ✗ ✗

There are two Roman players who must use all of their resources to remain in power for 100 turns to win. All other players will win by capturing 7 major cities.

After the death of Roman Emperor Marcus Aurelius in 180 A.D., and the assassination of his son Commodus in 192 A.D., the Roman Empire entered into a gradual period of decline, wracked by civil war and militant emperors. Rome was also menaced by barbarian attacks, as the **Alemannii** and **Franks** invaded Gaul in 236 A.D., and a new **Persian** dynasty emerged and captured Syria and parts of Asia Minor.

In an attempt to reorganize the Roman Empire, Emperor Diocletian divided it into eastern and western regions, with separate emperors for each. Although Diocletian had implemented a system for succession, chaos reigned after he resigned in 305 A.D., and in a power struggle, Constantine emerged as the new emperor of a reunited Roman Empire. He made Christianity the official religion, and moved the capitol of the Roman Empire to Byzantium (renamed Constantinople), an action which further weakened Rome. After his death, the empire split in two, with each half ruled by one of his two sons, and except for two brief intervals, it would remain split.

Meanwhile, the barbarian invasions continued. Rome, lacking enough able-bodied citizens to make up an army, began filling the ranks with barbarians, and the line between Roman and barbarian gradually became less distinct. In 372 A.D., the fiercest tribe of all, the **Huns**, who were descendants of the Chinese Hsiung-Nu, swept into eastern Europe from central Asia. This forced the **Ostrogoths** to flee to a narrow pocket near the Black Sea, while another tribe, the **Visigoths**, were pushed west into Roman territory near the Danube River. Mistreated by Roman officials, the Visigoths revolted, and defeated the Roman army at Adrianople in 378 A.D., killing the Roman Emperor Valens. The Visigoths subsequently ravaged the Balkans and Greece, and in 410 A.D., they sacked Rome itself. In 406 A.D., the **Vandals**, who had also been pushed out of Eastern Europe by the Huns, began moving into Gaul from the north, and by 409 A.D., they had marched

through Spain into North Africa, where they set up an independent kingdom. Following close behind the Vandals were the Visigoths, who invaded Gaul in 412 B.C., and moved into the Iberian Peninsula three years later. Northern Gaul was now controlled by the Franks, while the **Burgundians**, who had moved in from the upper Rhine, inhabited southern Gaul.

By 443 A.D., Rome was indeed "the sick man of Europe." Although the Romans had defeated the Visigoths in Gaul in 436 A.D., other tribes continued to carve pieces of the empire for themselves. The Eastern Roman Empire was reluctant to help its tottering neighbor, since Constantinople was virtually impregnable against barbarian attack, and its rulers were content to pay tribute to the barbarians.

Outcome of Scenario Seven:

In 450 B.C., the Huns, under their able leader Attila, invaded Gaul, where they fought the forces of Roman General Aetius to a draw. Two years later, Attila invaded Italy, but decided to withdraw after a visit by Pope Leo I, and the Hun leader died the following year. After Attila's death, many of the Huns settled in present-day Hungary, while others went back to Asia, where they merged with another tribe, the **Avars**. With the demise of the Huns, those tribes who had been menaced by these Asiatic invaders could now concentrate on attacking Rome.

When Aetius was assassinated by the Roman Emperor Valentinian, Rome's last able commander was gone. At the same time, the Vandals decided to plunder the riches of Rome itself. In 455 A.D., they sailed up the Tiber, and they looted and burned the helpless city for two weeks, after which the term "vandalize" would come to stand for wanton destruction. For the next twenty years, a succession of Roman emperors came and went on the whim of the barbarians, until in 476 A.D., the barbarian leader Odoacer declared himself king of Italy. After a thousand years, the Roman Empire was no more.

