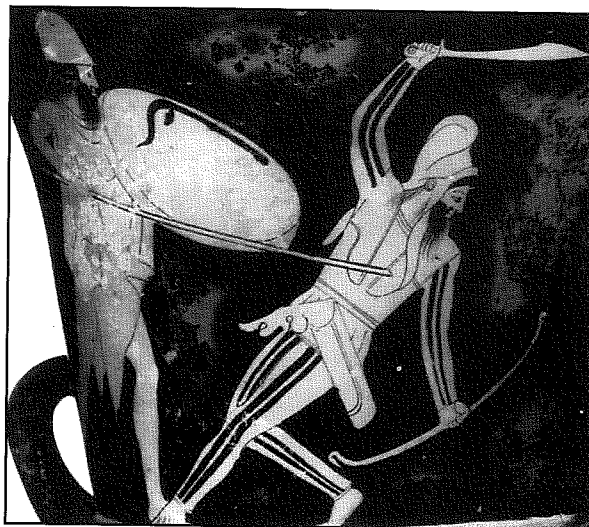


XENOPHON: 10,000 AGAINST PERSIA

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[1.0] INTRODUCTION

XENOPHON: 10,000 AGAINST PERSIA is a wargame simulating the Persian Civil War of 401-387 BC. This war saw the revolt of the Persian satrap Cyrus against the Emperor Artaxerxes II. Cyrus had boosted his army with an army of Greek mercenaries—the “10,000.” The Civil War saw the rebel army triumph, but Cyrus was killed in action early on. The legendary *Anabasis* followed, wherein the Greek mercenaries under the leadership of the Athenian Xenophon fought its way back to the Greek colonies on the Black Sea coast. The war itself continued, eventually involving the Spartans and not finally being settled until the King’s Peace.

XENOPHON is a two-player game. The *Empire* player controls the forces of the Persian Empire, its allies, and client states. The *Rebel* player controls various insurgent and barbarian forces. Each player’s forces are represented by military units and Stratagem markers. Players must use a combination of military strength and cunning strategy to maintain and increase their power.

The **XENOPHON** rules are based on the **CHARLEMAGNE** game (*S&T*#189). Critical differences will be noted.

[2.0] COMPONENTS

2.1 THE MAP

The game map shows the Persian Empire and its environs as it was during the time of the civil war. A hexagonal grid has

been superimposed on the map to regularize the position and movement of the playing pieces. When setting up and playing the game, the cardboard playing pieces are placed within the individual hexagons.

• *The hexagons are termed “hexes” in the rules.*

2.11 Satrapies. The map is further divided into political-geographical areas called *Satrapies*, representing the political divisions of the Persian Empire and surrounding areas.

• **Map clarification.** Athens consists of just the Athenian hex itself. The island of Rhodes is part of Ionia. The island of Cyprus is part of Cilicia. The Crimea is a part of Colchis. Sardis is hex 2707 (ignore the city symbol in hex 2808). Bucephala is hex 2244 (ignore the city symbol in hex 2243). Bucephala (hex 2443) should have a gray border as other city hexes.

2.12 Satrapy Control Chart. The Satrapy Control Chart is used to record/show information about each Satrapy. Information includes:

Name. This is the historical name for the region.

Levy. The number of units the player Controlling the Satrapy receives for free each turn.

Control. A Satrapy may be on one of three states of Control: *Empire*, *Rebel*, or *Neutral*.

2.13 Map Errata: The **Region Control chart** should be labeled the **Satrapy Control Chart**. The **Terrain Effects chart**—Roads also negate other terrain in hex. A road which

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2.3 PLAYING PIECES

Identity	ARTAXERXES 1-16	Leader	THRACE 2-8	Militia
Combat Strength	TISSAPHERNES 1-24	Operations Points	PERS. INDIA 9-12	Elephants
	GUARD 8-16	Supreme Leader	SPARTA 4-32	Fleets
	ILLYRIA 6-12	Phalanx	GUARD 1-12	Siege Trains
	LIBYA 4-24	Barbarian Horde	GUARD 1-12	Supply Trains
	COLCHIS 6-24	Light troops		
		Cavalry		

crosses a river hexside is considered to be a bridge. **Zones of Control** cost 0 movement points to enter (not 1).

2.2 GAME TABLES & CHARTS

These are used to conduct and record certain game functions.

- **Battle Results Tables (BRTs).** These are used to resolve combat. There are three BRTs—*Engagement*, *Skirmish* and *Combined Arms*, each representing a different tactical approach to combat.
- **Colonization Table.** This is used to establish Colonies.
- **Diplomacy Table.** This is used to resolve Diplomacy attempts (which allow a player to gain Control of a region bloodlessly).
- **Events Table.** This is used to generate random events (including Revolts).
- **Operations Points track.** This is a convenient place to keep track of Operations Points expended by a force (on map).
- **Pillage Table.** This is used to loot and devastate hexes.
- **Satrapy Control Chart.** This is used to show which side controls which Satrapies and their Levy value (on map).
- **Revolt Table.** This is used to resolve Revolt attempts when called for by the Events table.
- **Stratagem Chart.** This explains the functions of each type of Stratagem marker.
- **Terrain Effect Chart.** This shows the Map terrain types and their effects on play (on map).
- **Treasury Chart.** This shows the number of Talent Points (the game's basic unit of "currency") required to build or maintain units and perform other game functions.
- **Turn and Phase Chart.** This is used to determine the current turn, and to record which particular phase of a turn is currently occurring (on map).

2.3 PLAYING PIECES

Examine the sheet of die cut cardboard playing pieces. There

are three types of playing pieces, *Combat Units*, *Stratagems*, and *Markers*.

2.31 Combat Units.

Combat Units (or "units") represent various types of military forces.

Empire: Purple

Rebel: Red

The front side of Combat Units represents their Empire status. Units are backprinted in their Rebel status.

Combat Unit Types:

Leader. A great leader, staff plus a bodyguard.

Supreme Leader. The top leader on a side.

Phalanx. Heavy-armed infantry fighting in close order.

Barbarian Horde. Hordes of wild guys swinging swords, glaves and other weapons.

Light troops. Missile armed infantry, mediocre cavalry, and other skirmisher types.

Cavalry. Horse-mounted troops from the more skilled cavalry nations.

Militia. Self defense forces, bureaucracy and other local folk.

Elephants. Big tusked animals with riders, pure shock value.

Fleets. Concentration of naval power.

Siege Trains. Engineers and siege equipment.

Supply Trains. Concentration of supplies, wagons and pack animals.

2.32 Stratagems. These are used to conduct special political and military actions. Players draw Stratagems at random in the course of the game. Possession of Stratagems will give the players advantages as explained on the Stratagem Chart.

2.33 Game Markers. These are used to record various game functions or changes in status to hexes on the map.

- **Battle.** Indicates a hex in which a battle occurs.
- **Colony.** Indicates a hex that contains a newly established Colony.
- **Control.** Indicates which player controls a particular Satrapy (place on the Satrapy Control Chart). Note: players will need to make up their own Control markers for the game. They can use spare counters, coins, etc.
- **Operations Points.** Indicates how many Operations Points a force currently has available.
- **Phase.** Indicates the current phase in the sequence of play.
- **Pillage.** Indicates a hex that has been Pillaged.
- **Public Works.** Represents the construction of palaces, aqueducts, temples, grain storehouses, and other facilities that benefit the general populace. [*These markers will be used in an upcoming game variant.*]
- **Year.** Indicates the current turn.

2.34 Counter errata: Egypt should have one phalanx (8-16) and two light units (4-24), not three phalanxes. Lydia should have one more militia unit (2-8); mark one of the Egyptian militia units "Lydia." All Hyrkanian units should have a blue stripe.

2.4 EXPLANATION OF GAME TERMS

- **Battle.** An Operation used to destroy enemy units.
- **Belligerent.** A force or region which is controlled by either player (as opposed to being Neutral).
- **Colony.** An Operation which allows a player to establish colonies.
- **Combat Strength.** A quantification of a force's ability to engage in Battle. This is based on the unit's training, equipment and leadership.

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- **Control.** Status of a Satrapy (and its forces) when a player can use its forces and treasury. A Satrapy may be in one of three states of Control: *Empire*, *Rebel*, or *Neutral*.

- **Diplomacy.** An attempt by a player to gain Control of a Satrapy via diplomatic means.

- **Enemy.** All Satrapies and units which are controlled by the opposing player.

- **Force.** One or more units which conduct Operations together.

- **Friendly.** All regions and units controlled by a player.

- **Identity.** For military units this represents either the Satrapy of origin (e.g., Lydia) or "Guard" (elite corps). For Leaders, this is the historical name.

- **Movement.** The moving of units across the map.

- **Neutral.** A Satrapy which is not Controlled by either player.

- **Non-phasing player.** The player who is not the Phasing Player.

- **Occupy.** To have a friendly unit in a hex.

- **Operation.** Movement, Battle, Pillage and Colony.

- **Operations Value (or Operations Points).** This is a quantification of the ability of a force to conduct various military actions: movement, combat, etc.

- **Phase.** A distinct part of a game turn.

- **Phasing player.** The player whose turn is occurring.

- **Pillage.** An Operation used to destroy Cities or Colony markers and gain loot.

- **Satrapy.** One of the geographically distinct areas on the map. Each Satrapy has its own forces, as indicated by the names on the units.

- **Stratagems.** Markers representing various military and political actions.

- **Talent.** The basic monetary unit of the game, measured in *Talent Points*.

- **Unit.** A playing piece representing a leader or military formation.

- **Zone of Control (ZOC).** The six hexagons surrounding a unit.

2.5 GAME SCALE

Each game turn represents one year. Each hex is 80 kilometers across. Each military unit represents 1600-6400 troops, plus officials, pack animals, camp followers, etc. Each Leader represents a single great person or cadre of generals and officials, plus an elite bodyguard.

2.6 DO OR DIE

Players will need one six sided die (plural, "dice") to play the game. The die is used for randomized game functions.

- **Die Roll Modifier.** Certain game charts require a die roll modifier. A positive die roll modifier is a number added to the result rolled on a dice. For example, a die roll modifier of "+1" added to a rolled result of "3" would give a final outcome of "4." A negative die roll modifier is subtracted from the result rolled on a dice. For example, a die roll modifier of "-1" would reduce the number rolled by 1. If more than one die roll modifier applies to a game function, then the cumulative total is applied.

- Players will also find it useful to have a calculator (or slide rule) available.

[3.0] SEQUENCE OF PLAY

Players set up their units and markers according to Scenario instructions. Each game will last a designated number of Game Turns. Within each Game Turn each Player will have its own Player Turn, in which the player controlling its forces will conduct operations with its units. In each turn, players conduct operations in a certain sequence of activity, consisting of a number of *Phases*.

3.1 Each Game Turn consists of the following Phases:

a. **First player turn.**

[1] **Random Events Phase.** The player rolls on the Random Events Table to determine which Event will occur this player turn.

[2] **Stratagem Phase.** The player picks Stratagem markers.

[3] **Diplomacy Phase.** The player conducts Diplomacy in order to change the Control status of neutral and enemy regions.

[4] **Treasury Phase.**

(a) **Taxation Sub-Phase.** The player collects Talent Points.

(b) **Maintenance Sub-Phase.** The player must expend Talent Points to maintain units.

(c) **Recruiting Sub-Phase.** The player may expend Talent Points to recruit new units, purchase Stratagem Markers, and remove Pillaged markers.

[5] **Levy Phase.** The player determines which units he can raise via Levy (which do not cost any Talent Points) and then places them on the map.

[6] **Operations Phase.** The player conducts operations with his forces. The player determines the number of Operations Points for each force which are expended to conduct movement, battle, siege, pillage and colonization. After a player has completed all operations for a particular force, he may then conduct operations with his other forces, one at a time. The player may also expend Stratagem markers to

accomplish certain military and political activities. (Optional rule: During the Operations Phase, the enemy player may conduct Reaction.)

