

CENTURION



DEFENDER OF ROME™

BY KELLYN BECK AND BITS OF MAGIC

MANUAL

Software & The Wisdom of the Ages

Magister artis ingenique largitor venter. The stomach is the teacher of arts and the dispenser of invention.

What Persius is saying is that creative people have a good reason to be creative. They, like just about everyone else, like to eat. And on a daily basis at that.

Probitas laudatur et alget. Honesty is praised and starves.

You can thank Juvenal for noticing that everybody talks about honesty while simultaneously neglecting it.

Rome wasn't built in a day, nor was this product. Many people — designers, artists, programmers — invested their time and talent to provide you with quality interactive entertainment. When you copy software without authorization, you rob these people of their hard work and raise the cost to legitimate users. And if it needs to be repeated, copying this game for any reason other than making backup copies is a violation of federal law.

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The year is 275 B.C. Through conquest and careful diplomacy, the Roman republic has brought the petty kingdoms and city-states of Italia under its control. This is the moment at which the heirs of Romulus and Remus step onto the world stage. This is the humble beginning of an empire that will one day cover most of Europe, Asia Minor, and North Africa.

As an ambitious young officer, your duty is to defend Rome. Your hope is to become Caesar. Your fate — to rule the world.

USING THIS MANUAL

Because key commands and controlling devices vary with computer models, this manual was written as a general guide to Centurion. In it you'll find a game overview, descriptions of the features, and historical notes. For loading instructions, keyboard commands, and other information specific to your computer, see the Command Summary Card included in the package.

In this manual, "select" means moving the arrow cursor to an item and activating it by pressing an *action button*. See *Selecting Items* on the Command Summary Card for the action button on your computer.

WHAT'S IN CENTURION

Italia — The Beginning of an Empire



When the game begins you only control the province of Italia. The legionnaire standing in Italia marks the single legion you command. To go to Rome, you must enter the province of Italia. See *Entering Provinces* on the Command Summary Card.

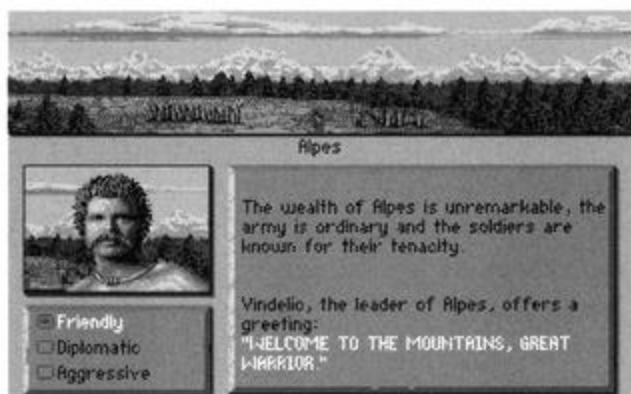
Rome, Sweet Rome

You start at the rank of Officer. At this rank, you can't raise more legions or build fleets. And there's little you can do with the twenty talents in the treasury. The good news is that you can raise your rank and increase your wealth by adding — and holding onto — provinces. See *Ruling Roman Provinces* for details on provinces.



Form Alliances

Winning allies with the tongue is less costly than subduing them with the sword. When you first move your legion into a province, you can try to negotiate alliances with your neighbors. See *Negotiating Alliances* for details on diplomacy and alliances.



Civilize Through Conquest

If the barbarians ignore your diplomats, they may listen to the legion you brought with you. When you go to war, you choose a formation and a tactic, and then start the fight.

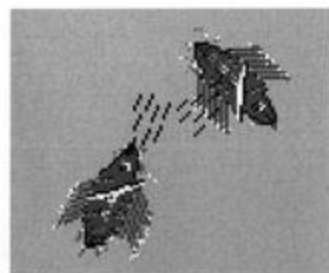
During the battle, you can stop the action and direct individual units or *cohorts* (groups of legionnaires or cavalry). See *Legion Specifications* and *Land Battle* for details on legions, formations, and tactics.



Fight Marauding Scum



Rome has no lack of enemies. Barbarian tribes from the north invade Italia looking for easy plunder. From the south, cities like Carthago send out organized armies in hope of stemming Rome's rise to power. As a soldier, you're obligated to protect Rome and her allies from foreign attack. See *Marauding Armies*.

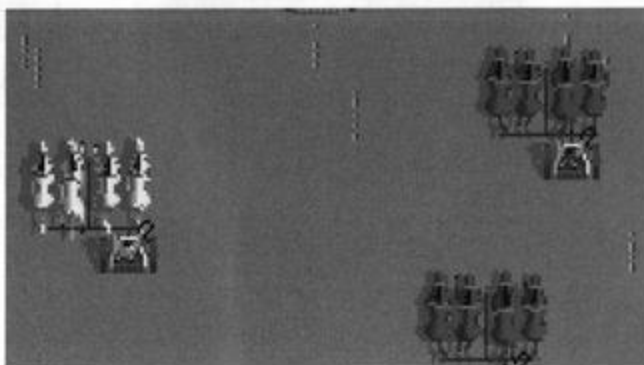


Smash Enemy Fleets

Once you're high enough rank and you have enough money, you can build fleets to move legions overseas and fight foreign navies. See *Sea Battles*.

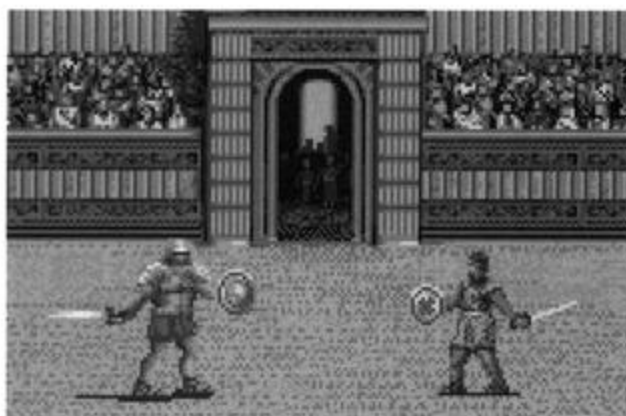
Race the Famous Circus Maximus

With enough talents you can participate in chariot races in Rome. Winning can earn you more talents and improve your reputation. Watch out for aggressive opponents and hairpin turns. See *Chariot Races*.



Spill Blood in the Colosseum

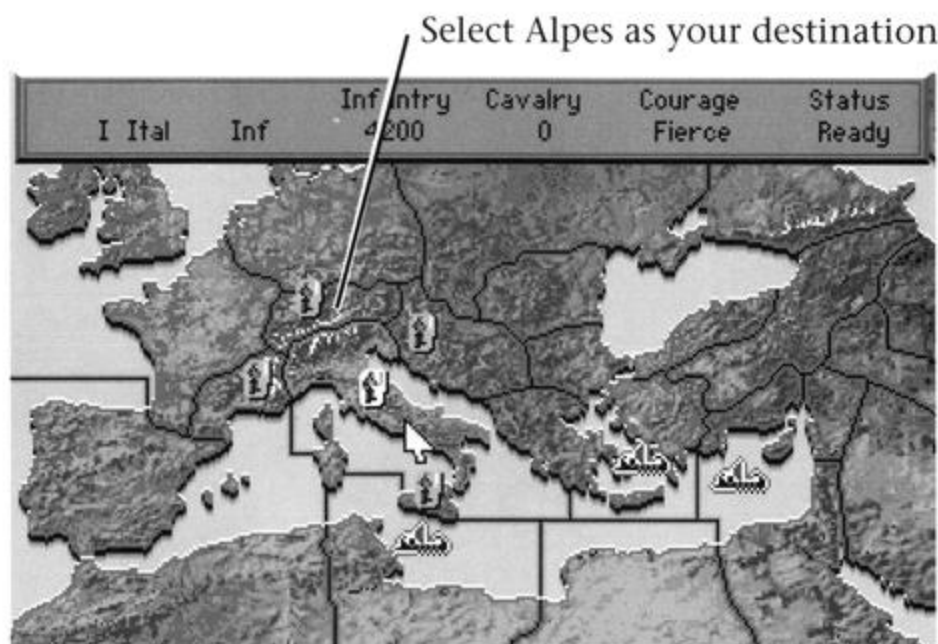
As Juvenal put it, the masses yearn for only two things — “bread and circuses.” Without a doubt, the masses are happier when they’re entertained, and the blood that flows during gladiatorial events is guaranteed to increase your popularity. See *Gladiator Shows*.