Odoacer's triumph was short-lived, however, because shortly thereafter, in 493 A.D., the Ostrogoths conquered the Italian peninsula and installed Theodoric as emperor. For the next 37 years, the enlightened Theodoric unified the Italian peninsula, but after his death, it was retaken by the Eastern Roman Emperor, Justinian. Upon his death, however, Italy was invaded by another barbarian tribe, the **Lombards**, who moved in from the Danube Valley in 568 A.D. Two other barbarian tribes, the **Bulgars** and the **Slavs**, invaded the Balkan Peninsula, but were stopped outside of Constantinople in 550 A.D. One hundred years after its demise, the area once occupied by the former Roman Empire was now divided mainly between the Visigoths in Iberia, the Franks in Gaul, the Lombards in Italy, the Avars in Eastern Europe, and the Eastern Roman (Byzantine) Empire.

Scenario Eight:

Winds Of Change (630 A.D.)

Emerging from the Red Sea a new force appears to challenge the empires of the world. As leader of this new wave, you must fortify and expand your influence across the known world. Ruling an empire can be a real problem as you attempt to face a new force.

Difficulty: Vassal 🖉 🖉

The Caliphate player must control all of the major cities on the map to win.

The Byzantine player wins with control of five cities and eliminates the Caliphate.

All other players will win if they control five major cities.

Around 570 A.D., the future prophet Mohammad was born in the city of Mecca, in the region of western Arabia known as the Hejaz. When he was 40, he had the first of a series of revelations which became the basis of a new religion, Islam, or "submission to God." Mohammad's disciples became known as Muslims, or "those who submit," and they transcribed his revelations to form the Islamic holy book, the Koran. The foremost teaching of Islam reemphasized monotheism: "There is no god but Allah, and Mohammad is his prophet." Mohammad and his followers were persecuted, and were forced to flee Mecca for Medina in 622 A.D., an event known as the hegira, or the "migration." Some of his followers found refuge to the south in Abyssinia (present-day Ethiopia), which was a solidly Christian nation. Mohammad's followers increased in number, and after winning several battles against the Meccans, he was able to take Mecca in 630 A.D.

Mohammad's death in 632 A.D. threatened to break the unity of the new religious movement apart. His friend Abu Bakr was appointed to be the caliph, or "successor," and the **Caliphate** was born. When Arab tribes that had pledged allegiance to the new religion began to break away, Abu Bakr sent armies after them. So successful were these armies in reestablishing Muslim rule on the Arabian Peninsula that they continued on into southwest Asia and Africa, spreading the word of their Prophet.

The first two major powers that these Muslims would encounter had been weakened by war. North of Arabia, **Sassanid Persia** and the **Byzantine Empire** had been embroiled in battle for nearly a quarter-century. East of Persia, the Asiatic peoples known as the **Seljuk Turks** were emerging. One of the Byzantine Empire's allies against the Persians were the **Khazars**, fierce fighters from the Caucasus Mountain regions. North Africa was populated by the nomadic **Berbers,** who terrorized caravans that emerged from the heart of Africa.

LEGIONS

Outcome of Scenario Eight:

A year after the death of Mohammad, two Arab armies headed north against the Byzantine and Persian empires. The first army marched into Syria and Palestine, defeating the Byzantines there in 634 A.D. and 635 A.D. The Arabs occupied Damascus for good in 636 A.D., and made it the seat of the Caliphate. Jerusalem and Antioch fell two years later, and by 645 A.D., the remainder of Syria would be in Muslim hands. In 639 A.D., the army headed west, into Egypt, where they defeated the Byzantines at the Battle of Babylon. Alexandria fell to the Arabs in 642 A.D., and the army continued to move west across North Africa, capturing Tripoli the following year.

The second Arab army drove into Persian-occupied Mesopotamia in 634 A.D., and after suffering an initial defeat, won a series of victories against the Persians, who had been weakened by the loss of their leader and their earlier defeat at the hands of the Byzantines. By 650 A.D., the Arabs had destroyed the Sassanid Dynasty, and the vast Persian empire had been conquered by the Arabs. The Islamic forces soon succeeded in capturing Armenia and pushing into Afghanistan.