[7] **Provisioning Phase.** The player checks all friendly forces on the map to determine if they can Forage. He expends Supply Trains to Provision units which can not Forage. Units which are not Provisioned are removed from the map.

b. **Second player turn.** The second player conducts the above steps.

[1] **Random Events Phase.**

[2] **Stratagem Phase.**

[3] **Diplomacy Phase.**

[4] **Treasury Phase.**

[5] **Levy Phase.**

[6] **Operations Phase.**

[7] **Provisioning Phase.**

c. **End of turn.** Players then mark the passage of one year. Play continues until the end of the scenario or one side capitulates.

[4.0] CONTROL

Players *Control* various Satrapies on the map. Control is gained or lost either through initial scenario instructions, via the Revolt Event, or Diplomacy.

4.1 A Satrapy may be in one of three states:

Empire Controlled. The Satrapy is Controlled by the Empire player.

Rebel Controlled. The Satrapy is Controlled by the Rebel player.

Neutral. The Satrapy is Controlled by neither player.

a. The Control status of a region is indicated by placing the Control marker in the appropriate space on the Satrapy Control chart.

4.2 EFFECTS OF CONTROL

When a player Controls a region, the following occur:

(1) **Units.** The player gains control of the units marked with that Satrapy's name (e.g., a player who Controls the Lydian region may conduct operations with all Lydian units).

Empire units are placed face up.

Rebel units are placed reverse side up.

Neutral units are indicated by rotating them 180 degrees; either side up.

(2) **Levy.** The player gains Levy units each friendly Levy phase for controlled Satrapy (e.g. Control of the Syrian Satrapy would give the player one unit each turn via Levy).

4.3 NEUTRALS

Satrapies which are not Controlled by either player are *Neutral*. They enter play

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when something happens that will trigger *Belligerency*.

4.31 Effects of neutrality.

(1) The units of a neutral Satrapy are controlled by neither player. Neither player may conduct operations with a Neutral's units.

(2) Neutral Satrapies do not Levy units nor collect or expend Talent Points.

(3) Players may freely enter and move through neutral hexes without triggering belligerency. A Belligerent force may not enter a hex containing a neutral unit.

(4) A player who occupies a City or Colony in a Neutral Satrapy may collect Talent Points without violating neutrality.

(5) Neutral units have no zones of control, and do not require provisioning or maintenance.

• *Why can you enter Neutral Satrapies without triggering revolt? This represents the loose political situation at the time. See the Events table for possible ramifications of occupying hexes in neutral Satrapies.*

4.4 BELLIGERENCY

4.41 Neutrals enter play in the following circumstances:

(1) **Events.** If Triggered by a *Satrapy Resists* or *Revolt* Event.

(2) **Diplomacy.** If a Diplomacy attempt against the Satrapy succeeds.

(3) **Combat.** If an active player attacks Neutral units, the other player gains Control of the Satrapy of the same name.

(4) **Pillage/Colonization.** If an active player conducts Pillage or Colonization operations in a neutral Satrapy, the other player immediately gains Control of the Satrapy.

4.42 At the instant a Satrapy's neutrality is violated, it becomes a Belligerent. Move its Control marker to the space on the Satrapy Control Chart corresponding to the player gaining Control of it.

4.5 REVERSION TO NEUTRALITY

Satrapies may return to Neutral status. This may be the result of Diplomacy or the Revolt Event.

4.51 When a Satrapy returns to Neutral status, its Control marker is placed in the Neutral space. Reversion to neutrality has the following effects:

(1) All units of that Satrapy which are inside their Satrapy remain in place.

(2) All units of that Satrapy which are outside their Satrapy are immediately removed from play.

(3) **EXCEPTION** to (2): Units which occupy Cities or Colonies outside their region are not eliminated; they remain in

those Cities or Colonies.

(4) If newly Neutral units are stacked with Belligerent units due to (1) or (3) above, the Neutral units are eliminated instead.

(5) Should there be any Belligerent units in a Satrapy which has turned Neutral, they may remain in that region.

• Remember, mere occupation of a Neutral hex does not trigger Belligerency.

4.52 A Neutral remains neutral until belligerency is triggered again.

4.6 DEFECTION

A player may gain Control of a Satrapy belonging to another player directly via Diplomacy (see the Diplomacy table). In this event, move the Satrapy's Control marker to the appropriate space. The player gains control of all of that Satrapy's forces, regardless of location (i.e., these units are not eliminated for being outside their own Satrapy). If the Satrapy's units are stacked with formerly friendly forces, then those units (of the newly Controlled Satrapy) are eliminated instead.

[5.0] OCCUPATION & CONTROL

A player Occupies a hex by physically having one or more friendly units in it. Should a Player abandon a hex completely, he loses all the benefits of occupation. He may regain them by occupying the hex again.

5.1 Occupation of City/Colony hexes gives the player taxation revenue in the form of Talent Points. This is received regardless of whether or not the player Controls the Satrapy.

• It is important to understand the distinction between Control and Occupation. Control means that a player has the loyalties of the people (or ruling elite) of a region. Occupation means that the player has units physically in a hex. A player may, for example, occupy all of the hexes in the Satrapy, but unless its Control marker is in his space, he still does not Control it. Conversely, if a player Controls a Satrapy but does not occupy its Cities, then he cannot collect taxation revenue from them.

[6.0] RANDOM EVENTS

The Random Events rule accounts for a wide range of political, economic and cultural factors that affected on the original campaign. During the friendly Events phase, the player rolls two dice and consults the Random Events Table.

• Note that each player has a Random Events phase.

6.1 Roll two dice. Treat one die as the "tens" digit, and the other as the "ones"

digit to produce a number between 11 and 66. Find the appropriate number on the table, and apply the result. (Example: The player rolls a "1" and a "2"; this causes event "12" to come into play, *Leader Arises*.)

6.2 Some events apply to both players (e.g., *Plague*). Others apply to just the phasing player. Unless otherwise specified, an Event may occur more than once per game.

• *It is highly recommended that players read the Random Events Table prior to plays since some of the events will have a major effect on the game.*

[7.0] REVOLT

One of the critical events is *Revolt*. Revolt represents Satrapies radically realigning their allegiances.

7.1 When a *Revolt* Event occurs, certain Satrapies will be designated to make a Revolt Check. The player rolls once on the Revolt Table for each designated Satrapy, applying die roll modifiers as indicated. The player rolls for each Satrapy regardless of who Controls it. The outcome is applied individually for each Satrapy.

7.2 Results will be either *No Effect* (no change in Control), reversion to *Neutrality*, or change of a Neutral Satrapy to *Rebel Control*. Note that certain Satrapies are never affected by Revolt.

[8.0] STRATAGEMS

Combatants in the Classical Era used a wide variety of means of conflict aside from direct battle. In the game, these means are represented by *Stratagem Markers*. Players draw Stratagem Markers at random when instructed by game rules.

• When a player gains control of Stratagem markers he places them in any convenient location by his position at the map.

8.1 THE POOL

At the start of play, the players place all Stratagem markers in an opaque container, referred to in the rules as "The Pool." When instructed by the rules to pick Stratagem Markers, a player picks the designated number of markers at random. Once the markers are picked, the player may look at them. Unless otherwise instructed, the player does not have to show his Stratagem markers to the enemy.

8.2 GAINING STRATAGEMS

A player gains stratagems markers by:

(1) **Initial setup.** The scenario will designate how many Stratagem markers with which each player starts the game.

(2) **Random Events** Certain Random Events will give the player Stratagem markers.

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(3) **Stratagem Phase.** During the friendly Stratagem phase the player picks Stratagem Markers for the following:

one if the player's Supreme Leader occupies a Capital.

(4) **Purchase.** During the friendly Treasury Phase the player may purchase additional Stratagem Markers at the cost designated on the Talent Points chart.

(5) **Battle.** Certain combat results will give players Stratagem markers.

• *This represents glory and loot gained in battle.*

8.3 The only time a player must pay for Stratagem markers is under (4) Purchase. Stratagems gained via other means are at no cost in Talent Points.

8.4 A player may accumulate up to 15 Stratagem Markers. A player may return Stratagem markers to the Pool without playing them at any time.

8.4 UTILIZING STRATAGEM MARKERS

The Stratagem Chart gives the details for play of each type of Stratagem.

8.41 Each Stratagem may be used at certain times in the game turn. This is explained on the Stratagem chart. Certain Stratagem Markers may be played in an enemy player turn, if so indicated on the Stratagem chart.

8.42 Stratagem Markers that are played are returned to the Pool, unless otherwise indicated on the Chart.

8.43 A player may play any number of Stratagems in a turn. Playing a Stratagem is not considered an Operation and costs no Operations Points.

8.5 LOSING STRATAGEM MARKERS

Certain game functions call for a player to lose Stratagem markers. These include:

(1) Certain Random Events.

(2) Death of a player's Supreme Leader.

8.51 The player picks the designated number of Stratagem markers at random from those he has in his possession and returns them to the Pool. If a player is instructed to lose all Stratagem markers, then he returns all to the Pool. If a player is required to lose Stratagem Markers but currently has none, then there is no further effect.

[9.0] DIPLOMACY

Players use Diplomacy to bring neutral or enemy Satrapies under their Control, as well as for espionage and assassination attempts. Diplomacy is conducted during the Diplomacy phase. A player must expend at least one *Agent* Stratagem to initiate a Diplomacy attempt. He may expend

additional *Agent* Stratagem markers to improve the chances of Diplomacy succeeding.

• Diplomacy is not an operation. It does not require the expenditure of Operations Points.

9.1 (1) The phasing player designates the Satrapy in which he is conducting with Diplomacy.

(2) The phasing player designates the number of *Agent* Stratagem markers he will expend on the Diplomacy attempt (minimum of one).

(3) The non-phasing player designates the number of *Agent* markers he will expend to counter the Diplomacy attempt.

(4) Subtract the number of non-phasing *Agent* markers from the number of phasing *Agent* markers. This gives the *Diplomacy Differential*.

(5) Find the column on the Diplomacy Table corresponding to the Diplomacy Differential.

(6) Determine any modifiers to the Diplomacy differential. These are added to subtracted from the *Diplomacy Differential* number (not to the die roll). This gives the column to be used.

(7) Roll one die and immediately apply the result.

9.2 Diplomacy Stratagem markers are expended (returned to the Pool) upon being used.

9.3 A player may make any number of Diplomacy attempts in a turn as long as he has *Agent* markers available. The player does not have to have any units in a region in order to attempt Diplomacy.

• Occupation of all Cities and Colonies in a Satrapy will give a modifier to the Diplomacy Differential—see the Diplomacy Chart. If a Satrapy has no cities or colonies, then the player, by building a Colony in the Satrapy and occupying it, gains the modifier.

9.4 The non-phasing player may "defend" neutral regions as well as friendly from enemy Diplomacy attempts. He does so by expending *Agent* markers, which reduces the Diplomacy Differential.

9.5 Certain Stratagems count as two or three *Agent* markers when conducting Diplomacy (usually when targeting or defending particular Satrapies).

• *e.g., The Great King stratagem.*

[10.0] TREASURIES, TAXATION & TALENT POINTS

Taxation is a method through which a player can raise Talent Points. Talent Points

are used to build and maintain units and to obtain certain types of markers.

• Players should record their current number of Talent Points on paper.

10.1 COLLECTION OF TALENT POINTS (TAXATION)

In order to collect a Talent Point from a City, the player must have at least one friendly unit in the hex.

10.11 Each occupied City on the map is worth Talent Points:

Treasury City: 3 Talent Points

Capital: 2 Talent Points

Other Cities: 1 Talent Point

10.12 Each occupied Colony is worth one Talent Point.

10.13 Pillaged Cities provide no Talent Points.

10.14 A player may accumulate unexpended Talent Points from turn to turn.

10.2 INCREASING TAXES

Players may not increase taxes per se; if they want to raise extra income, they may get it via Pillage Operations (which amounted to the same thing in the ancient world).