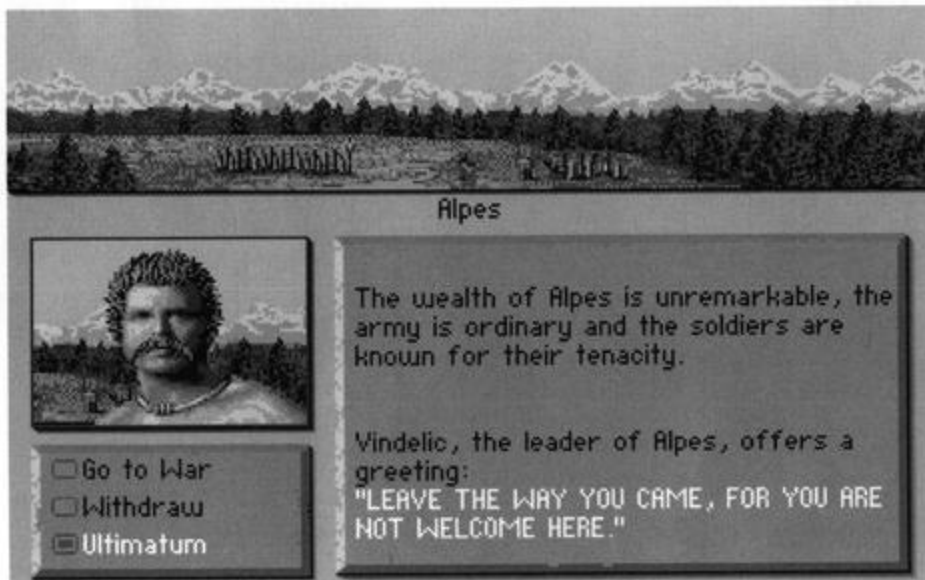
QUICKSTART TO CENTURION

Your goal in Centurion is to rule the world and keep the people happy. While there's no single way to conquer the world, you may want to start by occupying Alpes.

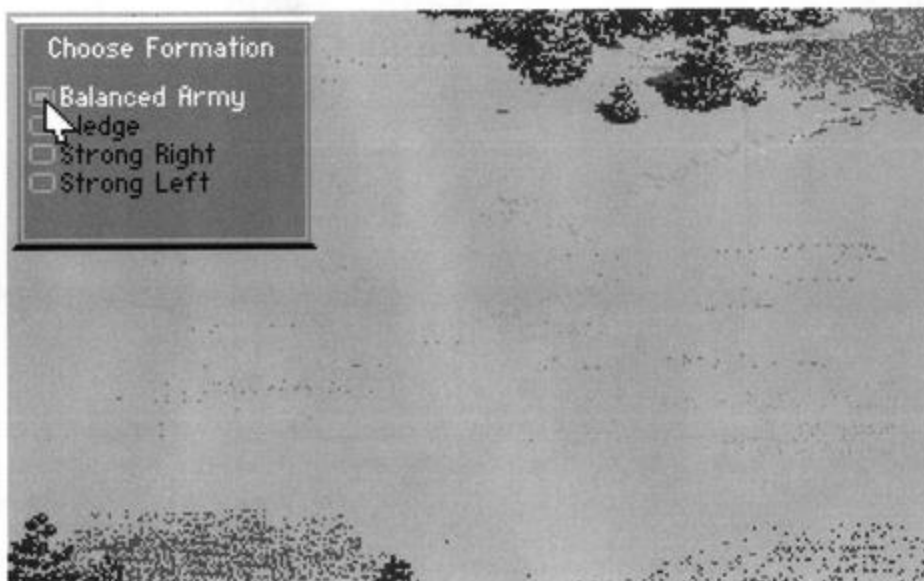
1. Select Italia I.



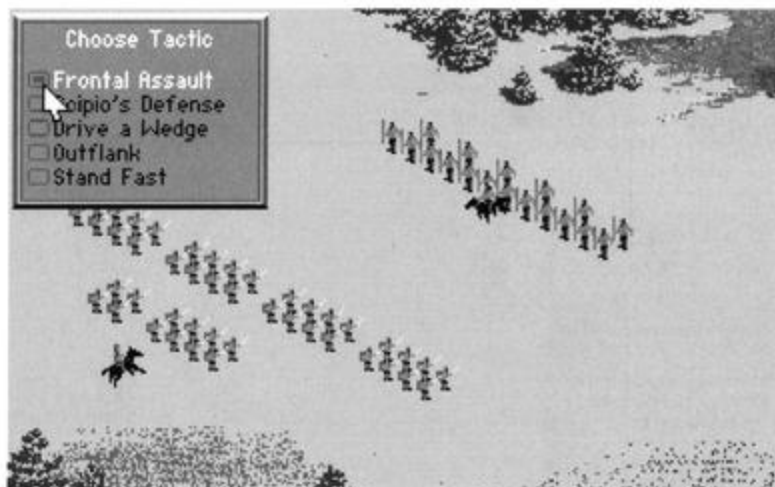
2. **Select Ultimatum.** If they won't negotiate further, select Go To War.



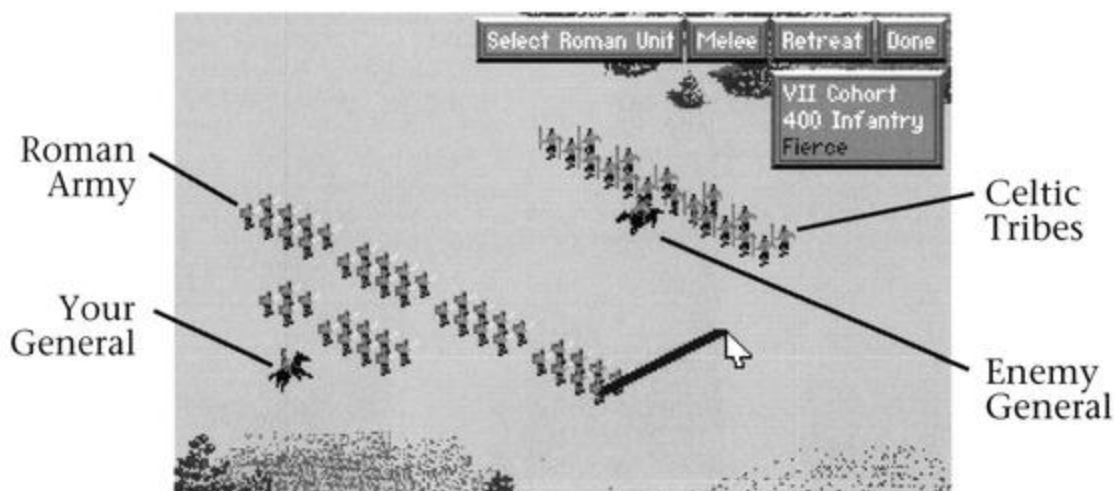
3. **Select Balanced Army.**



4. **Select Frontal Assault.** The battle begins immediately, so you should pause the battle in order to get your bearings — see *Directing Individual Units* on the Command Summary Card.