A civil war back in Arabia put a halt to the rapid Islamic conquests, and caused the Arabs to make peace with the Byzantines, who had been their most stubborn foe, in 659 A.D. But this respite was only temporary, and in 663 A.D., the Arabs moved into the Indus Valley in India, and captured Samarkand in Central Asia in 676 A.D. The Byzantines reemerged as a foe, and although the Arab armies besieged Constantinople for several years, they were ultimately unsuccessful in capturing the Byzantine stronghold; however, they managed to capture much of Anatolia (present-day Turkey) from the Byzantines by 692 A.D. Marching further into North Africa, the Arabs destroyed the Byzantine army at Carthage in 698 A.D., eliminating the Byzantine presence on the continent. Inexplicably, after being defeated by a Berber army in Morocco in 703 B.C., the Berbers and the Arabs became allies. This facilitated the Islamic conquest of North Africa, which was completed within eight years.

In less than a century, the Arab armies had literally taken the world by storm, and conquered an enormous territory stretching from the Atlantic to the Indian Ocean. Further Arab conquests would prove to be increasingly difficult due to internal conflicts and fierce opposition. In the Caucasus, the Khazars would push the Arabs back to Mesopotamia in 733 A.D., although a determined Arab counterattack would recapture much of the lost territory. The Turks, allied with the Chinese, would fight the Arabs in Central Asia for decades, inflicting defeat on the Muslims at Samarkand in 730 A.D., before losing at Balkh in 737 A.D.

Scenario Nine:

Charlemagne and the Rise of the Carolingians (730 A.D.)

From the forests and valleys of northern Europe arose the Kingdom of the Franks. As Charles Martel, you must strike out and forge a kingdom from a land ridden with pestilence, famine and petty lords. Arise leaders of men, you are called to expand the lands of your forefathers, and deny life and happiness to your enemies!

Difficulty: General ⚔ ⚔ ⚔

The Frank player wins if he controls 7 major cities.

The Caliphate player wins if he controls 6 major cities.

The Lombards win if they control 5 major cities.

All other players win if they control 4 major cities.

One of the original barbarian tribes that occupied Gaul during the last centuries of the Roman Empire, the Franks were becoming stronger in the late 600s under the leadership of their king Pepin II. Following wars with the Frisians, the Alemanni, and the Burgundians, the kingdom of the Franks, encompassing much of present-day France, was united in 687 A.D.

After Pepin's death, the **Caliphate** conquered Spain, and several Arab-Berber armies, known as Moors, crossed the Pyrenees into southern France, seizing a strip of territory along the Mediterranean. These armies were beaten back, but others would return to harass the Franks, who were now led by Pepin's son, Charles Martel, the founder of a ruling dynasty known as the Carolingians. This dynasty, under Martel and his grandson, Charlemagne, would rise to become the most powerful in Europe..

Outcome of Scenario Nine:

From 726 A.D. to 732 A.D., Charles Martel campaigned in present-day Germany, conquering the **Bavarians**, the **Thuringians**, and the **Frisians**, and expanding Carilingian-held territory. On his return to France, Martel was faced with a Moorish army that was seeking to plunder the city of Tours. At the Battle of Tours (or the Battle of Poitiers) in 732 A.D., Martel defeated the Moors, stemming their advance into Europe. Two other Moorish campaigns, in 737 A.D. and 739 A.D. were repulsed by Martel.

After Martel died in 741 A.D., his two sons shared the throne for six years, with Pepin III becoming king after his brother abdicated. When the **Lombards**, who had inhabited much of northern Italy, began to advance on Rome, Pope Stephen II appealed to Pepin for assistance, and in 754 A.D. and 756 A.D., the Frank army defeated the Lombards. The following year,

Pepin marched into Germany, and defeated the **Saxons**, forcing them to pay tribute.