10.3 EXPENDING TALENT POINTS

A player may expend Talent Points during the friendly Treasury phase. Players expend Talent Points for the following (see also the Talent Point Expenditure Table):

10.31 Building Mercenary units. Certain units can be built by expending Talent Points (see the Levies & Mercenary rule).

10.32 Building Colony markers. Building Colonies is an Operation. A player can build Colony markers by rolling on the Colony Table. (See Colony rule).

10.33 Buying Stratagem markers. For each two Talent Points a player expends for the sole purpose of buying a Stratagem marker, he can pick one Stratagem marker from the Pool.

10.34 Removing Pillage markers. If the player has a unit in a Pillaged hex, he may remove the Pillaged marker by expending the designated number of Talent Points.

10.35 Maintenance. Certain unit types must be paid every turn. If they are not paid, then they are eliminated.

10.36 Trades. Players may freely trade Talent Points with each other.

10.4 MAINTENANCE

10.41 Units require Maintenance every turn starting with the one after they were

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recruited (obviously—see the sequence of play). Maintenance costs are listed on the Treasury Table. Units which a player can not maintain must be *disbanded*. Paying the Maintenance cost is up to the owning player. But should a player fail to pay appropriate Maintenance costs for a unit, then the player must make a disbanding check for the unit.

10.42 Disbanding Procedure. Consult the Disbanding Table. Roll one die for each unit to be disbanded, applying any die roll modifiers. Apply the result immediately.

- *The possibility of units mutinying upon disbanding reflects the historical problem of dismissing large numbers of troops.*

10.43 Home Forces. A player may maintain one unit per hex at no cost in Talent Points if that unit occupies a hex within the Satrapy of its own nationality.

- For example, the player has two Persis units in Persepolis. One may be maintained at 0 Talent Points, the other at its normal Maintenance cost.

10.5 Neutral units do not need to be Maintained.

[11.0] REINFORCEMENTS: LEVIES & MERCENARIES

Players receive additional units each turn through the process of Levy and recruiting Mercenaries.

- *Levies* represent units that are received automatically at no cost in Talent Points.
- *Mercenaries* represent units that must be purchased (recruited) with Talent Points.

11.1 LEVIES

Each region that is Controlled by a player receives Levy units each Friendly Levy phase. These units are received at no cost in Talent Points.

11.11 Each friendly Levy phase, the player may place levied units in each Satrapy he Controls. The levied units must be placed in the same Satrapy as the name on the counter. The number and type of Levied units for a Satrapy that may be brought onto the map are indicated on the Satrapy Control Chart under the "Levy" column.

11.12 Units raised by Levy are placed on any hex in the region. No more than one levy unit may be placed per hex per Levy phase (there may be other friendly units in the hex).

11.13 Restrictions: A levied unit may not be placed in a hex containing an enemy or neutral unit, an enemy Zone of Control, or a Pillaged marker. A player may place Levied units only in the Satrapy of the same nationality (i.e., Median unit units must be placed in Media).

- *Note that Levy units do not have to be placed in a hex containing a City or Colony. They may be placed in any hex in the Satrapy, within the above restrictions. If no such hex is available, then the player does not receive the Levy units.*

11.14 Neutral units may never be levied.

11.2 MERCENARIES

A player may raise additional units beyond the ones he Levies in a turn by expending Talent Points. These units are called "Mercenaries." Recruiting Mercenaries occurs in the friendly Treasury phase.

11.21 The player pays the appropriate Talent Point cost for the units he wants to recruit. He then places the units on any friendly occupied City or Colony in the same Satrapy as the name on the unit.

11.22 Restrictions. A player may place purchased Mercenary units only in a friendly occupied City or Colony in the same region as the units themselves (e.g., Ionian Mercenaries could be placed only in Ionia). Note this means that a player may not purchase Mercenaries in a region that does not contain any Cities or Colonies (unless he were to build a Colony in that region). No more than one mercenary unit may be placed per hex per Treasury phase (there may be other friendly units in the hex).

11.3 LIMITS

The number of units in the counter mix is a limit. Players may not Levy/Recruit more units than are available for a particular Satrapy.

11.31 Units that have been eliminated for any reason may be reintroduced into play via Levy or as Mercenaries.

11.32 A player may place Levy units in the same hex he placed a Mercenary unit in the same turn.

11.4 FLEET CONSTRUCTION

11.41 Levy. Levied fleets are placed on any coastal or port hex. This must be in the same Satrapy as the name on their counter.

11.42 Mercenary. Mercenary fleets may be placed on any City hex with a port symbol OR Colony on a coastal hex, with a Port symbol. This must be in the same Satrapy as the name on their counter.

- Note that Mercenary fleets may not be placed on coastal hexes unless they contain a port.

11.43 Leaders. Leaders are received via Stratagem markers and Random Events. See the Leader rules (22.0).

- It is important to understand the distinction between Mercenaries and Levies. Levies represent forces which a player automatically receives for free (representing

troops owing allegiance to a particular satrapy); Mercenaries are additional units which may be purchased by expending Talent Points (representing paid professionals).

11.5 A player may bring in as a reinforcement, any type of unit from a controlled Satrapy as a Levy or Mercenary.

[12.0] GUARD UNITS

Certain units are designated as being *Guard*. They have no nationality per se.

- *Guard units represent elite forces recruited from multinational sources and having higher allegiances.*

12.1 Guard units are recruited as mercenaries. They may never be Levied.

12.2 Newly recruited Guard units may be placed on any friendly leader who occupies an unpillaged city or colony. A maximum of one Guard unit per hex per turn can be recruited (counts as a Mercenary). Additionally, a player may place newly recruited Supply Trains on any friendly unit occupying an unpillaged city or colony, a maximum of one per hex per turn.

12.3 Guard units have only one side. The enemy player cannot control them.

- *Players should note that Guard units have no Satrapy of origin.*

[13.0] FORCES

A *Force* is a group of units stacked together conducting operations.

13.1 STACKING

A player may have a maximum of 10 units in a hex.

13.11 All unit types count for stacking.

13.12 Friendly, neutral, and enemy units may not stack together.

13.13 Players can stack units from different Satrapies they control in the same hex and force.

- *Note this is different from the system where only the Imperial player could form multi-regional forces.*

13.14 The stacking limit may never be exceeded at any time in the game turn. Units may not be placed, moved or retreated into a hex in excess of the stacking limit. If the stacking limit is exceeded, then the player must eliminate excess units immediately.

13.2 OPERATIONS

A player may have more than one force in a hex.

13.21 A force may not pick up additional friendly units in the course of an operation. A force may drop off units, but the dropped off units may not conduct any further operations in that player turn.

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13.22 All units in a force conduct Movement, Battle, Siege, Pillage and Colonization together. When attacking, all units in a friendly force must participate in the attack.

13.23 A player may always reorganize his forces at the beginning of a turn.

- For example, a player has three units in a hex. He can organize them into one three unit force, or one two unit and one one unit force, or three one unit forces.

[14.0] OPERATIONS

During each player's turn, the player conducts *Operations* with his forces. Operations allow forces to move, attack in battle, initiate sieges, colonize hexes, and pillage. A player may conduct operations with some, all or none of his forces in a single player turn. Players conduct operations with one force at a time. Operations include (each explained in its own rules section): **Movement, Battle, Colonization, Pillage.**

A force may conduct different types of Operations in the same phase as long as it pays the appropriate Operations Point cost.

- For example, a force could move, attack, move, pillage, etc.

14.1 The player designates the force to conduct Operations. He determines the number of Operations Points it will receive for the Operations phase (see 14.2). He then conducts operations with it, deducting Operations Points. When the force runs out of operations points or the player decides not to conduct any more operations with the force, the player designates another friendly force and conducts operations with it. The player continues this procedure until he has used all forces or decides not to conduct any more operations for the turn.

14.2 OPERATIONS POINTS DETERMINATION

Each force which conducts operations must determine the number of operations Points it will have for the Operations phase.

14.21 The following are added together to determine the number of Operations Points which are received by the Force:

(1) The Operations Points value of the unit in the force with the lowest Operations Point value;

(2) Roll one die; if the player has a friendly Leader in the force, double the number rolled (triple the number if Xenophon is part of the force). Otherwise, use the face value of the die roll.

- Example. A force contains a Leader (Operations Points = 24), a Militia unit (Operations Points = 8) and a Cavalry unit (Operations Points = 24). The player rolls

one die; the number rolled is "3." The presence of the Leader doubles it to "6." This is added to the Militia unit's Operations Point value to give a final total of "14."

14.22 The number of Operations Points a force has available are recorded on the Operations Points index, and are adjusted as the force expends them.

14.23 **Naval Operations.** When conducting Naval Operations, use the Operations value of the Fleet unit with the single lowest Operations factor in the force (do NOT count the Operation values of transported units).

14.3 Each Operation costs a certain number of Operations Points (see Operations Points chart). The player designates the operation to be performed, then expends the appropriate number of points. When a force reaches zero Operations Points, it may conduct no more Operations that turn.

14.31 A force must have sufficient Operations Points available to conduct an operation. If it does not, the force may not conduct the Operation.

14.4 A player does not have to expend all Operations Points for a force. Unused Operations Points may not be accumulated or transferred from one force to another.

[15.0] ZONES OF CONTROL

Zones of Control (ZOC) represent the area a unit can influence through its ability to react. Zones of Control consist of the six hexes surrounding a unit.

15.1 EXTENT OF ZONES OF CONTROL

15.11 All belligerent units have a Zone of Control.

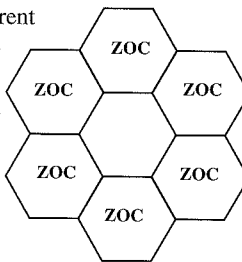
15.12 Land unit Zones of Control do not extend into all sea hexes or across all sea hexsides.

15.13 Naval unit Zones of Control do not extend into all land hexes or across all land hexsides.

15.14 Land units being transported by naval units have no Zones of Control.

15.1 Zones of Control do extend into hexes containing enemy units. They are not negated by the presence of enemy units.

15.12 **City/Colony Exception:** Friendly Zones of Control never extend into Cities or Colonies occupied by enemy or neutral units. Belligerent units inside of Cities and Colonies do have Zones of Control which extend outside the City.



15.13 **Neutrals.** Neutral units do not have Zones of Control. The instant that a Satrapy becomes a belligerent, all of its units gain Zones of Control.

15.2 MOVEMENT EFFECTS

A force must stop its movement when it enters an enemy Zone of Control. It may continue moving only if it eliminates or causes to retreat all enemy units exerting Zone of Control on the hex they occupy.

- Note that this may occur in the same Operations segment. A force can move, destroy an enemy force, enter a new enemy Zone of Control, eliminate it, continue moving, etc., as long as the force has sufficient Operations points to expend.

15.21 A force may never move directly from one enemy Zone of Control to another.

15.22 A force that starts its Operations in an enemy Zone of Control may exit that Zone of Control as long as it does not enter an adjacent Zone of Control.

15.3 COMBAT EFFECTS

15.31 A unit is not forced to engage in combat simply because it is in an enemy Zone of Control.

15.32 A force may not retreat into an enemy Zone of Control. If a force has no other choice but to retreat into an enemy Zone of Control, it is eliminated instead.

- Remember, friendly units in a hex do NOT negate enemy Zones of Control, unless the friendly units occupy a City or Colony.

15.4 PILLAGE & COLONIZATION

A force may not conduct Pillage or Colonization if it is in an enemy Zone of Control.

[16.0] MOVEMENT

Movement is an Operation. A force moves from hex to hex, paying appropriate Operations Points cost.

16.1 A force moves from contiguous hex to contiguous hex. Each hex entered costs the amount of Operations Points designated on the Terrain Effects Chart.