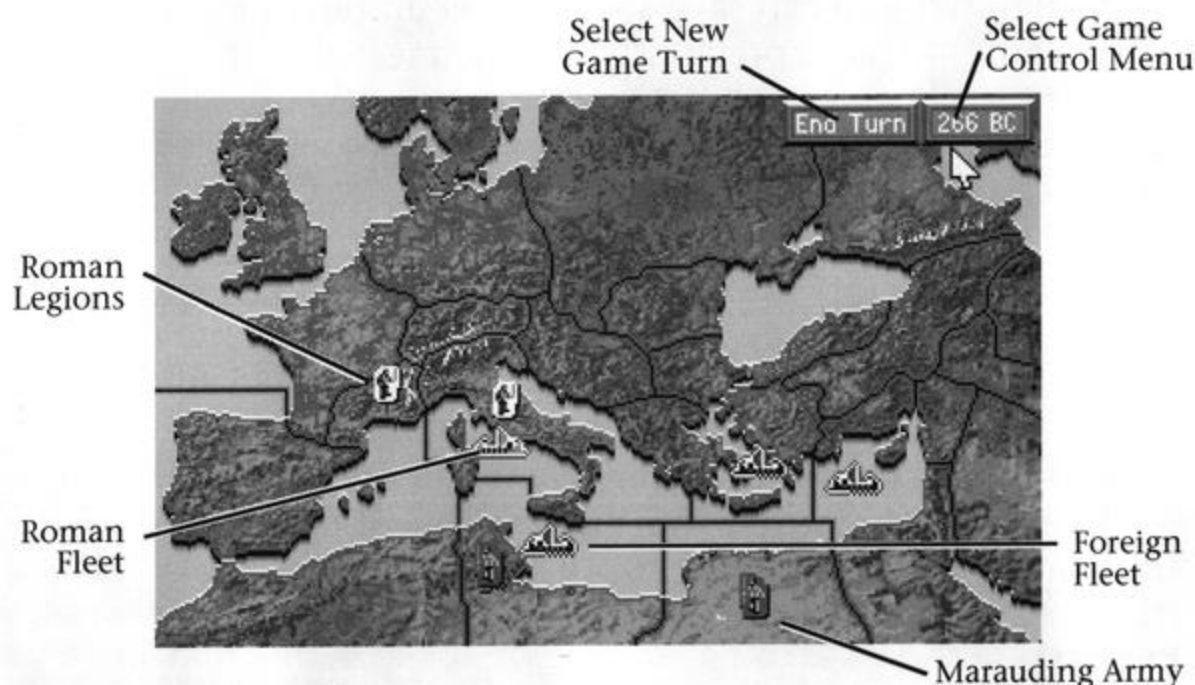


5. **Direct Individual Units.** With the game paused, you can give orders to your units. Go ahead and experiment. Try to use some of the tactics described under *Scipio's Battle Notes*.



6. **Once the battle ends, select Next Turn from the Map.** A year will pass and you can strengthen your legion, move it into another province, or hold a chariot race (you still don't have the money or rank to stage gladiatorial games or build a fleet). Every year, check to see if you've gone up in rank — the higher your rank, the more legions you can have. And watch out for marauding armies!

MAP



The Game Turn

The game progresses in single year increments or *turns*. The turn limits the actions you can take in a year. For example, you can move or strengthen an individual legion only once per turn. Fleets can be moved only once per turn, too. To go to the next turn, select End Turn from the Map.

Game Control Menu

From the Game Control Menu you can load or save games, start new games, adjust the difficulty level, or quit to DOS. Select an option from the menu:

Save Game — Save your current progress in the game. You can save up to nine games. Select the number you want to designate as your current game. When the white edit box appears, enter a name for your game. Note: You can't delete saved games, but you can save a game over an old one.

Load Game — Load a previously saved game. Select the game you want to continue (1-9).

New Game — Begin a new game.

About Centurion — Read game credits.

Difficulty Levels — Adjust the difficulty level of your current game. Difficulty levels range from Galley Slave (easy) to Emperor (hard). You can select Fine Tuning to raise or lower the difficulty level of a particular feature — Land Battle, Racing Chariots, Gladiatorial Combat, and Naval Battle.

Quit to DOS — Quit your current game. Be sure to save your game before quitting if you want to continue it later.

Continue Playing — Return to the game.

RANK

You begin at the rank of officer. As you climb in rank, you can command more legions and the senate grants you new powers.

<u>RANK</u>	<u>LEGIONS</u>	<u>FLEETS</u>	<u>NEW POWERS</u>
OFFICER	1	0	—
CENTURION	2	0	—
TRIBUNE	3	1	Command cavalry legions, fleets
LEGATUS	4	1	—
GENERAL	6	2	—
PRAETOR	8	2	—
CONSUL	10	3	Command consular armies
PROCONSUL	12	3	—
CAESAR	12	3	—

Increasing Rank

In Rome, your reputation determines your success. Your rank in the military depends on deeds and acts that distinguish you from the rest of the Roman nobility. As your social status increases, you'll receive promotions. Doing any of the following increases your social status:

Adding Provinces — Adding provinces (through conquest or negotiations) increases your status. Adding provinces that are rich in resources — Aegyptus, Carthago, Macedonia, Parthia, or Gaul — brings more honors than adding poorer provinces.

Strengthening Treaties — Your reputation as a trustworthy administrator also affects your status. Every time an alliance is strengthened, your reputation improves.

Winning Chariot Races — Backing the right horse makes you look good. When your team wins a race, you win the people's admiration.

Building an Amphitheater — All levels of Roman society benefit from an amphitheater. This is a good way to win popular support.

Holding Gladiator Events — Lavish spectacles can increase your popularity, but only when you fairly judge who should live and who should die.

Maintaining Rome's Honor — It's your duty to uphold Rome's reputation as a strong power, reliable ally, and fair administrator. Rome's honor is tarnished whenever the people in a province become so dissatisfied with Roman rule that they revolt. Plundering a province also tarnishes the honor of the empire.

Losing Social Status

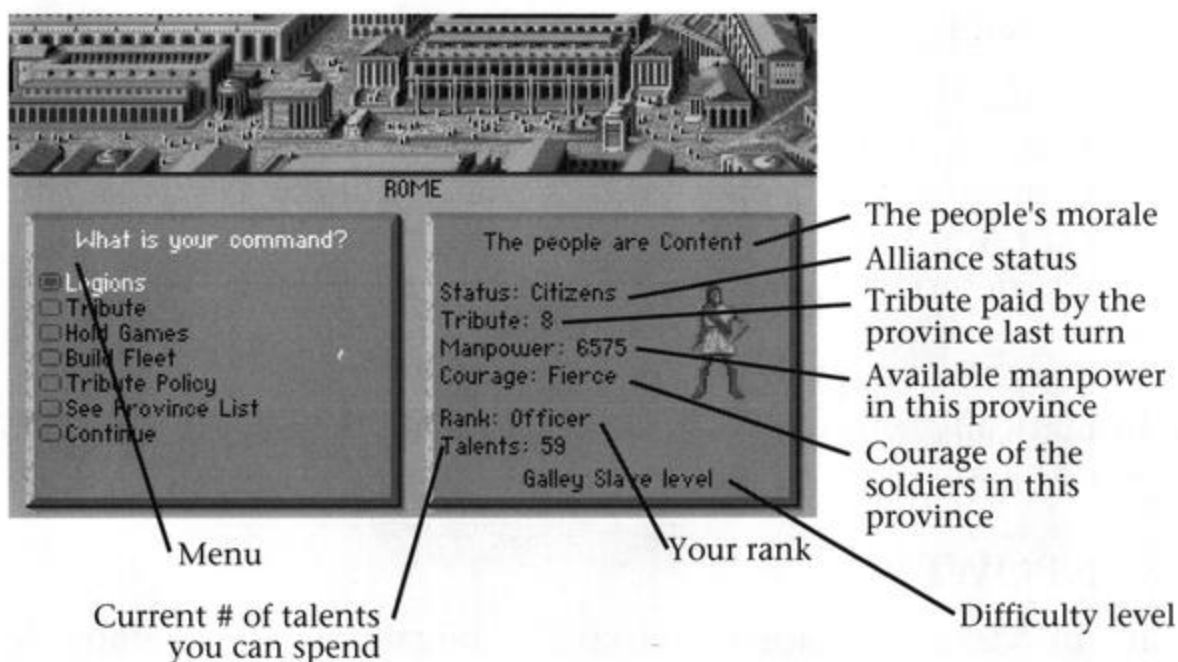
Your reputation suffers whenever you lose a battle, fail at a game, weaken an alliance, or fail to protect an ally from foreign attack. But though your social status can weaken, you can never be demoted to a lower rank.

Becoming Caesar

Conquering all the provinces in the world is not enough to achieve the ultimate rank of Caesar — after all, Roman emperors were worshipped as *gods*. To become Caesar, you must also win the respect and love of the people by sponsoring games and races, strengthening alliances, and maintaining Rome's honor.

RULING ROMAN PROVINCES

Once you're in a Roman province, you can direct legions in the area, set the tribute the province pays, build fleets, and hold games. If you're desperate for money and you don't care about your reputation, you can plunder your provinces, too.



MORALE

In Roman provinces, the morale of the inhabitants depends on how much you demand from them — both in tributes and in manpower. The more tributes and soldiers you take from a province, the less content the people will be with Roman rule. Of course, provinces that enjoy a good alliance with Rome are more willing to give up talents and manpower — for example, your demands will have a smaller effect on the morale of Allies. The honor of Rome also affects the morale of every province. If Rome's honor is tarnished because you let your army plunder every province it occupies, the morale of *all* of your subjects could plummet.