When Pepin died in 768 A.D., his empire was divided between his two sons, Charlemagne and Carloman, but was reunited three years later under Charlemagne, following the death of Carloman. Subsequently, Charlemagne began a war with the Saxons which would eventually cover eighteen campaigns and lead to their eventual submission to Carolingian rule in 799 A.D. The Lombards began to threaten Rome again, and in 773 A.D., after another plea from the pope, Charlemagne's army defeated the Lombard army, and Charlemagne was crowned king of the Lombards. Four years later, Charlemagne's army successfully invaded northern Spain. However, the rearguard of the Frank army was decimated by attacking Basques and Moors, and Charlemagne's nephew Roland was killed. Charlemagne's army eventually succeeding in pushing the Moors south of the Pyrenees and capturing Barcelona. In 787 A.D., Charlemagne conquered Bavaria, and four years later, began a campaign against the **Avars**, in the central Danube Valley. The Avars were eventually defeated, and portions of present-day Croatia, Slovenia, and Hungary were added to the Carolingian empire.

In 800 A.D., the new pope, Leo III, crowned Charlemagne Holy Roman Emperor on Christmas Day, thus sharing power in Italy with the Carolingians. The still-growing empire added more territory when Bohemia was conquered in 806 A.D. Though the **Vikings**, who were raiding towns all along the North Atlantic, posed their first threat to the Franks in 809, Charlemagne's fleet kept them from attacking the north coast of the empire.

The mighty empire that Charlemagne built began to fall apart soon after his death in 814 A.D. His son Louis proved to be an ineffective ruler, and was unable to prevent the increasingly bolder Vikings from raiding the Frank kingdom. Upon his death in 840 A.D., his three sons fought for control, resulting in the Treaty of Verdun in 843 A.D., which split up the Carolingian empire into three regions.

Scenario Ten:

Struggle for Prominence in Africa (926 A.D.)

Join the ranks of the great Kings of Africa as you are placed as ruler of a mighty empire! Throughout the land, you must carve out a place for your people and encourage trade. Conquest and diplomacy are your key weapons to achieve your destiny.

Difficulty: Vassal ✗ ✗

Each player must control 8 cities to win.

For a thousand years after the collapse of the New Kingdom of Egypt around 1000 B.C., the empire of Kush/Meroe, in Nubia, was one of the most powerful on the African continent. However, a decline in agricultural production and attacks from other tribes gradually weakened the empire. In 350 A.D., neighboring **Askum**, whose people originated in Yemen and had migrated across the Red Sea to the region north of Abyssinia, overwhelmed the Kush/Meroe empire in 350 A.D., and destroyed the city of Meroe (near present-day Khartoum).

A few decades later, Askum became a Christian nation, and the neighboring kingdoms of **Nabotia**, **Maqurrah**, and **Alwah**, on the Nile River, followed suit around 550 A.D. (In the early 600s, Maqurrah absorbed Nabotia.) As Askum became more powerful, its armies invaded southern Arabia, an act which enraged the emperor of Persia. In 572 A.D., the Persians launched an expedition to Aden, which succeeded in driving out Askum from most of Yemen and southern Arabia. Askum did manage to hold onto the Yemenite port of **Zabid**, as well as the vassal states of **Qata** and **Jarin**, on the Red Sea coast between Egypt and Ethiopia. Askum's ships were active in trading with kingdoms bordering the Red Sea, including **Baza**, **Baqlin**, and **Naqis**, near Egypt, as well as with the Bantu kingdom of Zanj, in present-day Somalia and Kenya. In 702, Askum's ships succeeding in raiding the Arabian port city of Jiddah.

By 800 A.D., Askum was rapidly declining. The rise of Islam in Arabia and the subsequent Muslim conquest of Egypt had devastated its Red Sea trading routes. Many of the Red Sea coastal states were taken over by Egypt and Arabia, and Arab and Persian traders began to settle in Somalia. In 976 A.D., the neighboring Damot kingdom invaded Askum, and devastated what was left of the once-mighty empire.