16.2 SPECIAL TERRAIN

16.21 **Roads.** Units moving directly along Roads pay 1/2 operations point to enter each hex (instead of the normal terrain cost). They may cross river hexsides at no extra cost on roads.

16.22 **Passes.** Units moving directly along Passes pay 1 operations point to enter each hex (instead of the normal rough terrain cost).

16.23 **Rivers.** It costs two extra Operations Points to cross river hexsides. The Operations Point cost is in addition to any

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cost to enter the hex on the other side of the river.

16.24 Straits. Land units may cross all-Sea hexsides if they move across Strait hexsides, paying the extra four Operations Points to cross. The Operations Point cost is in addition to any cost to enter the hex on the other side of the river. A force may not cross a Strait if either side of the Strait is in an enemy Zone of Control.

16.3 PROHIBITED TERRAIN

16.31 Units may never enter hexes containing enemy or neutral units.

16.32 Land units may not enter all sea hexes, or cross all sea hexsides unless moving via naval transport or across straits.

16.33 Naval units may not enter all land hexes, or cross all land hexsides. Naval units may enter coastal hexes.

16.34 Units may enter hexes containing markers (e.g., Pillage, Colony).

16.4 A force may not pick up additional units as it marches. A force may drop off units as it moves. Dropped off units may not conduct any more Operations in that player turn.

16.5 NEUTRALS

A force may enter a Neutral Satrapy without violating its neutrality.

• But see the Random Event *Satrapy Resists*.

16.6 ZONES OF CONTROL

Units must stop upon entering enemy Zones of Control. Units may not move directly from one enemy Zone of Control to another.

16.7 NAVAL MOVEMENT

Rules for movement of Fleet units and naval transport of land units are covered under the Naval Operations Rule.

16.8 FORCED MARCH

A player may have a force which has completed its Operations in a player turn conduct additional Operations via play of the *Forced March* Stratagem Marker.

16.81 Expend the *Forced March* marker. After playing this marker but before initiation of Operations, the player rolls one die. On a 1-3, he must eliminate one unit from that force (player's choice); on a 4-6 no losses are taken.

16.82 A force may conduct a Forced March at any time in the phase.

• For example, a force can conduct its normal Operation, then a Forced March, then another force can conduct its operation, and then the first force can conduct another Forced March.

16.83 A player may reorganize the units in a hex into a new force before performing a

Forced March.

• For example, a player marches a force into a hex already containing other friendly units. He then plays a *Forced March* marker. He may form a new force to conduct the Forced March from any combination of units which were in the hex, including the newly moved units and the units which were there previously.

16.84 There is NO LIMIT to the number of Forced Marches a single force may conduct in the course of a turn (other than those imposed by the number of Forced March markers a player has availability to expend).

• Forced Marches can, theoretically, be used to move a force across the entire map in a single game turn.

[17.0] BATTLE

Battle is an Operation used to destroy enemy units. Battle occurs during the Operations phase. Battle occurs between adjacent opposing units at the discretion of the player whose turn is currently in progress. The phasing player is the "attacker." The other player is the "defender." Players should remember that Battle takes place during the Operations phase—there is no separate Combat phase. Players use the Battle Results Tables (BRTs) to resolve combat.

• For ease of play, players may temporarily remove units engaged in a battle from the map, using the *Battle* marker to indicate the hexside across which the battle actually occurred. Return surviving units to the map after resolution of the battle.

17.1 BATTLE PROCEDURE

17.11 For each Battle, the players must follow this sequence rigidly:

(1) The attacker declares which attacking force will be attacking which defending force. He expends the requisite number of Operations Points.

(2) Reveal all units in the attacking and defending forces.

(3) The defender has the the option to *Withdraw* or *Stand*. If the defender successfully withdraws, then the combat comes to an end. Otherwise, proceed to step (4).

(4) The attacker chooses which of the three BRTs he wants to resolve the combat: *Engagement*, *Skirmish*, or *Combined Arms*.

(5) Determine the combat odds. Include effects of Leaders, terrain, and stratagem markers.

(6) Roll one die and cross index the number which is rolled with the appropriate odds column. This will give a Combat Result. The result is applied immediately.

17.12 Once an attack has been declared, it must go through to its conclusion. The attacker can not cancel the attack if he finds the defender has greater strength than he realized; the defender may attempt to avoid battle only through Withdrawal (see below).

17.2 ATTACKING

17.21 Attacking units may attack only in their own Operations Phase.

• Exception: See optional Reaction rule.

17.22 Attacking units must be adjacent to the units they are attacking.

17.23 Attacking is completely voluntary.

17.24 The attacker may attack only with units in the particular force conducting operations; he may not include other friendly units that might happen to be in the hex but are not part of the force. All units in a single force must be involved in the attack.

• The attacker may "drop off" units from the attacking force prior to the Battle; of course, once he has done so those units may not participate in the Battle or further operations that phase.

17.25 A force may conduct more than one Battle per Operations phase as long as it has sufficient Operations to expend. It is entirely possible for a single force to move, attack, move, conduct other operations, etc. any number of times as long as it has sufficient Operations points.

17.26 An attacking force may attack only a single adjacent enemy hex. It may not attack more than one enemy occupied hex at the same time.

17.27 No more than one single force may be involved in a particular battle. If the player has more than one force adjacent to a single enemy hex, only one force may attack it at a time.

17.28 Units may not attack into hexes they could not normally enter (e.g., land units may not attack across an all sea hexside).

17.3 DEFENDING

All defending units in a hex must be attacked as one combined defense strength. The defender may never withhold any of his units from battle (exception: see Withdrawal, below). A given hex may be attacked more than once per Battle segment.

17.4 REVEALING UNITS

The instant that the combat is declared, the attacker and defender each show what units are in their respective forces. The attacker may not cancel the combat, even if the attack turns out to be at poor odds.

17.5 WITHDRAWAL

During the designated portion of the Battle Sequence, the defender has the option

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to *Withdraw* or *Stand*. If the defender announces *Stand*, the battle proceeds to the determination of combat odds. If the defender chooses *Withdrawal* (and he must fulfill the requirements for doing so), then he may immediately move his force, within the following specifications:

17.51 Withdrawal Requirements. In order to *Withdraw*, each player picks any one unit in the force other than a leader. Roll one die. Add it to the selected unit's Operations Points. If the attacker's total is equal to or greater than the defender's, the defender must *Stand*. If the defender's total is greater than the attacker's, the force may *withdraw*.

17.52 All defending units in a hex must *Withdraw* or *Stand* together. Land units embarked on fleets *withdraw* along with the fleets.

17.53 EXCEPTION: If a force contains both disembarked land and naval units (or naval plus embarked land units), then the player may *withdraw* all naval units (or naval plus embarked land units) and all land units separately on land and sea (two stacks maximum). The defender still makes only one die roll which is applied to both stacks. Disembarked units may not embark to *withdraw*.

17.54 Withdrawal Procedure. The defending player immediately rolls one die and must move his force that number of hexes. This movement costs no Operations Points. The *withdrawal* must be into hexes the force could normally enter via movement. By *withdrawing*, *Battle* is avoided; however, the attacker still expends the Operations Points for the *Battle*.

- The *withdrawing* player must *withdraw* the number of hexes indicated. The *withdrawing* force may not enter the same hex twice. If unable to, then it is eliminated instead. While this *withdrawal* is not movement per se, *withdrawal* may not be conducted into otherwise forbidden hexes or enemy Zones of Control.

17.55 EXCEPTION: A unit which *withdraws* into a City or Colony may at the owning player's option ignore the remainder of a *withdrawal* requirement. A unit **MUST** *withdraw* at least one hex before it can terminate the *withdrawal* in a City or Colony.

- i.e., a unit which begins the *withdrawal* in a City or Colony would have to move the number of hexes rolled, unless a hex entered was a City or Colony.

17.56 Upon the completion of the *Withdrawal*, the attacking player may continue conducting Operations with the attacking force by expending more

Operations Points. The phasing force may move adjacent to the force that *withdrew* and attack it again (and the enemy force may again attempt to *withdraw*).

17.57 *Withdrawal* costs no Operations points for the non-phasing player. The *withdrawing* force may conduct operations normally in its following Operations phase.

17.58 Restrictions. A force may not *withdraw* into a hex containing any of the following:

- An enemy or neutral force.
- An enemy Zone of Control.
- Across a river (except via road hexes).
- Terrain otherwise prohibited to the *withdrawing* units.

17.6 CHOOSING THE COMBAT RESULTS TABLE

There are three Combat Results Tables (BRTs) in the game: *Engagement*, *Skirmish*, and *Combined Arms*. The attacker always chooses which Combat Results Table will be used.

17.61 Requirements.

(1) **Engagement.** The attacker may always choose the *Engagement* BRT.

(2) **Skirmish.** At least 50% of the attacking units [not strength points] must be Cavalry Light Troops, or Fleets.

(3) **Combined Arms.** At least 50% of the attacking units must be Phalanx AND at least 50% of the non-Phalanx units must be Cavalry, Light Troops or Fleets.

- e.g., an attacking force consists of two phalanxes and one light troops; it would be qualified to use the *Combined Arms* BRT. Another force consists of two phalanxes, one light troops, and four militia; it would not be qualified to use the *Combined Arms* BRT.

(4) Leaders, Siege Trains and Supply Trains are ignored when determining the total for the *Skirmish* and *Combined Arms* BRTs.

17.62 The player may choose any table which he is qualified to use. For example, even if the player has 50% Cavalry/Light Troops, he could still choose the *Engagement* BRT.

- The *Engagement* Table is, in effect, the default BRT if the player cannot (or chooses not to) use one the *Skirmish* or *Combined Arms* tables. Also, note that regardless of how high the odds are on the *Engagement* Table, there is also the possibility of the attacker getting a retreat result. This is due to the tendency of large "horde" type armies to fall apart in combat regardless of numbers of troops on the field.

17.7 DETERMINING COMBAT ODDS

17.71 Combat odds are determined as follows:

(1) Total the combat strengths of all attacking units. Include the effects of Leaders and Military Stratagem Markers.

(2) Total the combat strengths of all defending units. Include the effects of Leaders, terrain, and Military Stratagem Markers.

(3) Divide the attacker's total combat strength by the defender's total combat strength.

(a) If the attacker's strength is greater than the defender's, any fractions are dropped and this is the ratio used to determine which odds column will be used.

- For example, if the attacker has 14 combat strength points, and the defender has 5, the combat odds would be 14 divided by 5, which equals 2.8/1. Drop the .8 fraction and you get a final odds of 2/1.

(b) If the defender's combat strength is greater than the attacker's, then round the fraction up.

- For example, if the defender has 10 combat strength points and the attacker 6, the combat odds would be 1/1.67 which be rounded to 1/2.

17.72 Odds less than 1/3 are treated as 1/3. Odds greater than 4/1 are treated as 4/1.

17.73 The 1.5/1 column is used when the attacker has at least 50% more strength than the defender, but less than twice as much. (e.g., the attacker has 7 strength points and the defender 4.)

17.74 Multipliers. Both the attacker and the defender may multiply the strength of their forces according to the following:

(1) **Leaders.** If the force includes a Friendly leader, then double the strength of the force. A force may be doubled only once for a leader (i.e., more than one leader in a hex has no additional effect).

(2) **Terrain.** The defender multiplies the strength of his force for terrain in the hex. If defending in a City, rough, pass, or marsh, the defender's strength is doubled.

(3) **Military Advantage.** Each player can play up to one *Military Advantage* Stratagem marker per battle (attacker declares first, then defender). A *Military Advantage* doubles the force's strength.

(4) **Siege Trains.** The presence of a *Siege Train* unit in an attacking force doubles the combat strength of the attacking force if (and only if) the defender is in terrain that would normally double his defense.

- If a force containing a *Siege Train* is attacking a City or Colony hex, the

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defending force would still be immune to retreat results.

(5) A player may multiply a single force's strength once each for Leaders, Terrain (defense), *Military Advantage*, and Siege Train (attack). If using one of these, the force is doubled; if using two of these, the force is tripled; if using three of these, the force is quadrupled.