The morale of the people can be Rebellious, Angry, Restless, or Content. A Rebellious morale may be a sign that a province will soon revolt.

ALLIANCES

The Romans used a sort of graded system of punishment and reward to rule the provinces of their empire. Roman citizenship, which measured a people's rights under Roman law, was the greatest reward. It was a highly coveted status and was granted only to deserving allies. In Centurion, an alliance is formed whenever you add a province to the empire. There are four kinds of alliances: Occupied, Colony, Ally, and Citizens. An alliance automatically improves over time providing the people's morale remains good.

MANPOWER

Each province generates men that are obligated under Roman law to serve in the army. The manpower of a province is the current number of recruitable men in the area. The rate at which manpower increases depends on the size and population density of the province.

COURAGE

The courage shown on a Province screen is the general courage of the soldiers in the area. Soldiers in a province can have Fierce, Good, Weak, or Panicky courage. See *Legion Specifications* for details on the effects of a people's courage.

THE MENUS

Legions

Select Legions to get the following options:

Raise Legion — Form a new legion. Select Raise Legion, then select the type of legion you want to form. You cannot raise a legion without the necessary number of talents. The number of soldiers you recruit depends on the manpower available to

you in the province. In addition, there are minimum ranks at which you can raise cavalry legions and consular armies (see *Rank* for details).

Strengthen Legion — Recruit soldiers to strengthen a legion. If there is more than one legion in the province, you must select which legion you want to strengthen. Strengthening a legion requires talents. The cost is proportionate to raising a legion. For example, let's say 20% of your infantry legion (840 soldiers) was lost in battle. To strengthen the legion back to its maximum, you'd pay 20% of the cost of raising an entirely new legion (.2 X 20 talents = 4 talents). However, the number of soldiers you actually recruit may be limited by the manpower in the province.

Move Legion — Move a legion. If there is more than one legion in the province, you must select which legion you want to move. When the map appears, select the province or fleet you want the legion to move into.

Upgrade Legion — Upgrade an infantry legion to a cavalry legion, or a cavalry legion to a consular army. See *Legion Specifications* for details on different kinds of legions.

Legion List — List all the legions in the empire and their current status and locations.

Continue — Return to the Main Menu.

Plunder

To plunder a province of all its wealth, select Plunder. When the box appears, select Yes to confirm your order or select No if you changed your mind. A Roman legion must be in the province you want to plunder. While plundering is a quick way to fill up your coffers, the people you just robbed don't appreciate it. And once other countries witness Roman exploitation, they may be less willing to roll out the welcome mat when your diplomats come knocking. You can only plunder a province once. Note: You cannot plunder Italia.

Tribute

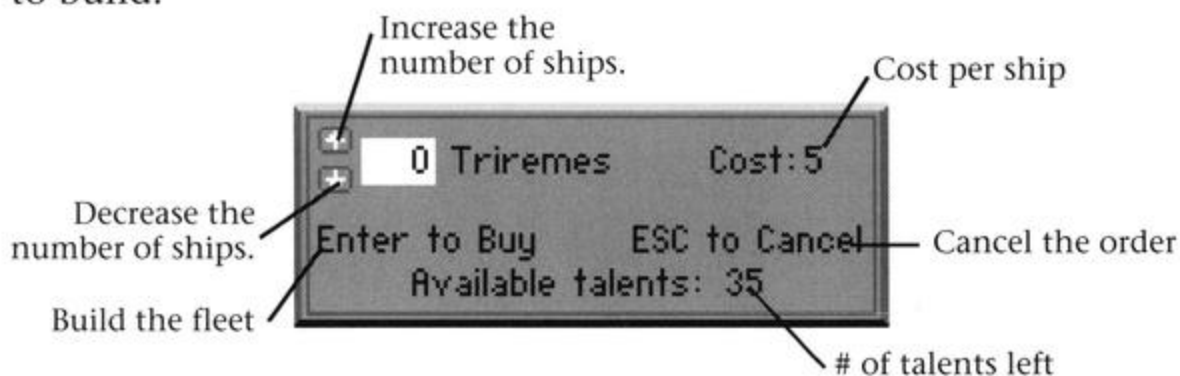
Each province must pay a tribute for the order and protection Rome graciously provides. Select Tribute, then select the level of taxation. See *Tributes and Tribute Policy* for details on exacting tributes. If you don't want to change the tribute level, select Continue to return to the Main Menu.

Hold Games

Select Hold Games, then select which games you want to hold. In the provinces, you can pay for games to keep the locals happy; in Rome, you can actually participate in chariot racing or gladiator shows. If you don't want to hold a game, select Continue to return to the Main Menu. (See *Chariot Races* and *Gladiator Shows* for details on games).

Build Fleet

You can build a fleet in any province with access to a sea. If a province doesn't have access to a sea, this option appears red and cannot be selected. Select Build Fleet, and then select the type of ship you want to build (see *Ships* for details on the different types of ships). When the box appears, set the number of ships you want to build.



You must be at least a Tribune in order to build a fleet.

Tribute Policy

Select Tribute Policy to set a standard tribute level for *all* the provinces in the empire. This option is only available in Italia. See *Tributes and Tribute Policy* for details on exacting tributes. Select Continue to return to the Main Menu.

See Province List

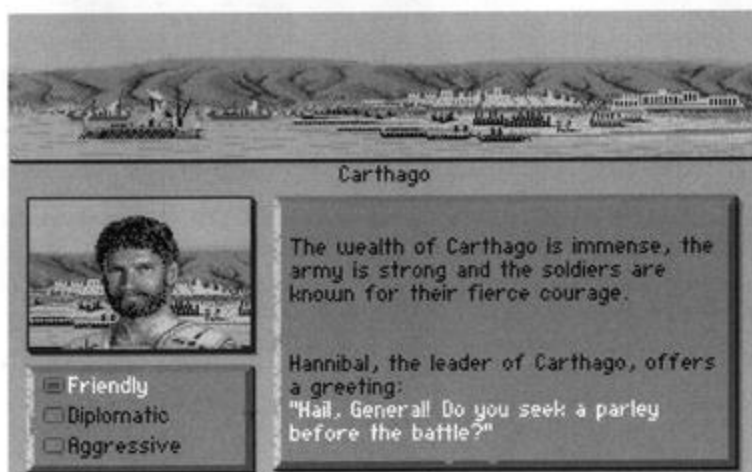
Select See Province List to see the current status of each province — the last tax paid, the morale of the people, the type of alliance you have, and the manpower available for recruitment.

Continue

Return to the Map.

NEGOTIATING ALLIANCES

In real Roman fashion, you begin serious negotiations with a foreign country by marching a legion over their border. After receiving a scout's report on the wealth and defenses of the land, you meet with the province's leader.



To respond to the leader, select a statement. There are six kinds of statements you can make: Friendly, Diplomatic, Offer Alliance, Aggressive, Ultimatum, Go to War. Only three responses are available at any time — which three depends on the direction the talks are going.

The statements you choose affect your success at negotiating, but other factors come into play, too. Your rank determines how seriously a leader takes you, and some leaders may refuse to deal with you if your rank is too low. The size of your legion can also affect a leader's judgement (big legions make big impressions). Finally, the honor of Rome can also affect a leader's willingness to negotiate — talks may break down early if Rome is known as a poor ally or bad master.

TRIBUTES AND TRIBUTE POLICY

You set the level of tribute paid by each province. You can set a different tribute level for each province, or you can institute a *tribute policy* that sets a standard tribute level for the whole empire. A tribute policy can be instituted only from Rome. The exact number of talents you receive from a province depends on three things:

Tribute Level — The more you demand, the more a province will be forced to cough up; however, the more you squeeze out of them, the less content the people will be with Roman rule. If your tribute level places too much of a strain on the local economy, the province may revolt. Always monitor the morale of your provinces to see how close they are to rebellion.

Wealth — Some provinces are wealthier than others and can pay more. (This information is provided by your scouts when you first enter a province.)

Alliance — Rome's relationship with a province affects the number of talents paid each year. The better the alliance, the more cooperative the inhabitants will be in paying their tributes.