While Askum was falling, on the other side of the continent, new African empires were emerging. By 800 A.D., **Ghana**, in the present-day west African nation of Mali, had become a wealthy, powerful kingdom, thanks to its control of the trade from the gold fields along the upper Niger River. A century later, Ghana conquered **Berber** tribes to the north, and took over their profitable salt trade. East of Ghana, around Lake Chad, the kingdom of

Kanem emerged around the mid-800s, and became rich by controlling the southern caravan routes through the Sahara. Later, the kingdom would be moved to **Bornu**, east of Lake Chad.

Many of the Ghanian caravans depended upon nomadic Berber tribes to guide them through the Sahara, and occasionally, these tribes would attack established kingdoms. One of these tribes, the Almoravids, began a holy war to the north and the south, invading Morocco in 1054 A.D., and seizing Kumbi, the capital of Ghana, in 1076. The Almoravids declined shortly thereafter, and the now-weakened empire of Ghana eventually broke up into three smaller states, **Mali**, on the upper Niger, Soso, and **Songhai**, on the middle Niger.

Mali and Songhai soon converted to Islam, and although Songhai conquered Mali in 1224 A.D., Mali conquered Songhai a century later, and became the dominant power in the region, eventually controlling most of the western continent. The capital of Mali, Timbuktu, became the most important cultural and commercial center in west Africa in the 1300s. However, the region that Mali had conquered proved to be too large for its rulers to govern effectively, and by the 1400s, Songhai had ousted its Mali rulers, and replaced Mali as the most powerful nation in west Africa.

Focus on History:

The Late Roman Era

The Mediterranean witnessed a tremendous amount of change between 450 and 700 A.D. Political boundaries were expanded or swept away by might or theology. This discussion will attempt to highlight the difficult question of what changed politically around the Mediterranean.

The Western half of the Mediterranean witnessed the stabilization of once roaming Germanic peoples into solid or tribal nations which created territorial boundaries and a sense of civil government. These tribes secured their hold on the areas which they were allowed to settle as federati under Roman control, but as Rome sank into the abyss of instability and impotence, they created a new or sedentary world for themselves out of the ashes of the old. The Visigoths in Hispania, the Franks in Gaul, or the Lombards in northern Italia, among others, searched for and found a home. They abandoned, for the most part, city life and ventured into the countryside to farm and raise livestock. Some of them went to the coastal areas and founded small hamlets because of the superb supply of food that emanated from the ocean.

Without the Roman central authority and the formalized trade routes of merchants that once spawned the empire from east to west, the once bustling Roman cities and bishoprics were reduced to mere towns. Nothing but mere shells of their former greatness, the towns became nothing more than local dwellings for farmers and not the seat of political power. Since the western half of the Roman Empire had been reduced to nothing more than the city of Rome itself, a large horde of Slavic peoples formed itself into a loose organization known as the Bulgarians.

Although the so called Bulgarians began to exist as a united group in the early 620's, they probably migrated to the Balkan region between 560-650 A.D.. The new Bulgarian nation or tribe began to threaten the Eastern half remains of the Roman Empire. One can ask why this group of people would attack, but the answer could be justified with several words. The lust for battle, the need for food, and above all, the desire for land. Good farm land that can be used to feed their people. The warrior's thirst for battle and the glory and courage this would bring. The Balkan territories of the Byzantines were like diamonds to a poor man. The Bulgarians attacked and captured most of these lands. Little did they realize that there actions would coincide with another entity to weaken the Byzantine Empire: the Sassanid Empire.