- A force may never be more than quadrupled in a single battle.

17.8 APPLICATION OF COMBAT RESULTS

Combat results are applied immediately as they occur. Combat results are applied in the order given under the particular result.

17.9 RETREAT AFTER COMBAT

Certain combat results call for one side to Retreat. This is a special form of movement that takes place without expenditure of Operating Points. The player designated moves his force that number of hexes indicated by the result. The Battle Chart gives specifications for retreat.

17.91 **Cities or Colonies.** A unit defending in or attacking out of a City or Colony may at the owning player's option ignore a retreat result. A force that retreats into a fortress may stop the retreat in the City or Colony hex.

17.92 An attacking force that retreats may continue conducting Operations at the conclusion of the retreat.

17.93 **Advance after combat.** Unlike many other wargames, there is no "advance after combat" per se in **XENOPHON**. The attacker may continue moving his force after the Battle only by expending operations points.

[18.0] COLONIZATION OPERATIONS

A force may conduct Colonization Operations to establish Colony markers in hexes.



18.1 Colonization is an Operation. Pay the appropriate number of Operations Points, total the number of Colonization Points in the force (including Leaders) and use the appropriate column. See the Colonization Table for determining the number of Colonization Points.

- Place a Colony marker in the hex to indicate the presence of a Colony.

18.2 COLONIZATION RESTRICTIONS

A force may not conduct Colonization if it is in:

- (1) an enemy Zone of Control.
- (2) a city hex.
- (3) a hex which already has a Colony marker.
- (4) a hex which is adjacent to a City or Colony marker.
- (5) a hex which has a Pillaged marker.
- (6) A Desert hex.

18.3 EFFECTS OF COLONIZATION

18.31 A Colony marker acts for all intents and purposes as a printed City. Colonies are considered friendly to whichever player currently occupies them.

18.32 **EXCEPTION:** A Colony marker may be eliminated if a player conducts a Pillage operation in the hex.

18.33 A Colony located on a coastal hex is considered to be a port also.

18.4 A Colony has no nationality per se. Should the enemy player occupy the hex, then he gains the benefits of the Colonization.

18.5 DESTRUCTION OF COLONY MARKERS

Once placed on the map, a Colonization marker may be removed only by a successful Pillage operation in the hex.

18.6 Players may always make more Colonization markers than provided in the counter mix.

- A successful Colonization operation a hex requires the player to eliminate one unit in the colonizing force; this represents settling the land with soldiers.

[19.0] PILLAGE OPERATIONS



Players may Pillage a hex in order to destroy City and Colony markers, to reduce hex Forage values to 0, and to gain additional Talent Points.

- Place a Pillaged marker in the hex to indicate a Pillaged hex.

19.1 Pillage is an Operation. Pay the appropriate number of Operations Points, total the number of UNITS in the force (including Leaders) and use the appropriate column. Each unit counts as one point for purposes of Pillage.

- *Note this procedure is different from the CHARLEMAGNE system.*

19.11 Terrain, Leaders and Military Advantage stratagems do not multiply strength for Pillage.

19.2 RESTRICTIONS

A force may not conduct Pillage if it is in:

- (1) an enemy Zone of Control.

- (2) a hex which already has a Pillaged marker.

- (3) an all Sea hex.

19.3 EFFECTS OF PILLAGE MARKERS

See Charts.

19.4 DURATION OF PILLAGE

A player may remove a Pillaged marker at the end of any friendly Treasury Phase (after all Talent Points have been collected). He must have at least one friendly unit in the hex. The player expends the number of Talent Points indicated on the Talent Points chart. Remove the Pillaged marker.

19.5 Removing a Pillaged marker restores to normal function any printed City or Port in the hex, and restores the normal Forage value of the hex. It does not restore destroyed Colony markers.

[20.0] NAVAL OPERATIONS

Players may conduct Naval Operations with their fleets, including movement and combat. Land units may move through sea hexes via Naval Transport. Fleets are treated like other combat units, with the following specifications.

20.1 Fleets may be placed only in ports, coast or all sea hexes. They may never enter all land hexes or cross all land hexsides.

20.2 FLEET OPERATIONS

Fleets conduct operations in the same manner as land units. Fleet units in coastal and port hexes may conduct Colonization and Pillage. They may also attack enemy naval units (in adjacent sea and coastal hexes) and enemy land units (on adjacent coastal hexes).

20.3 Fleets on coastal or port hexes block enemy movement like normal units. Enemy land units on a port or coastal hex block movement into the hex by fleet units.

20.4 Fleet zones of control do not block movement of land units; land unit zones of control do not block the movement of Fleets.

20.5 NAVAL TRANSPORT

Land units may be transported by fleets. Both the Fleet and the land force must start in the same port or coastal hex (if it has a port). The Fleet picks up the land units and then moves. This is indicated by placing the land units under the fleet units.

20.51 **Capacity.** Each Fleet can transport up to three land units. Leaders DO count for purposes of Fleet capacity.

20.52 **Operations Points cost.** A force using Naval transport uses the transporting fleet's Operations Points value to determine

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the total Operations Points value. There is no Operations Point cost to embark/debark land units from a fleet.

(1) A force that starts its sea movement from a friendly port pays ONE Operations Point per sea hex entered.

(2) A force that starts its sea movement in a coastal hex without a port pays TWO Operations Points per sea area entered.

- Certain cities which are located on coastal hexes but do not have port symbols (e.g., Jerusalem) are not considered to be ports. They are actually inland cities that the map scale makes appear to be coastal.

20.53 Embarked land units count against Forage and stacking limits.

20.54 **Debarking.** At any point in a Naval Operation, the force using naval transport may debark (exit the fleet) if it is on a coast or port hex. Place the land units on top of the fleet units to indicate this. The Debarked unit(s) may conduct no further Operations this phase. The Fleet(s) may continue conducting Operations.

20.55 A force may stay embarked on a Fleet at the end of its Operation.

20.6 NAVAL COMBAT

20.61 Fleets may attack adjacent enemy units, both in all sea and coastal and port hexes. Combat is conducted exactly as land combat.

20.62 Fleets may attack enemy land units located on adjacent port or coastal hexes. They may attack through an all sea hexside or through a contiguous coastal hexside. Additionally, Fleets on port or coastal hexes may be attacked by enemy land units. Fleets on all sea hexes may not be attacked by enemy land units on coastal or port hexes.

20.63 Embarked land units on a fleet may conduct combat (as part of the Fleet's force). This may be both for attack and defense. The land units may conduct combat against both enemy land units and against enemy fleets. They do not have to disembark to conduct combat.

20.64 Land units embarked on fleets have no Zone of Control.

20.7 PROVISIONING

Fleets must be Provisioned like land units. They count against a hex's Forage value. Land units being transported by fleet must be also be provisioned.

- Note that all sea hexes have a Forage value of ZERO, and so a fleet at sea must expend a supply unit in order to survive.

20.8 LEADERS

Leaders apply their modifiers normally to Fleets.

[21.0] PROVISIONING & SUPPLY

During the friendly Provisioning phase, the player must either have each of his forces Forage or expend a Supply Train unit to keep them in supply.

- *XENOPHON* uses supply trains to provision units instead of players expending Treasury Points as in *CHARLEMAGNE*.

21.1 FORAGE

Each hex on the map can support a designated number of units via Forage (see the Terrain Effects Chart). Units beyond this number must be Provisioned or are eliminated.

21.2 PROVISIONING

A player must have a Supply Train in a hex in order to conduct provisioning. By expending the Supply Train, all friendly units in the hex are supplied (regardless if they were in separate forces in the Operations phase, or if some are on land and some at sea). The Supply Train is removed from the map (and may be recruited again on a subsequent turn).

21.21 A Supply Train may provide supply to all friendly units in the same hex.

21.22 A player may place all units in a hex in supply by expending a *Market* Stratagem marker.

21.3 UNSUPPLIED UNITS

Should a player be unable to supply units in a hex (either by Foraging or Supply Train), the unsupplied units are eliminated. If there is a choice of units to be eliminated, the owning player gets to choose which ones will be removed.

- Unlike disbanding, units which are eliminated owing to lack of supply are eliminated; there is no check for mutiny.

21.4 Should a fleet be eliminated owing to lack of supply, then all units aboard it are also eliminated.

- Note, though, that it makes more sense to eliminate the units being transported by the fleet first.

21.5 Pillaged hexes have their Foraging value reduced to zero (0).

- And remember, non-city or colony hexes adjacent to a pillaged hex are also considered to be pillaged.

21.6 Leaders DO count against a hex's forage value. They are eliminated for lack of supply.

21.7 Neutral units do not need to be Provisioned and are not affected by Foraging.

21.8 SUPPLY UNITS

Supply units are treated as normal land

units. Note that they have no nationality and are not affected by diplomacy.

21.9 DESERT DWELLERS

Normally, desert hexes have a forage value of "0." This is increased to "1" for units of the same area.

- e.g., an Arabian light unit could forage in a desert hex in Arabia, but not in an Egyptian desert hex.

[22.0] LEADERS

Leaders are units. Leaders enhance Operations and other designated game actions.

- *The Leader rules are different from those in the CHARLEMAGNE system.*

22.1 If a player rolls an appropriate Random Event or picks a *Leader Arises* Stratagem marker, he immediately picks any available Leader and places it on the map on any friendly unit.

22.2 Leaders are treated exactly as other combat units, with the following additionally special capabilities.

(1) A Leader doubles the Operations die roll for a force (e.g., if the player rolls a "2" the final outcome would be "4" additional operations points).

(2) A Leader doubles the combat strength of all units in the same force for Battle. This includes its own strength and that of other Leaders.

22.3 LEADER ELIMINATION

Leaders can be eliminated by any game function that would eliminate other units. An eliminated Leader may be returned to play by rolling the appropriate Random Event or Combat Result.

- For exceptions, see Supreme Leader and Xenophon, below.

22.4 SUPREME LEADER

Each player may have one Supreme Leader, as designated by the scenario. The Supreme Leader provide certain special game functions:

(1) If a player's Supreme Leader is in a Capital during the friendly Recruiting Sub-Phase, the player gains one extra Stratagem marker at no cost in Talent Points.

(2) At the instant that a player's Supreme Leader is eliminated (owing to any game action), the player immediately must return all Stratagem markers in his possession to the Pool. He may pick new Stratagem markers normally afterwards.

- *Exception: see the Anabasis Stratagem marker.*

(3) An eliminated Supreme Leader may not normally be replaced. EXCEPTION: an eliminated Supreme Leader may be replaced if the player plays a *Successor* Stratagem marker.

XENOPHON

22.5 XENOPHON

Any force that contains the Xenophon Leader triples its Operations die roll (instead of doubling). If eliminated, Xenophon may never be replaced.

- Xenophon doubles (not triples) Combat strength for battle (same as other Leaders).

22.6 FORAGE & PROVISIONING

Leaders DO count for Forage.

22.7 Leader do not belong to any a particular Satrapy. They are never Neutral and cannot "defect" as a result of Diplomacy.

[23.0] INTELLIGENCE & FOG OF WAR

Players may freely examine enemy and neutral units at any time in the game. Players may examine enemy Stratagem markers and Talent Points only when certain conditions apply.

23.1 A player may examine an opponent's Stratagem markers and Talent Points when he plays the King's Eye stratagem. Otherwise, he may not examine the enemy's Stratagem markers and Talent Points.

23.2 A player may voluntarily reveal the composition of his Stratagem markers and Treasury at any time.

[24.0] PLAYER NEGOTIATIONS

At any time during the game, players may conduct negotiations with each other, making whatever agreements they decide upon within the following constrictions.