REVOLTS

A rebellion can occur when Rome fails to protect a province, or when the general morale sinks so low that the people perceive Rome as a burden more than a boon. If a marauding army invades an unprotected province, the anti-Roman faction in the province automatically takes control. Even if you try to protect the province and fail, the province will revolt. The only way to win back a rebellious province is to reconquer it.

MARAUDING ARMIES

Occasionally marauding armies set out to raid foreign lands. Some wander, searching for weak provinces to invade; others set out with the sole purpose of sacking Rome. If you have a fleet, you can intercept marauding armies traveling by ship.

RANDOM EVENTS

Sometimes things just happen that are beyond your control. Your luck can be good or bad, and there's nothing you can do when fortune smiles or frowns on you but accept the consequences. Oh well.

The senate approves a new road-building program and the cost swallows up half of this year's tribute.

Click to continue

LEGION SPECIFICATIONS

You can command three types of armies: infantry legions, cavalry legions, and consular armies.

Type	Maximum Infantry	Maximum Cavalry
Infantry Legion	4200	—
Cavalry Legion	4200	300
Consular Army	6000	600

Your rank determines which kinds of legions you can have. Legions cannot be combined.

Difficulty Levels

The difficulty level set under the Game Options menu affects how the soldiers are divided into cohorts. At the lowest difficulty level, there are more soldiers per cohort. While this gives you fewer cohorts on the field, it actually works to your advantage — the more soldiers you have per unit, the less likely they are to panic under attack. Higher difficulty levels give you cohorts that are less resistant to direct assaults, which places a greater emphasis on wise tactical use of your units. The following table shows you the maximum number of soldiers per unit at each difficulty level:

Difficulty Level	Infantry Cohorts	Cavalry Cohorts
Galley Slave	500/cohort	150/cohort
Legionnaire	400/cohort*	150/cohort
Senator	350/cohort*	150/cohort
Emperor	350/cohort*	150/cohort

* At *all* difficulty levels, consular armies at full strength have 500 soldiers/infantry cohort.

The difficulty level also affects your enemies' courage — the harder the difficulty level, the more courageous your enemies will be.

Courage

A legion's courage is the general morale and bravery of the soldiers. Courage is measured as Fierce, Good, Weak, or Panicky, but it should be thought of as a *continuum* — for example, one Fierce legion may be "more fierce" than another. A legion's courage depends on which province the soldiers were drawn from — a legion raised in Gaul, for example, would be Fierce, while a Dacian legion would be Weak. Strengthening a legion can raise or lower a legion's courage. If you add Weak soldiers to a legion with Good courage, you'll lower the legion's courage — add enough Weak soldiers and its overall courage may drop to Weak.

Status

A legion's status can be one of the following:

Forming — The legion is still forming — you just raised or strengthened it. A forming legion can act on the next turn.

Ready — The legion can still be strengthened or moved this turn.

Note: Upgrading a legion doesn't affect its Ready status.

Moved — The legion has been moved to a neighboring province. It can't act until the next turn.

COHORTS



Infantry Cohorts

Speed: Slow

Size: 1-500 soldiers



Elephant Cohorts

Speed: Good

Size: 20 elephants



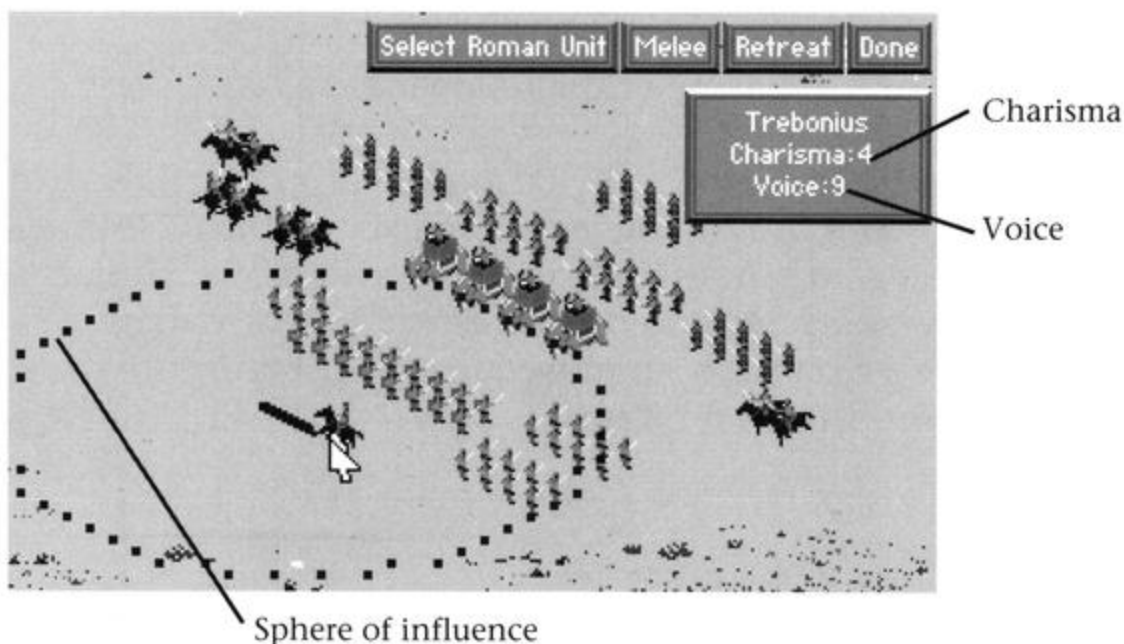
Cavalry Cohorts

Speed: Fast

Size: 1-150 *equestrians*
(mounted soldiers)

GENERALS

The general directs and motivates his army. Each general has leadership qualities that effect his ability to command: voice, charisma, and sphere of influence. To see a general's leadership qualities, select his unit.



Voice — The range of the general's control over his cohorts. Voice is the numeric equivalent of the general's sphere of influence. A general's voice can range from 8 (small range) to 18 (great range).

Charisma — As a leader, the general inspires his troops and increases their courage. Units within the general's sphere of influence won't panic as easily as units outside of his direct control. If a general falls in battle, many troops may panic and leave the field — a disaster for any army.

Sphere of Influence — The general can only direct units within his sphere of influence. Troops outside his sphere of influence act only on the Tactic orders chosen before the battle, or on any Melee or Retreat command you've given them since the battle started (however, they *will* attack enemy units in their path and defend themselves when necessary).

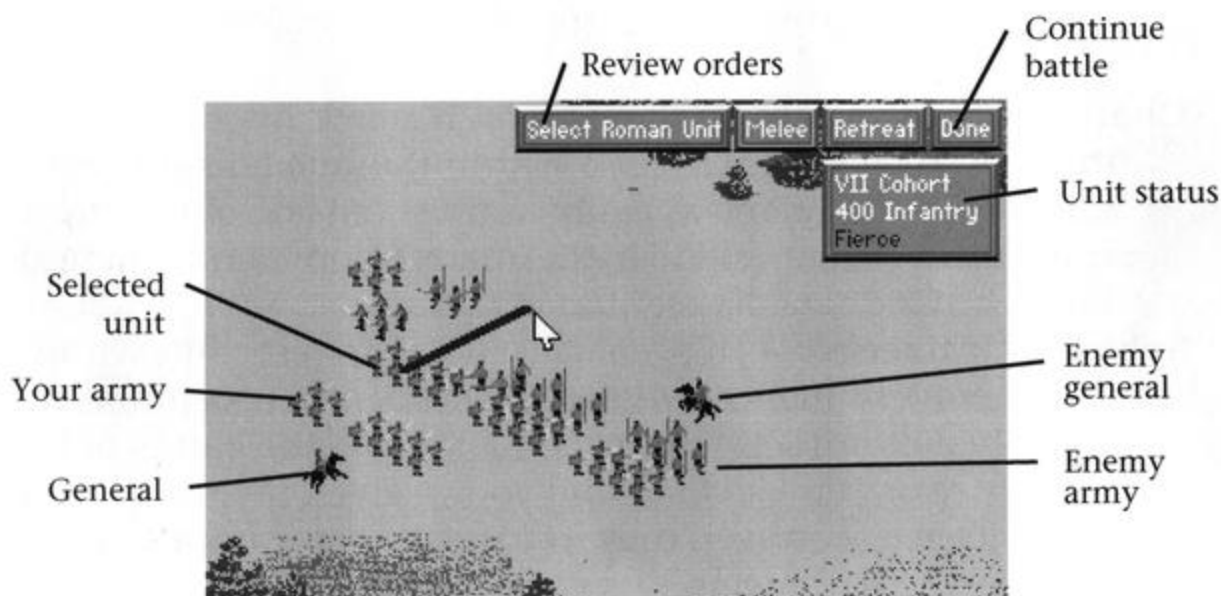
LAND BATTLE

When you fight the soldiers of a province, you're actually reducing the available manpower of the province. You may want to kill as few enemy soldiers as possible so that, once you add the province to your empire, there will be more soldiers to recruit. On the other hand, if you're worried about a rebellion in the province, you may want to kill as many soldiers as possible to decrease the number of soldiers the rebels can field.