The Sassanid Persian Empire, after having been formed by Ardachir I of the Arsachid dynasty in 227 A.D., began to conquer or reclaim the eastern half of the Byzantine Empire which at the time of the Sassanid beginnings was the Eastern Roman Empire. A natural contest developed between the two empires. Constant warfare was seen on the "eastern front" that culminated

within the reign of Heraclius. Chosroes II of the Sassanid Persians, by 626, reigned a weakened and tired empire that would soon meet its end. Having also felt the pain and anguish of constant warfare, Heraclius met Chosroes' II army at Yarmuk in 634 A.D. Although the Byzantine army defeated the Sassanid army, both nations were too weak to continue the battle or to pursue the enemy. Decades of war strained the two empires beyond normal levels and they fell into greater internal troubles when Justinian II was banished and Chosroes II was assassinated. The timing for the upcoming theological revolution of Mohammed was ripe.

An idea engulfed the Arab peoples through Mohammed. His preaching and speeches which were praised in the Koran spoke of divine inspiration. This engulfed the dispersed Arab tribes and amazingly formed them into a determined group to bring man to Allah. This did not become obvious until Mohammed's death in 632. Abu Bekr swept control of the Islamic faithful shortly after Mohammed's death and led them into direct conflict with both the Byzantine and Sassanid Persian Empires. As we have described above, some nations expanded for materialistic reasons, but the Islamic community was doing humanity a service by conquering them and instilling the Islamic faith. The Kalid or Caliph, which means leader, rushed into Jerusalem, Antioch, and Egypt with a burning desire for victory. For the common soldier, war meant either serving Allah by converting others or dying in his service and thus going directly to heaven before the Hegira comes to an end. Heraclius had been warned to abandon the city of Antioch by the Khalid, but he ignored them. He finally faced them at Yarmuk in 634. The Byzantine army was completely routed and dispersed. What Heraclius had gained through years of war with the Sassanids, he had lost in a day. The Byzantines suffered from the same illness which we have examined above; that of having weakened itself with constant warfare. Seemingly overnight, the forces of Islam faced and overran the weakened Sassanid Empire until they reached Armenia in 640 and sliced through the Byzantine Empire. It appeared that nothing could have impeded the followers of Allah. Again, to the common soldier, they were helping their fellow by showing them Allah's truth. The entire North African coast was completely converted by 709 A.D. Were it not for the advent and use of Greek Fire, a combustible liquid of Quick-Lime, Phosphorus, and Sulfur, Constantinople would have fallen to the Islamic Armies. The Byzantines projected Greek Fire from tubes on their ships. Once the substance touched water, it would ignite into flames and consume the foe. A tremendous weapon that would save the Byzantines for several hundred years to come.

The face of the Mediterranean changed politically within two-hundred and fifty years. The once all encompassing Roman Empire had been diminished into a small Empire in Pontus and the Bosphorus. The Sassanid Persian Empire reduced from a blossoming eastern empire to be the servant of Islam.

The Battles of Strasbourg and Chalons:

An Analysis Of Late Roman Horse and Foot

*"Thus these barbarians had the agility of cavalry,
and the sturdiness and firmness of infantry."*

—Gaius Julius Cæsar *Commentaries*

The Late Roman Army adopted the cavalry as the primary force for victory while reducing the infantry to a secondary or supporting arm. Rome owed much to the battle-hardened legionaries which forged its empire, but Rome now enlisted the strength of cavalry to decide its destiny. This discussion, examines two principal battles of the Late Roman Empire, in which victory was gained by the use of infantry or cavalry as the primary weapon, and why these battles differed greatly within less than one hundred years.

Julian the Apostate, in 357 A.D. near the Rhine border, engaged his Roman Army against the irregular forces of Chnodomar, King of the Alamannii. This remarkable encounter was one of the last examples of a Roman victory through the use of steady close order legionaries. Although cavalry was present, it appears that they were not deemed as the primary catalyst for victory by contemporary generals.