24.1 Players may negotiate any of the following:

- (1) Restore a Satrapy they Control to neutrality.
- (2) Trade Talent Points and Stratagem Markers.
- (3) Agree to move units out of Cities or Colonies or Satrapies during the current game turn.
- (4) Not initiate any combat for the turn.
- (5) End the game (if players do so, then immediately total up victory points).
- (6) Other agreements players find acceptable, as long as they do not violate any of the game rules.

24.2 VIOLATING AGREEMENTS

Agreements should be in writing. If a written agreement is broken, then the violating player rolls one die and must lose that number of Stratagem markers at random. Should the number of Stratagem markers not be sufficient, then the other player gets to pick at random a number of

Stratagem markers from the pool equal to the difference.

[25.0] VICTORY CONDITIONS

Victory is determined at the end of the game. The player with the higher Victory Point total wins the game.

25.1 VICTORY POINTS

Victory Points are given in the scenario instructions.

25.2 LEVELS OF VICTORY

The player with the lower number of Victory Points subtracts his total from the other player's total. The final difference is used to determine the level of victory.

41+: Imperial Victory (highest)

21-40: Regional Victory

1-20: Marginal Victory

0: Draw

OPTIONAL RULES

Players may use the Optional Rules to enhance play balance and realism.

[26.0] PERSONAL COMBAT

Leader units may fight each other via Personal Combat.

26.1 Personal combat occurs after the completion of step 3 of combat (withdrawal determination) but before step 4 (choice of BRTs). In order for Personal Combat to take place, both sides must have at least one leader involved in the combat. Either player may declare Personal Combat; the other player may refuse the challenge. However, if a player refuses the challenge, then he may not apply any combat multiplier for leaders in that combat. Each player then designates one leader in his force to be his "champion." Each player rolls one die. Whoever has rolled the higher wins and the other leader is eliminated. In the event of a tie, neither is eliminated.

26.11 **Cyrus.** If the Rebel player uses his Supreme Leader Cyrus in a personal combat, then he adds +1 to his die roll.

26.2 If a player's Supreme Leader initiates a Personal Combat and the enemy player has his own Supreme Leader in the force, then the enemy must use his Supreme Leader to fight. Should he refuse to commit his Supreme Leader, then he gains no leadership bonus for the ensuing Battle.

[27.0] REACTION

A non-phasing player may conduct Operations via Reaction. Reaction requires expenditure of a *Forced March* Stratagem marker.

27.1 After the phasing player has completed Operations with a force, the non-phasing player may declare "Reaction." In order to conduct Reaction, the non-phasing player must expend one *Forced March* stratagem, which allows the non-phasing force to conduct Operations. Upon completion of the non-phasing player's Reaction Operation, the phasing player may move another force (and the non-phasing player may conduct another Reaction after that, etc.).

27.2 Each non-phasing force may conduct only one Reaction per turn. Reaction forces conduct Operations normally in their own player turn of the same game turn.

XENOPHON SCENARIOS

Players pick a scenario, decide who will play each side, then set up forces in the order given in the scenario. Begin play on the designated turn and continue through until the end of game.

1. **Unit abbreviations:** B = Barbarian infantry; C = Cavalry; E = Elephant; F = Fleet; L = Light Troops; M = Militia; P = Phalanx.

2. **Unit Placement.** Units are placed anywhere in the Satrapy of the same name. Players must initially place at least one unit in each City. Guard units are placed as noted. Units may not be initially placed in excess of a hex's Forage limit.

SCENARIO 1: CYRUS' REVOLT (SHORT GAME)

This scenario follows the war from the opening of Cyrus' rebellion to the beginning of the Corinthian War.

1. **Scenario length.** 401 BC to October 395 BC (7 turns).

2. **Player Order:** Rebels are First Player, Empire is Second Player.

3. **Stratagem Pool.** Place all Stratagem markers in an opaque container.

4. **Empire** (set up first)

a. **Initial Control:** Alarodia, Armenia, Syria, Assyria-Babylonia, Hyrkania, Media, Elam, Persis, Parthia, Drangiana, Sogdiana, Bactria, Gandara, Parikania, Persian India.

b. **Treasury.** Start with 40 Talent Points.

c. **Stratagem Markers.** The Empire player picks two Stratagem markers from the Pool.

d. **Units**

(1) **Leaders.**

Persepolis (in Persis), Susa (in Elam) or Ekbatana (in Media): Artaxerxes

Any other Imperial controlled cities, no more than one per Satrapy: Tissaphernes, Abrokomas

(2) **Guard** (place in any friendly satrapies, no more than one unit per satrapy): 3C

(3) **Satrapy** (place in Satrapy)

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Alarodia: 1M, 1L
 Armenia: 2M, 1C
 Syria: 3M, 1L
 Assyria-Babylonia: 3M, 1L
 Hyrkania: 1M, 1C
 Media: 2M, 1C
 Elam: 1M, 1C
 Persis: 2M, 1C
 Parthia: 1M, 1C
 Drangiana: 2M
 Sogdiana: 2M, 1C
 Bactria: 2M, 1C
 Gandara: 1M, 1C
 Parikania: 2M, 1L
 Persian India: 1M, 1E

5. **Neutral** (set up second; Neutral units set up by Rebel player)

a. **Initial Neutrals:** Scythia, Illyria, Macedon, Thessaly, Athens, Thrace, Colchis, Arabia, Sacae, Massagetai, Greater India.

b. **Units** (place in Satrapy).

Scythia: 2C
 Illyria: 1M, 1P
 Macedon: 1M, 1P
 Thessaly: 2M, 1P
 Athens: 1M, 1P
 Thrace: 2M, 1P, 1L
 Colchis: 1C
 Arabia: 1M, 1L
 Sakans: 2C
 Massagetai: 2C
 Greater India: 4M, 2L, 1E

6. **Rebels** (set up third)

a. **Initial Control:** Sparta, Libya, Egypt, Ionia, Lydia, Phrygia, Tibarene, Cilicia.

b. **Treasury.** Start with 10 Talent Points.

c. **Stratagem Markers.** The Rebel player picks 6 Stratagem markers from the Pool.

d. **Units**

(1) **Leaders.**

Sardis (in Lydia): Cyrus, Ariaos

(2) **Guard** (place in Sardis): 3P, 1L

(3) **Satrapy** (place in Satrapy)

Sparta: 1M, 2P, 1F
 Libya: 1M, 1L
 Egypt: 4M, 1L, 2F
 Ionia: 3M, 1P, 1L, 1F
 Lydia: 1M, 1L
 Phrygia: 2M, 1C, 1F
 Tibarene: 2M, 1P, 1F
 Cilicia: 3M, 1F

7. Victory Points

a. Empire

Each Capital occupied by an Empire force: +3
 Each Treasury City occupied by an Empire force: +2

Each other City occupied by an Empire force: +1
 Each Colony marker occupied by an Empire force: +1

Each Satrapy controlled by the Empire player: +Levy value

Rebel Supreme Leader not on map at end of game: +5

b. Rebel

Each Capital occupied by a Rebel force: +2
 Each Treasury City occupied by a Rebel force: +3

Each other City occupied by a Rebel force: +1
 Each Colony marker occupied by a Rebel force: +1

Each Satrapy controlled by the Rebel player: +Levy value

Empire Supreme Leader not on map at end of game: +10

SCENARIO 2: THE KING'S WAR (LONG GAME)

This scenario covers the entire war until the King's Peace.

1. **Scenario length.** 401 BC to October 387 BC (15 turns).

2. **Player Order:** Rebels are First Player, Empire is Second Player.

3. **Stratagem Pool.** Place all Stratagem markers in an opaque container.

4. **Empire** (set up first)

a. Initial Control: Same as Scenario 1.

b. Treasury. Same as Scenario 1.

c. Stratagem Markers. Same as Scenario 1.

d. Units: Same as Scenario 1.

5. **Neutral** (set up second; Neutral units set up by Rebel player)

a. Initial Control: Same as Scenario 1.

b. Units: Same as Scenario 1.

6. **Rebels** (set up third)

a. Initial Control: Same as Scenario 1.

b. Treasury. Same as Scenario 1.

c. Stratagem Markers. Same as Scenario 1.

d. Units: Same as Scenario 1.

7. **Victory Points:** Same as Scenario 1.

COLONIZATION OPERATIONS TABLE

die roll	Colonization Total				
	1	2	3-4	5-6	7+
1	R	R	R	R	R
2	-	-	R	R	C+R
3	-	-	-	C	C+R
4	-	-	C	C	C
5	-	C	C	C	C
6	C	C	C	C	C

Colonization Total:

- Each Leader in force: +2
- Each Phalanx unit in force: +2
- Each Cavalry, Light, Barbarian or Militia unit in force: +2
- Force is in Clear hex: +1

Results:

C: Colonization.

(1) Place a Colony marker in the hex.

(2) Remove any one unit in the colonizing force.

R: Reaction. The non-phasing player picks one Stratagem marker at random from the Pool for free.

-: No effect

Effects of Colonization markers

- Colonies are treated as printed cities.
- Coastal colony creates a port.
- Colonies are eliminated if hex is pillaged.

OPERATIONS POINTS

- For number of Operations Points, total:

One die roll (x2 for one Leader in force, x3 for Xenophon in force) +

Operations Value of unit with lowest Operations Value

- Operations Points expenditure:

Enter a hex: see Terrain Effects Chart

Battle: 2

Pillage: 2*

Colonization: 4*

Notes: *May not be conducted if in an enemy zone of control.

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EVENTS CHART

11-13: Leader Arises. The player gains any one available Leader (may not be a Supreme Leader). He places it on any hex containing at least one other friendly unit.

14: Troops Rally. The player receives one unit of any type other than a Leader. He places it on any hex containing at least one other friendly unit (the unit must be of a controlled Satrapy).

15-16: Attrition. The player rolls one die and must eliminate that number of friendly units from the map (his choice). If the die roll is an even number, then one of the eliminated units must be a friendly Leader (may be the Supreme Leader).

21-22: Mediterranean War. The phasing player may not tax, levy or recruit units in the following Satrapies this turn: Sparta, Athens, Illyria, Thessaly, Macedonia, Thracia, Ionia, Egypt, Libya.

23: Plague. (1) Roll one die for each satrapy: on a 1-5 nothing happens; on a 6 Plague occurs in that satrapy. Roll one die for each unit (including Leaders) in a Plague satrapy, including friendly, enemy, and neutral. On a die roll of 1-2 the unit is eliminated; on a 3-6 it is not affected. (2) Roll one die for each unpillaged city and Colony in that Region: on a die roll of 1-2 place a Pillage marker in a City or remove a Colony marker; on a 3-6 the hex is not affected (neither player gains any Talent points for doing this). (3) Both players roll one die and must each lose that number of Stratagem markers (to a minimum of 0).

24-26: Dissent in High Offices. The player must return one half of his Stratagem markers to the Pool; markers are chosen at random, round fractions up.

31: Troops Demand More Pay. The player must immediately expend two Talent Points per friendly force on the map which contains three or more units (two points per stack, not unit). For each such stack which the player does not pay (or refuses to pay) the Talent Points, the player must making a Disbanding Check for each unit in it (see Disbanding Table).

32-33: Corruption. The player rolls one die and checks the result. He must immediately deduct that number of Treasury Points from his total (to a minimum of 0).

34-35: Increased Revenues. The player rolls two dice and receives a number of Talent Points equal to the total.

36. Omens. Roll one die. On an even result, the player immediately picks one Stratagem marker from the Pool for free. On an odd result, the player must return one Stratagem marker (picked at random) to the Pool.

41-43 Satrapy Resists. If the phasing player has any forces occupying any hex of any neutral Satrapies (including fleets on coastal hexes), then the enemy can choose ONE of those satrapies and it immediately comes under his control. (This goes into effect even if the non-phasing player has units in the Satrapy.)

44-46. Balance of Power. If either player controls three or more Satrapies than the other, then the player with fewer controlled Satrapies rolls one die and immediately picks that number of Stratagem markers. Note that this event may affect either player.