Choose a Formation and Tactic

Once you've chosen to go to war, you must meet the enemy on the field. At the prompts, select a formation and tactic for your legion (see *Tactics* for diagrams). These are the preliminary orders for your cohorts. Once you've chosen a tactic, the battle begins.

The Battlefield



Pausing the Battle

You can pause the battle in order to direct individual units or review the courage status of any unit on the field (see *Directing Individual Units* on the Command Summary card for details).

Checking Unit Status

Once the battle is paused, you can check the status of each unit on the field. To check a unit's status, select the unit.

The unit status box appears, giving you critical information about the unit's current strength and courage.



You can check the status of an enemy unit (or a friendly unit outside your general's sphere of influence) by moving the cursor to the unit and *holding down* the action button.

Reviewing Orders

If you want to review the current orders for the whole army, pause the battle and select Select Roman Unit.

Melee

To order a unit to move and attack the nearest enemy, select a unit, and then select Melee. If you want *all* units to melee (even those outside your general's sphere of influence), select Melee without specifying any particular unit. This "releases the Roman legion" — every unit in your army will move to the nearest enemy unit and attack.

Note: When you release the legion, the army will proceed to slaughter with reckless abandon. Melee doesn't produce a very systematic defeat of the enemy and can very well lead to *your* defeat if initiated too early. On the other hand, melee is a handy way to get units outside of your general's sphere of influence to move and attack. Note: You *can* give new orders to a unit in melee; but once you give it new orders, the unit is no longer in melee mode.

Retreat

To order a unit to retreat, select the unit, and then select Retreat. A unit will continue retreating until it's off the field or until you give it new orders. If you want *all* units to retreat (even those outside your general's sphere of influence), select Retreat without specifying any particular unit. Note: If you're protecting a Roman province from a marauding army and you order your entire army off the field, the people of the region will rise up and annihilate your army.

Battle Outcome

When one of the armies is routed or destroyed, the battle ends and the battle outcome screen appears:

Conclusion

A Glorious Victory!

The legionnaires of I Ital have met the army of Alpes on the field of battle. Vindelic's army used the Frontal Assault tactic against the Frontal Assault of Scipio Africanus and the outcome was a glorious victory for Rome!

I Ital vs Alpes			
424	Casualties	776	
3776	Survivors	2224	

Roman casualties

Roman survivors

Enemy casualties

Enemy survivors

Generals are not counted among the survivors or casualties.

SCIPIO'S BATTLE NOTES

Flanking



A cohort marches with shields and weapons forward, making its flanks (sides) and rear vulnerable to attack. *Flanking* is attacking a unit at one of these vulnerable points. Whenever possible, you want to move your units into positions to flank enemy units.



Doubling Up

When two cohorts are attacking, their combined strength is thrown at the enemy. “Double up” on enemy units wherever you can.

Routing

From a purely tactical standpoint, routing an enemy unit (making it flee the battlefield) is just as good as destroying it; after all, a Panicked enemy unit poses no threat to you. Once you rout an enemy unit, you may want to turn your attacking cohort(s) on another enemy unit.

Defense vs. Offense

Defense is easier than offense. Units that are set (that is, not moving) have an advantage over units that are moving — the defending unit can inflict damage just before an approaching enemy unit closes in. If there isn’t a tactical advantage to moving a unit forward to meet the enemy, let it stand where it is.

Cavalry

Because of their speed and power, cavalry cohorts are the most effective units on the field. A flank attack from a cavalry unit is deadly.

Elephants

The Romans discovered that the sheer size and strangeness of elephants were enough to set ranks of men and horses in disorder. Troops are more likely to panic the first time they face elephants. Once a legion has soldiers who are veterans of battles with elephants, their courage when facing these beasts goes up.

Elephants are well-armored toward the front but can be effectively attacked from the flanks and rear. A Panicked elephant unit will behave erratically, often turning on its own troops in its attempt to flee the field.

Generals

A cohort's courage may drop when its general falls in battle. If the cohort's courage drops to Panicked, the cohort will flee the field. To keep your army's courage up, don't let your general move into a position where the enemy can attack him. At the same time, take advantage of any opportunity to destroy the enemy's general.

SHIPS

The Romans armed their warships with catapults and *ballistae* or large arrow launchers. In addition, each ship had a large ram fixed to the prow of the ship which could be used to punch a hole in the enemy's hull just below the surface of the water. The Romans also devised special spiked bridges which they used to board enemy ships. In Centurion, there are three types of warships that vary in speed, size, and durability:



Triremes

Speed: Fast

Durability: Weak

Size: Holds 50
foot soldiers



Quinquereme

Speed: Good

Durability: Good

Size: Holds 100 foot
soldiers



Galleon

Speed: Slow

Durability: Strong

Size: Holds 200
foot soldiers

Roman ships were operated by experienced sailors, but most of the fighting was done by legionnaires. When you build a fleet, your ships are manned by a skeleton crew of sailors. You need to place soldiers on your ships in order to make your fleet an effective weapon. To man your ships with legionnaires, move a legion or army onto the fleet (see *Moving Legions from the Map* on the Command Summary Card). Your ships can carry cavalry units, too (although cavalry units don't give you any advantages when fighting naval battles). Cavalry units take up more room onboard — one equestrian requires the room of four foot soldiers.

Though the size of your fleet is important, the kinds of ships you have is critical. For example, a fleet made up of sturdy galleons will naturally have an advantage over an equal number of triremes.

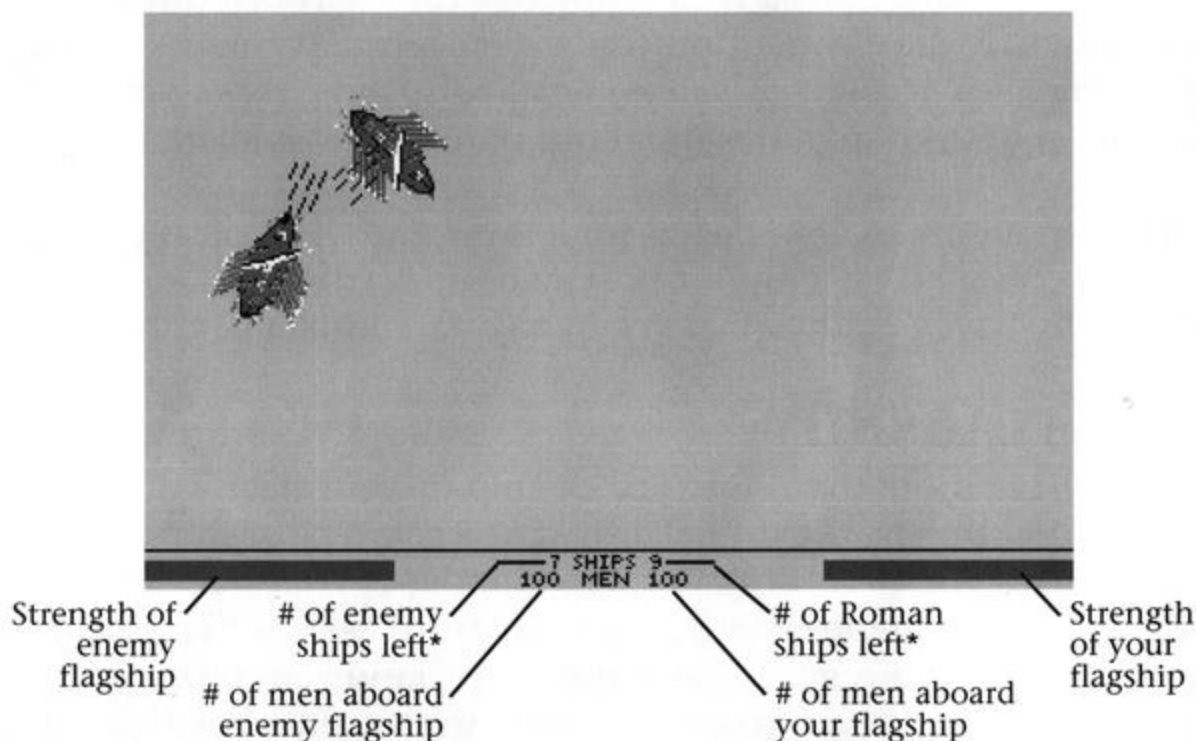
THE FLAGSHIP

If you have more than one type of ship in your fleet, you must select a flagship before the battle begins. Each type of ship has its advantages and disadvantages when acting as your flagship. For example, the trireme is fast but not very sturdy — a few rammings and you're sunk. A galleon, on the other hand, can take a lot of punishment but may have trouble maneuvering into a position to attack the enemy. The size of the ship is also a consideration — the more soldiers you have when you board a ship, the easier it is to slaughter the enemy crew.