The Roman force at Strasbourg, as described by Ammianus Marcellinus, was primarily composed of Legionaries (Legionarii) and supported by some Auxiliaries (Auxilia).[1] The cavalry (Equites) were heavily armored[2] with javelins and a shield. The Roman Legionaries were a mixture of all its subjects and fought almost entirely in close order formation.[3] They were armed with a javelin and a large oval shield.[4]

The Alamannii and their allies numbered close to 35,000 men[5] before the encounter. Of these irregular forces, only a small fraction appear to be mounted nobles armed with javelins and shields.[6] The foot warriors relied on a heavy throwing spear known to them as the Bebrae[7] which, on impact, could penetrate a Legionaries shield. This advantage appears to have been nullified by the height advantage that the Romans possessed as described in the following passage.

Julian appears to have placed his legions along the top of a small hill with his cavalry on the right flank and Severus on the left. Opposing these forces were arrayed the main body of Alamannii Wedges[8] in the center of the line. Their mounted nobles supported their left flank[9] and some entrenched warriors on the right.[10] When the signal was given to advance, the Roman and Germanic cavalry fell upon each other with ferocious tenacity. With light casualties, the Roman cavalry was rebuffed in disarray. If Julian had not stopped the routers,[11] the Roman center would probably have been flanked

and all hope for victory would have been lost. Here we can see the reliance of the infantry as the final stroke to decide the day. The cavalry was sacrificed to allow the Roman and Germanic infantry to engage. With the use of darts and javelins, the Roman infantry were able to disorder their opponents[12] as they raged forward to meet them. Into the meat grinder the Germans ran with strength in their hearts and determination to cast out the Roman tyrants. The stout and resolute defensive line combined with the disordered state of the Germans appears to have decided the fray.[13] Such was the carnage that up to six thousand Alamannii lay strewn about the field while only two hundred and forty seven Romans fell.[14] The victory was complete, but Rome would find another, its last Imperial victory[15], ninety-three years in the future with cavalry as the primary force.

In the spring of 451 A.D., Attila with his Hunnic Horde faced Flavius Aetius and his army on the open field of Chalons to decide the fate of the western empire. A battle of titanic proportions pitted "one of the last Romans"[16] against the leader of five hundred thousand subjects.[17] This battle could be said to illustrate a perfect example of Roman strategy and tactics which have evolved to emphasize the mounted arm.[18] This can be said to the degree that infantry was only a token force. Its presence delegated to the task of supporting the cavalry which will be discussed below.

Aetius' army which faced Attila was Roman in name only. Very few, if any, Roman natives fought in this great battle as officers or part of a mounted bodyguard. The bulk of the Roman forces were made up of two allied contingents: the Visigoths with King Theodoric and the Alani with King Sangiban.[19] Armed with lances as the primary Alan weapon and javelins as the primary Visigothic weapon, these forces proved their worth many times over.[20] Relying on their heavy throwing spear and javelin, the foot auxiliaries consisted of...

> "Franks, Sarmations, Armoricans, Liticians, Burgundians, Saxons, Riparians, Olibiones (once Roman soldiers and now the flower of the allied forces), and some other Germanic tribes."[21]

Desperate and determined to stop Attila from invading any further west, Aetius prepared to meet a battle hardened foe from the east.

Ammianus Marcellinus describes the Huns as nimble warriors that could endure innumerable hardships and battles on campaign.[22]

> "What makes them even a more fearful opponent, Marcellinus mentions, was their skills as archers..."

> "What makes them the most formidable of all warriors is that they shoot from a distance arrows tipped with sharp splinters of bone instead of usual heads; these are joined to the shafts with wonderful skill."[23]

With lances and bows as their principal weapons, they stood an excellent chance of defeating the Roman Army arrayed before them had they not deployed so poorly as mentioned below. Along with Attila were the Gepidae under the command of King Ardaric and the Ostrogoths under the command of Valamir.[24] Together they faced an equally fierce and determined force on the plains of Chalons.