51. Alliances Shift. The player can shift any one Region's Control marker by one space in his favor (i.e., enemy control to neutral, neutral to friendly control); immediately implement any effects for this change.

52. Revolt (Homelands): Make a Revolt Check for Elam, Media, Persis.

53-54. Revolt (East): Make a Revolt Check for Hyrkania, Parthia, Drangiana, Sogdiana, Bactria, Gandara, Parikania, Persian India.

55-56. Revolt (West): Make a Revolt Check for Lydia, Phrygia, Cilicia, Tibarene, Alarodia, Armenia, Syria, Assyria-Babylonia.

61-63. Revolt (Hellenes): Make a Revolt Check for Illyria, Macedon, Thessaly, Athens, Sparta, Thrace, Ionia.

64-66. Revolt (Barbarians): Make a Revolt Check for Libya, Egypt, Scythia, Colchis, Arabia, Sacae, Massagetai, Greater India.

DISBANDING TABLE

Roll one die for each unit to be disbanded.

- 1 Unit mutinies
- 2 Unit mutinies
- 3 Unit disbands
- 4 Unit disbands
- 5 Unit disbands
- 6 (+) Unit remains loyal

Die Roll Modifiers:

- Friendly Leader in hex (maximum of +1, regardless of number of Leaders): +1

Results:

Unit disbands: Remove the unit from the map.

Unit mutinies: Remove the unit from the map and Pillage the hex it occupied (neither player gains any Talent Points); if the hex is already Pillaged, then the enemy player immediately picks one Stratagem marker.

Unit remains loyal: Unit remains in play at no cost (troops boil their leather gear and eat it).

- **Fleet Units.** Make only one check for each Fleet and units aboard it; this check is made regardless of which units are being disbanded. If a Fleet disbands or mutinies, then eliminate all transported units on it as well as applying other results. Pillage hex if only coastal or port.

REVOLT TABLE

Roll one die for the Satrapy indicated by the event.

die

roll	Result
1(-)	Revolt Succeeds
2	Revolt Succeeds
3	No effect
4	No effect
5	No effect
6(+)	No effect

Die roll modifiers (cumulative)

- Pillaged marker in the Satrapy: -1 (never more than -1 regardless of number of Pillaged markers).
- The player has at least one friendly occupied Colony in the Satrapy: +1

Results

- **No effect:** Nothing happens.

- **Revolt Succeeds:**

(1) If the Satrapy is Neutral, it becomes Rebel Controlled.

(2) If the Satrapy is Controlled by the Empire or Rebel player, it becomes Neutral.

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PILLAGE OPERATIONS TABLE

die	Pillage Strength			
roll	1	2-3	4-5	6+
1	R	R	R	R
2	-	R	R	P+R
3	-	-	P+R	P+R
4	-	P	P	P+R
5	P	P	P	P
6	P	P	P	P

Pillage Strength:

- Each unit in the force (Leaders, Supply Trains and Siege Trains do not count): +1

Results:

P: Pillage.

- (1) Place a Pillaged marker in the hex.
- (2) Remove any Colony marker in the hex.
- (3) If the hex contains a City or Colony marker, the phasing player immediately gains the following number of Talent Points:

Capital or Treasury City: roll one die and receive Talents equal to result

Other City or Colony: 1

R: Reaction. The non-phasing player picks one Stratagem marker at random from the Pool for free.

-: No effect

Effects of Pillage markers

- Any City in the hex is ignored for the duration that the Pillage marker is in the hex (treat the hex as clear terrain for all game purposes).
- If a city hex, reduce the Forage value of the hex to zero (0).
- If a non-city hex, then reduce the Forage value of the hex and all adjacent non-city hexes (except those across all sea hexsides) to zero (0).
- Any port in the hex is ignored (treat as coast).
- A player cannot place Colony markers in the hex until the Pillaged marker is removed.

TREASURY CHARTS

Income

Gain Talent Points for friendly occupied:

- Treasury City: 3
- Capital: 2
- Other cities: 1
- Colony: 1

Cost in Talent Points

Units	Recruit*	Maintain**
Phalanx	4	1
Barbarian Horde	3	0
Cavalry	3	1
Light Troops	2	1
Militia	1	0
Siege Train	6	1
Supply Train	4	0
Fleet	6	2
Leader	***	0

Markers

Stratagem	2	-
Colony	****	-
Remove Pillage from a printed City hex	5	-
Remove Pillage from other hexes	3	-

* Talent Point to recruit Levied units = 0

** A player may maintain one unit per hex in home Satrapy for free.

*** Recruit via appropriate Stratagem marker pick or Random Event.

**** Place only via colonization.

DIPLOMACY TABLE

die	Diplomacy Differential					
roll	0(-)	1	2	3	4	5+
1	2R	R	R	R	R	R
2	R	R	-	-	D1	D1
3	-	-	D1	D1	D2	D2
4	-	D1	D2	D2	D2	D3
5	D1	D2	D2	D3	D3	D3
6	D1	D2	D3	D3	D3	D3

Diplomacy Differential (cumulative)

- + Total number of phasing Agent markers.
- +1 Phasing player's Supreme Leader is in a Capital.
- +1 Phasing player's occupies all Cities and Colonies in the Satrapy.
- +1 Rebel player making Diplomacy attempt against Sparta, Athens, Illyria, Thessaly, Macedonia, Thracia, Ionia, Libya, Egypt, Arabia, Scythia, Colchis, Sacae, Massagetai.
- +1 Imperial player making Diplomacy attempt against Persis, Media or Elam.

- Total number of non-phasing Agent markers.

+/-? For certain Stratagems (see Stratagem chart).

Results:

-: No effect

D1: The phasing player may immediately examine all non-phasing Stratagem

markers or examine the current non-phasing Treasury total.

D2: The phasing player can implement one of the following:

(1) If the Satrapy is currently Neutral, the phasing player gains Control of it; OR

(2) If the Satrapy is currently Controlled by the non-phasing player, it becomes Neutral; OR

(3) The phasing player may immediately examine all non-phasing Stratagem markers or the current non-phasing Treasury total.

D3: The phasing player can implement one of the following:

(1) The phasing player gains Control of the Satrapy, regardless of its current control status. Move the Control marker to the phasing player's space on the Satrapy Control chart; OR

(2) The phasing player may immediately examine all non-phasing Stratagem markers or the current non-phasing Treasury total; OR

(3) the player can attempt to assassinate an enemy Leader. The player indicates any one stack in the Satrapy containing an enemy Leader or a Supreme Leader. Roll one die. On a 1-2 a Supreme Leader is eliminated; on a 1-3 regular Leader is eliminated. On other results, the Leader is not affected and the enemy player may immediately pick one Stratagem marker for free.

R: Reaction. The non-phasing player immediately picks one Stratagem marker from the Pool for free.

2R: The non-phasing player immediately picks two Stratagem markers from the Pool for free.

XENOPHON

BATTLE OPERATION TABLES

ENGAGEMENT

die roll	Combat odds						
	1/3(-)	1/2	1/1	1.5/1	2/1	3/1	4/1+
1	AZ	AZ	AZ	AD	AR	AR	AR
2	AZ	AZ	AD	AR	DR	DR	DR
3	AZ	AD	AR	DR	DR	DR	DR
4	AD	AD	DR	DR	DR	DR	DD
5	AD	AR	DR	DR	DD	DD	DD
6	AR	DR	DD	DD	DD	DD	DD

SKIRMISH

At least 50% of the attacking units must be Cavalry, Light Troops or Fleets [see 17.61].

	1/3(-)	1/2	1/1	1.5/1	2/1	3/1	4/1+
1	AD	AD	AD	AM	-	-	-
2	AD	AD	AM	-	-	DM	DM
3	AD	AM	-	-	DM	DM	DM
4	AM	AM	DM	DM	DM	DM	DD
5	AM	DM	DM	DM	DD	DD	DD
6	DM	DM	DD	DD	DD	DD	DZ

COMBINED ARMS

At least 50% of the attacking units must be Phalanx AND at least 50% of the remainder must be Cavalry, Light Troops or Fleets [see 17.61].

	1/3(-)	1/2	1/1	1.5/1	2/1	3/1	4/1+
1	AZ	AZ	AZ	AD	DR	DR	DR
2	AZ	AZ	AD	DR	DR	DD	DD
3	AZ	AD	DR	DR	DD	DD	DD
4	AD	AD	DD	DD	DD	DD	DZ
5	AD	DR	DD	DD	DZ	DZ	DZ
6	DR	DD	DZ	DZ	DZ	DZ	DZ

Combat Strength Modifiers:

- Leader/Supreme Leader in force
- Terrain (defender only)
- Attacker has Siege Train versus defender doubled by terrain
- Tactical Advantage stratagem
- One modifier = strength x 2; two modifiers = strength x 3; three modifiers = strength x 4.

Results:

AD: Attacker Defeated.

- (1) Eliminate one half of the attacking strength points.
- (2) Attacking force rolls one die and retreats that number of hexes.
- (3) Defender picks one Stratagem marker from the Pool.

AM: Attacker Ambushed.

- (1) Eliminate one attacking unit.

AR: Attacker Withdraws.

- (1) Attacking force retreats one hex.

AZ: Attacker Annihilated.

- (1) Eliminate all attacking units.
- (2) Defender picks two Stratagem markers from the Pool.

DD: Defender Defeated.

(1) Eliminate one half of the defending strength points.

(2) Defending force rolls one die and retreats that number of hexes.

(3) Attacker picks one Stratagem marker from the Pool.

DM: Defender Ambushed.

- (1) Eliminate one defending unit.

DR: Defender Withdraws.

- (1) Defending force retreats one hex.

DZ: Defender Annihilated.

- (1) Eliminate all defending units.
- (2) Attacker picks two Stratagem markers from the Pool.

Notes

1. Results are applied in the order given.
2. **Eliminating units.** Owning player chooses which units will be lost if there is a choice. When extracting losses, always use the printed strength of units (not doubled, tripled, or quadrupled). A player may always eliminate a unit (or units) with a higher strength point value than called for in place of another unit (or units). If a player must eliminate one half his strength points, then he must remove units equal to at least half of the strength of the entire force (including Leaders). For example: if the defender receives a DD result and has only one unit, then he must remove that one unit.
3. **Retreats.** A force that retreats must retreat a number of hexes as designated. Retreating units are moved by their owner.
 - (1) All units in a force must retreat together. A player may not divide a retreating force.
 - (2) Units may not retreat into any of the following: (a) a hex occupied by an enemy or neutral unit; (b) an enemy Zone of Control; (c) into a hex in excess of stacking limits; (d) across a river (unless across a bridge) or into terrain it could not normally enter.
 - (3) If there is no other choice than to retreat into a prohibited hex, then the force is eliminated instead. Units may retreat into Neutral Satrapies without violating neutrality.
 - (4) Units in Cities/Colonies may ignore retreat results at the owning player's option (for both attack and defense). Units retreating into Cities/Colonies may stop their retreat in the hex.
 - (5) Retreat does not require the expenditure of Operations Points. Retreat is in terms of hexes; each hex entered counts as one.