If no legion is aboard your fleet, your flagship will be manned by a skeleton crew of one-half the maximum ship capacity; with a legion, your flagship will have the maximum number of soldiers it can carry.

SEA BATTLE

When you fight a sea battle, you actually control only your flagship. As you fight the enemy's flagship, your fleet's morale rises or falls with your progress. There are two things to watch during a sea battle — your progress against the enemy flagship, and how well your fleet is fighting.



*not counting the flagship

See *Naval Battle* on the Command Summary Card for details on controlling your flagship.

Catapults and Arrows

The catapult only fires in a straight line from the bow of the ship. See *Naval Battle* on the Command Summary Card for details on firing your catapult. The soldiers on board your ship automatically launch arrows whenever your ship comes in range of the

enemy. If all the men on your ship die, arrows will no longer be launched — the catapult crew, however, will continue to fire when ordered to.

Ramming

To ram, simply steer the ram on the prow of the ship into the enemy's ship. The heavier your ship and the faster you're going, the more damage you'll do.

Boarding

See *Naval Battle* on the Command Summary Card for details on lowering your boarding ramp. You can lower the boarding ramp anytime during combat. If the ramp makes contact with the enemy flagship, your legions automatically board and hand-to-hand combat ensues. If the ramp doesn't make contact, it will automatically be raised.

Fleeing

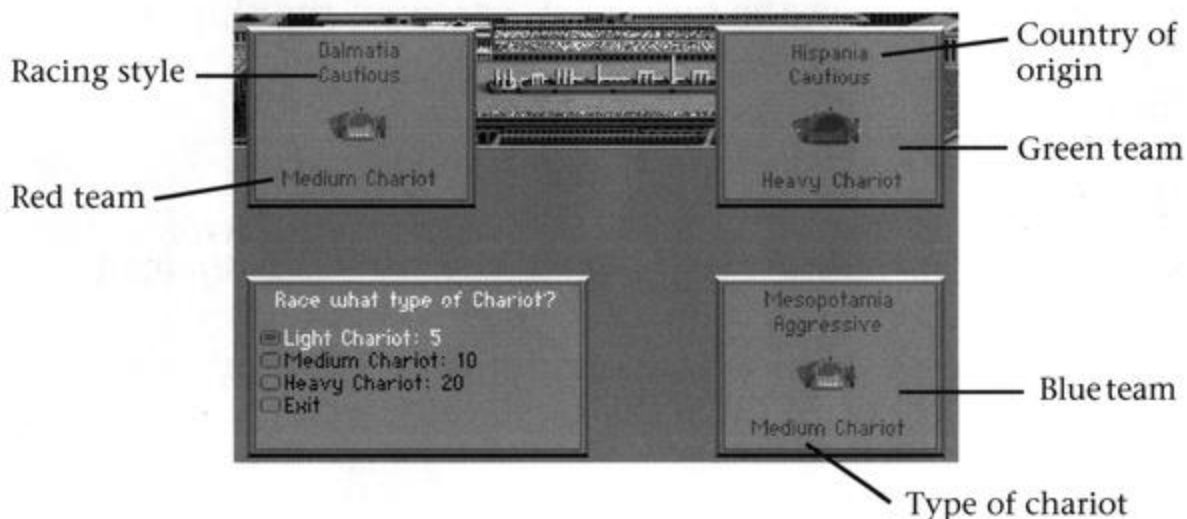
See *Naval Battle* on the Command Summary Card for more details on fleeing the battle.

CHARIOT RACES

The Romans were great horse-racing enthusiasts, and virtually any festivity was a reason to hold races. Races were run between professional companies or *faciones*, each with their own stables, horses, and full-time charioteers. Every company had a color — red, blue, white, or green — and its own group of devoted fans. Charioteers were accorded as much fame and status as modern athletes, and their pay was comparable, too — a skilled charioteer could retire at an early age with a huge fortune. But while racing

was an excellent opportunity for a man of lowly birth to gain social status, it was a hazardous profession — most charioteers suffered early deaths on the track.

Select a Chariot



You control the white team's chariot. The first thing you have to do is decide whether you want to race a light, medium, or heavy chariot. When selecting a chariot, there are several things to consider:

Speed — Light chariots are faster than heavy chariots.

Durability — Running into opponents is a real danger. Heavy chariots can take a lot of damage, while light chariots can't.

Cost — The lighter the chariot, the cheaper it is.

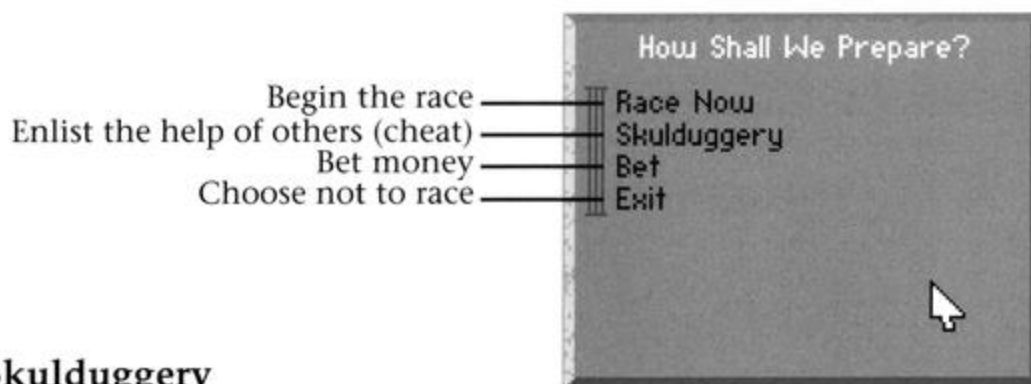
Betting Odds — The odds against you winning are higher if you're racing a medium or heavy chariot. See Bet below.

Racing Styles

Be sure to note the racing styles of your opponents. Aggressive opponents will race fast but are more likely to make mistakes than Steady or Cautious opponents.

Prepare for the Race

You can prepare for the race by betting money. If you don't think your chances of winning are good, you can cheat.



Skulduggery

Select an option to bribe an opponent, hire a physician, or invoke the help of the gods. Select Done.