The Roman strategy, similar to that of Scipio at Iling,[25] was to place Sangiban and his Alani in the center because of some treacherous rumors which caught Aetius ear. Placing him in the center assured Aetius that Sangiban would fight when forced. Aetius took command of the right wing and Theodoric with his Visigoths the left wing.[26] While Attila deployed his allies on the flanks and himself with his best warriors in the center, Thorismond, son of Theodoric, advanced and captured the only crest on the open plain.[27] This began the last Imperial victory for Rome and the beginning of the end for Attila, a name whose legend stills burns in the heart of men to this day.

Pressing body upon body, warrior against warrior, the Franks and Visigoths were able to withstand the repetitive waves of ferocious Hun attacks on the crest held by Thorismond. "The Romans, having the advantage of the ground, maintained their line and repulsed the enemy."[28] As discussed before, height offered a strong advantage for the Romans. In this engagement, the Roman infantry play a different role, a role of support and stalwart defense as their mounted brethren smashed through the enemy's flanks in an attempt to encircle Attila's main force in the center. The fighting grew "fierce, confused, monstrous, unrelenting."[29] Blood soaked plants stood helplessly as once strong warriors, regardless of allegiance, spilled their life. As Aetius and Theodoric penetrated the forces directly in front of them, Attila's allies began to waver and disperse.[30] The Visigoths and Romans rode with a fire that it would almost seem as nothing could have stopped them. Not even the heroic death of the Visigoth King Theodoric could deny Aetius' victory. With his flanks collapsing, Attila could only escape to his wagons with his bodyguard and the remnants of his army.[31] Swift victory was secured with the aid of infantry which allowed the cavalry enough time to defeat and encircle the enemy. Could this victory have been won if there was not as much Roman cavalry?

Having examined the two Roman battles, the deviation from an army relying on solid infantry for victory to the extensive use of cavalry is amazing to say the least. For over four hundred years, Roman Legions had created and maintained the Empire. Within a period of one hundred and fifty years, the cavalry would replace them as the primary force.[32]

Although the introduction of heavier armored cavalry by the eastern nations was a primary catalyst for this change,[33] the decline of western infantry accelerated the process.

Denison remarks that the Roman Legionaries prepared the way for their own destruction.

> *"When sloth and negligence had rendered the exercises less frequent,*
> *the soldiers carrying them (Armor and helmet) only rarely soon*
> *found them to heavy to wear, and demanded from the Emperor, first*
> *to be relieved of the cuirass, and then the helmet."*[34]

Not forgetting the distances that an army had to travel quickly, because most of the barbarians in the fourth and fifth centuries were mounted warriors. Vegetius even described the degeneration of the Roman infantryman in a letter to Valentinian II. Denison mentions Roman infantry abandoning armor while barbarian horse began to adopt it.[35] What is even a greater folly, the Romans began to believe that the main reason for their losses at the hands of the barbarians was their lack of good heavily armored cavalry and completely disregarded the degeneration of their legions.[36]

Most of the Roman cavalry present at the previously discussed battles were products of an empire struggling to find a solution to their problems of northern invaders. Armor and weapons from the east were introduced into the late Roman Army to create mounted "Shock" troops and reducing their infantry to shielded troops without armor.[37] It would not be prudent to say that these were the only forces responsible for the victory at Chalons or Strasbourg. Roman cavalry replaced the Roman Legionary as the principle source for victory, and within a period of about one hundred and fifty years. Combined with the brilliance of Julian or Aetius, they were able to succeed.

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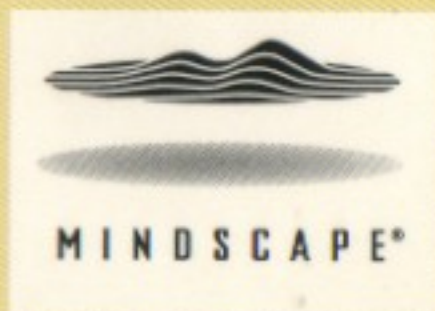England, United Kingdom

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