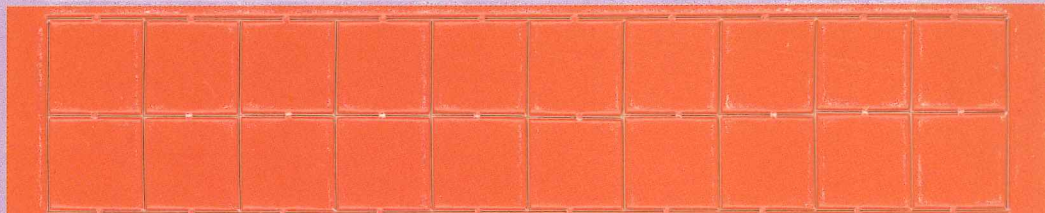
IMPERIAL

XENOPHON: 10,000

FRONT

ARTAXERXES 1-16	TISSAPHERNES 1-24	ABROKOMAS 1-24	SATRAP 1-24	KONON 1-24	GUARD 6-24	GUARD 6-24	GUARD 6-24	GUARD 6-24	GUARD 4-24
GUARD 4-24	GUARD 8-16	GUARD 8-16	GUARD 1-12	GUARD 1-12	GUARD 1-12	GUARD 1-12	GUARD 1-12	GUARD 1-12	GUARD 1-12
SCYTHIA 6-24	SCYTHIA 6-24	SCYTHIA 6-24	ILLYRIA 8-16	ILLYRIA 4-24	ILLYRIA 6-12	ILLYRIA 2-8	MACEDON 8-16	MACEDON 8-16	MACEDON 8-16
MACEDON 4-24	MACEDON 2-8	MACEDON 4-32	THESSALY 8-16	THESSALY 8-16	THESSALY 8-16	THESSALY 4-24	THESSALY 2-8	THESSALY 2-8	THESSALY 4-32
ATHENS 8-16	ATHENS 8-16	ATHENS 8-16	ATHENS 4-24	ATHENS 2-8	ATHENS 4-32	ATHENS 4-32	SPARTA 8-16	SPARTA 8-16	SPARTA 8-16
SPARTA 8-16	SPARTA 4-24	SPARTA 2-8	SPARTA 4-32	SPARTA 4-32	THRACE 8-16	THRACE 8-16	THRACE 4-24	THRACE 4-24	THRACE 6-12
THRACE 2-8	THRACE 2-8	THRACE 4-32	LIBYA 8-16	LIBYA 4-24	LIBYA 4-24	LIBYA 2-8	LIBYA 4-32	EGYPT 8-16	EGYPT 8-16
EGYPT 8-16	EGYPT 2-8	EGYPT 2-8	EGYPT 2-8	EGYPT 2-8	EGYPT 2-8	EGYPT 4-32	EGYPT 4-32	EGYPT 4-32	IONIA 8-16
IONIA 8-16	IONIA 8-16	IONIA 4-24	IONIA 4-24	IONIA 2-8	IONIA 2-8	IONIA 2-8	IONIA 4-32	IONIA 4-32	LYDIA 8-16
LYDIA 4-24	LYDIA 2-8	PHRYGIA 8-16	PHRYGIA 6-24	PHRYGIA 4-24	PHRYGIA 2-8	PHRYGIA 2-8	PHRYGIA 4-32	CILICIA 4-32	CILICIA 8-16
CILICIA 4-24	CILICIA 2-8	CILICIA 2-8	CILICIA 2-8	CILICIA 4-32	CILICIA 4-32	TIBARENE 8-16	TIBARENE 4-24	TIBARENE 2-8	TIBARENE 2-8
TIBARENE 4-32	COLCHIS 6-24	COLCHIS 6-24	COLCHIS 6-24	ALARODIA 4-24	ALARODIA 2-8	ALARODIA 2-8	ARMENIA 4-24	ARMENIA 6-24	ARMENIA 2-8

ASSYR-BABYL 2-8	ASSYR-BABYL 2-8	ASSYR-BABYL 4-24	SYRIA 4-32	SYRIA 2-8	SYRIA 2-8	SYRIA 2-8	SYRIA 4-24	SYRIA 4-24	ARMENIA 2-8
MEDIA 6-24	MEDIA 6-24	HYRKANIA 2-8	HYRKANIA 6-24	ARABIA 2-8	ARABIA 4-24	ARABIA 4-24	ASSYR-BABYL 4-32	ASSYR-BABYL 2-8	ASSYR-BABYL 2-8
PERSIS 4-24	PERSIS 6-24	PERSIS 6-24	ELAM 2-8	ELAM 4-24	ELAM 6-24	ELAM 6-24	MEDIA 2-8	MEDIA 2-8	MEDIA 4-24
DRANGIANA 4-24	PARTHIA 2-8	PARTHIA 4-24	PARTHIA 6-24	PARTHIA 6-24	SAKANS 6-24	SAKANS 6-24	SAKANS 6-24	PERSIS 2-8	PERSIS 2-8
SOGDIANA 2-8	SOGDIANA 6-24	SOGDIANA 6-24	MASSAGETAI 6-24	MASSAGETAI 6-24	MASSAGETAI 6-24	DRANGIANA 4-32	DRANGIANA 2-8	DRANGIANA 2-8	DRANGIANA 2-8
GANDARA 2-8	GANDARA 2-8	GANDARA 6-24	BACTRIA 2-8	BACTRIA 2-8	BACTRIA 6-12	BACTRIA 6-24	BACTRIA 6-24	SOGDIANA 2-8	SOGDIANA 2-8
GR. INDIA 4-24	PERS. INDIA 2-8	PERS. INDIA 2-8	PERS. INDIA 9-12	PAKIKANIA 4-24	PAKIKANIA 4-32	PAKIKANIA 2-8	PAKIKANIA 2-8	PAKIKANIA 2-8	PAKIKANIA 4-24
HYRKANIA 4-24		GR. INDIA 2-8	GR. INDIA 2-8	GR. INDIA 2-8	GR. INDIA 2-8	GR. INDIA 2-8	GR. INDIA 9-12	GR. INDIA 9-12	GR. INDIA 4-24



YEAR	PHASE	OPERATIONS POINTS	BATTLE	COLONY	COLONY	COLONY	COLONY	COLONY	COLONY
COLONY	COLONY	COLONY	COLONY	COLONY	COLONY	COLONY	COLONY	COLONY	COLONY

AGENT	AGENT	AGENT	AGENT	AGENT	AGENT	AGENT	AGENT	AGENT	AGENT
AGENT	AGENT	ANABASIS	CONSULT ORACLES	CURRENCY REFORM	KING'S EYE	FORCED MARCH	FORCED MARCH	FORCED MARCH	FORCED MARCH

EXPEDITION	EMPIRE MOBILIZES	GREAT KING	HELLEN- ISTIC LEAGUE	HOUSE OF MORASHU	IMPERIAL REGALIA	LEADER ARISES	LEADER ARISES	LEGAL REFORMS	MARKET
MILITARY ADVANTAGE	MILITARY ADVANTAGE	MILITARY ADVANTAGE	MILITARY ADVANTAGE	REVOLT OF THE SATRAPS	SUCCESSOR	TREACHERY	TREACHERY	TREACHERY	TREACHERY

REBEL

XENOPHON: 10,000

BACK
















ARMENIA 	SYRIA 	SYRIA 	SYRIA 	SYRIA 	SYRIA 	SYRIA 	ASSYR-BABYL 	ASSYR-BABYL 	ASSYR-BABYL 
2-8	4-24	4-24	2-8	2-8	2-8	4-32	4-24	2-8	2-8
ASSYR-BABYL 	ASSYR-BABYL 	ASSYR-BABYL 	ARABIA 	ARABIA 	ARABIA 	HYRKANIA 	HYRKANIA 	MEDIA 	MEDIA 
2-8	2-8	4-32	4-24	4-24	2-8	6-24	2-8	6-24	6-24

MEDIA 	MEDIA 	MEDIA 	ELAM 	ELAM 	ELAM 	ELAM 	PERSIS 	PERSIS 	PERSIS 
4-24	2-8	2-8	6-24	6-24	4-24	2-8	6-24	6-24	4-24
PERSIS 	PERSIS 	SAKANS 	SAKANS 	SAKANS 	PARTHIA 	PARTHIA 	PARTHIA 	PARTHIA 	DRANGIANA 
2-8	2-8	6-24	6-24	6-24	6-24	6-24	4-24	2-8	4-24

DRANGIANA 	DRANGIANA 	DRANGIANA 	DRANGIANA 	MASSAGETAI 	MASSAGETAI 	MASSAGETAI 	SOGDIANA 	SOGDIANA 	SOGDIANA 
2-8	2-8	2-8	4-32	6-24	6-24	6-24	6-24	6-24	2-8
SOGDIANA 	SOGDIANA 	BACTRIA 	BACTRIA 	BACTRIA 	BACTRIA 	BACTRIA 	GANDARA 	GANDARA 	GANDARA 
2-8	2-8	6-24	6-24	6-12	2-8	2-8	6-24	2-8	2-8

PAIKANIA 	PAIKANIA 	PAIKANIA 	PAIKANIA 	PAIKANIA 	PAIKANIA 	PERS. INDIA 	PERS. INDIA 	PERS. INDIA 	GR. INDIA 
4-24	2-8	2-8	2-8	4-32	4-24	9-12	2-8	2-8	4-24
GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	GR. INDIA 	HYRKANIA 
4-24	9-12	9-12	2-8	2-8	2-8	2-8	2-8		4-24

CYRUS 	XENOPHON 	AGESILAOS 	ARIOOS 	ARCHON 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 
1-16	1-24	1-24	1-24	1-24	8-16	8-16	8-16	8-16	4-24
GUARD 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 	GUARD 
4-24	6-24	6-24	1-12	1-12	1-12	1-12	1-12	1-12	1-12

PUBLIC WORKS 	PUBLIC WORKS 	PUBLIC WORKS 	PUBLIC WORKS 	PUBLIC WORKS 					
PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 	PILLAGE 

STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 
STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 

MACEDON 	MACEDON 	MACEDON 	ILLYRIA 	ILLYRIA 	ILLYRIA 	ILLYRIA 	ILLYRIA 	SCYTHIA 	SCYTHIA 	SCYTHIA 
8-16	8-16	8-16	2-8	6-12	4-24	8-16	6-24	6-24	6-24	6-24
THESSALY 	THESSALY 	THESSALY 	THESSALY 	THESSALY 	THESSALY 	THESSALY 	THESSALY 	MACEDON 	MACEDON 	MACEDON 
4-32	2-8	2-8	4-24	8-16	8-16	8-16	8-16	4-32	2-8	4-24

SPARTA 	SPARTA 	SPARTA 	ATHENS 	ATHENS 	ATHENS 	ATHENS 	ATHENS 	ATHENS 	ATHENS 	ATHENS 
8-16	8-16	8-16	4-32	4-32	2-8	4-24	8-16	8-16	8-16	8-16
THRACE 	THRACE 	THRACE 	THRACE 	THRACE 	SPARTA 	SPARTA 	SPARTA 	SPARTA 	SPARTA 	SPARTA 
6-12	4-24	4-24	8-16	8-16	4-32	4-32	2-8	4-24	8-16	8-16

EGYPT 	EGYPT 	LIBYA 	LIBYA 	LIBYA 	LIBYA 	LIBYA 	LIBYA 	THRACE 	THRACE 	THRACE 
8-16	8-16	4-32	2-8	4-24	4-24	8-16	4-32	2-8	2-8	2-8
IONIA 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 	EGYPT 
8-16	4-32	4-32	4-32	2-8	2-8	2-8	2-8	2-8	2-8	8-16

LYDIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 	IONIA 
8-16	4-32	4-32	2-8	2-8	2-8	4-24	4-24	8-16	8-16	8-16
CILICIA 	CILICIA 	PHRYGIA 	PHRYGIA 	PHRYGIA 	PHRYGIA 	PHRYGIA 	PHRYGIA 	PHRYGIA 	LYDIA 	LYDIA 
8-16	4-32	4-32	2-8	2-8	4-24	6-24	8-16	2-8	4-24	4-24

TIBARENE 	TIBARENE 	TIBARENE 	TIBARENE 	CILICIA 	CILICIA 	CILICIA 	CILICIA 	CILICIA 	CILICIA 	CILICIA 
2-8	2-8	4-24	8-16	4-32	4-32	2-8	2-8	2-8	2-8	4-24
ARMENIA 	ARMENIA 	ARMENIA 	ALARODIA 	ALARODIA 	ALARODIA 	COLCHIS 	COLCHIS 	COLCHIS 	COLCHIS 	TIBARENE 
2-8	6-24	4-24	2-8	2-8	4-24	6-24	6-24	6-24	6-24	4-32

STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 
STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 	STRATEGEM 