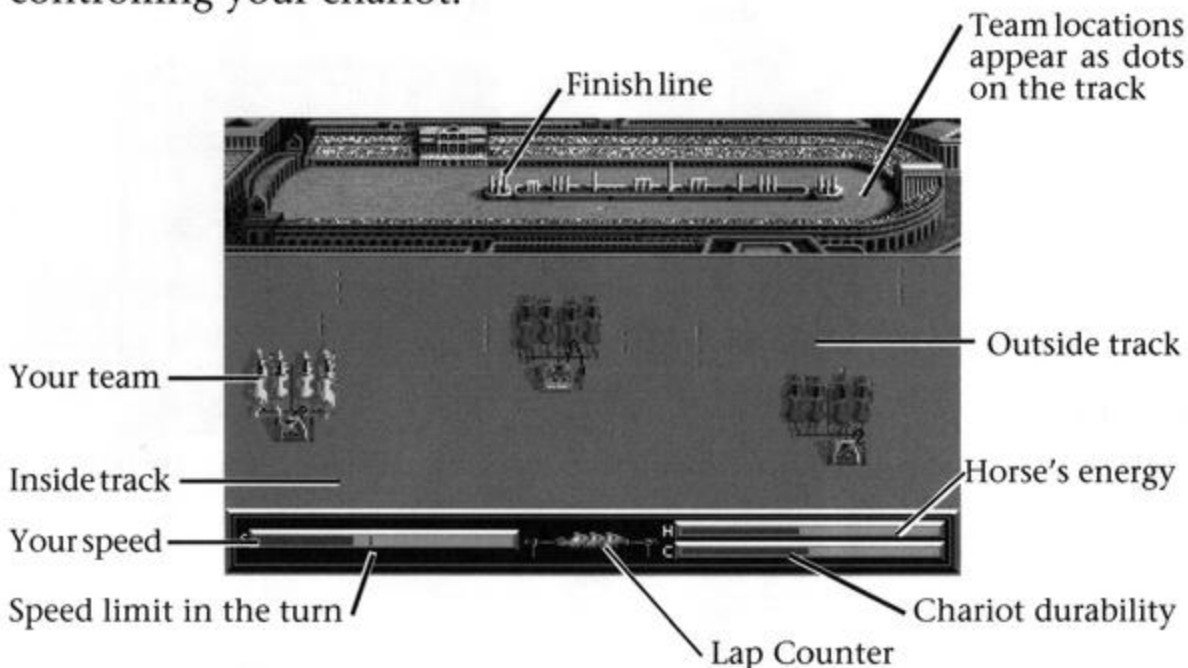
Bet

Select an option to increase or decrease the amount of your bet. The maximum bet is 100 talents. Select Done to place your bet. The betting odds are always a *minimum* of 1-1. Medium and heavy chariots are more difficult to master, so the odds are increased — 2-1 if you're racing with a medium chariot, 3-1 with a heavy chariot.

Note: Every time you win, the odds go down — for example, if you're racing a heavy chariot and you win, you'll only get 2-1 odds the next time you compete with a heavy chariot. The odds can never be less than 1-1. Every time you lose badly (third or fourth place), the odds go up — maximum odds are 5-1.

On the Track

See *Racing Chariots* on the Command Summary Card for details on controlling your chariot.



You must circle the track three times to complete the race. Whenever you finish a lap, one of the fish on the lap counter flips up. The finish line appears when one chariot completes two circles around the track. To win the race, you must cross the finish line before the other three chariots.

Watch Out For the Turns

It's difficult to make a sharp turn while going at high speeds. The red speed limit line marks the maximum speed you can be going when you enter the turn. If you're going too fast, your chariot will break apart. The closer you are to the *outside* track, the higher your speed limit and the faster you can take the turn. Note, however, that the inside of the turn is *shorter* — even though you can't go fast on the inside of the turn, you may get around the bend quicker than chariots that are going faster.

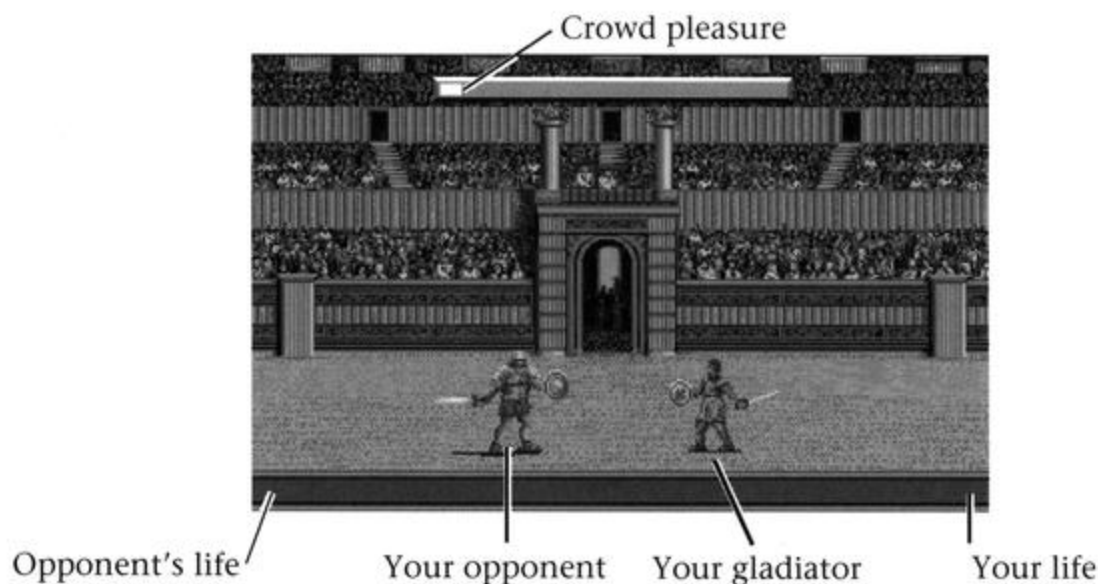
Just as you want to stay under the speed limit while turning, avoid whipping your horses in the turns — the acceleration causes your chariot to break apart.

GLADIATOR SHOWS

Games were held to celebrate everything from an emperor's birthday to a foreign conquest. Ambitious politicians often staged lavish spectacles to curry the public's favor and keep the peasants from worrying about more radical issues like land reform. Though gladiatorial games started on a small scale, they grew over time. Competitions that once could be staged in a single day became month long marathons in which thousands perished. One such spectacle — celebrating Trajan's campaigns in Dacia — lasted 117 days and involved 10,000 gladiators and 11,000 wild animals.

Select Gladiators

Select the gladiator you want to control, and then select how much you want to pay for training. Now select the gladiator you want to compete against and his level of training. Once you've chosen your combatants, the fight begins.



See *Gladiator Show* on the Command Summary Card for details on controlling your gladiator.

In the Arena

As you fight, the crowd's pleasure will rise and fall with the blood, gore, and action in the arena. The more wild swinging and good blocks, the more the crowd likes it. The spectators don't like to feel cheated, so drag out the carnage as long as you can but avoid moments where there's no action. When a gladiator falls, you get to judge whether he lives or dies. Select "thumbs up" if the gladiator gave the people a decent fight; select "thumbs down" if the worthless dog dropped too quickly.



Let him live

Make sure we never
see him again

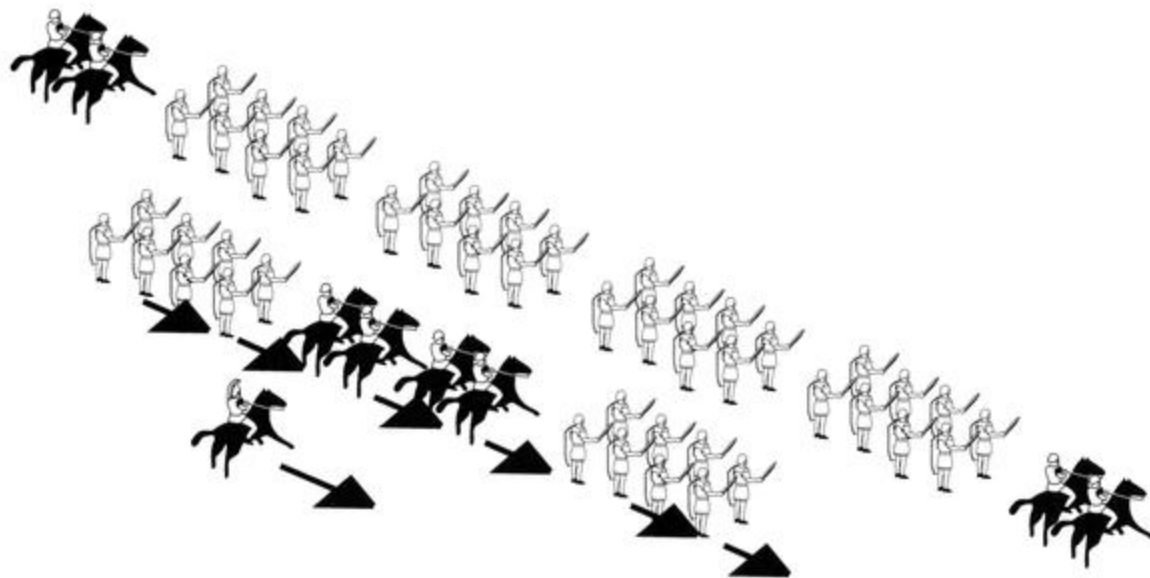
If the crowd agreed with your ruling, the pleasure bar will rise. If they thought you judged poorly, the pleasure bar will fall.

TACTICS

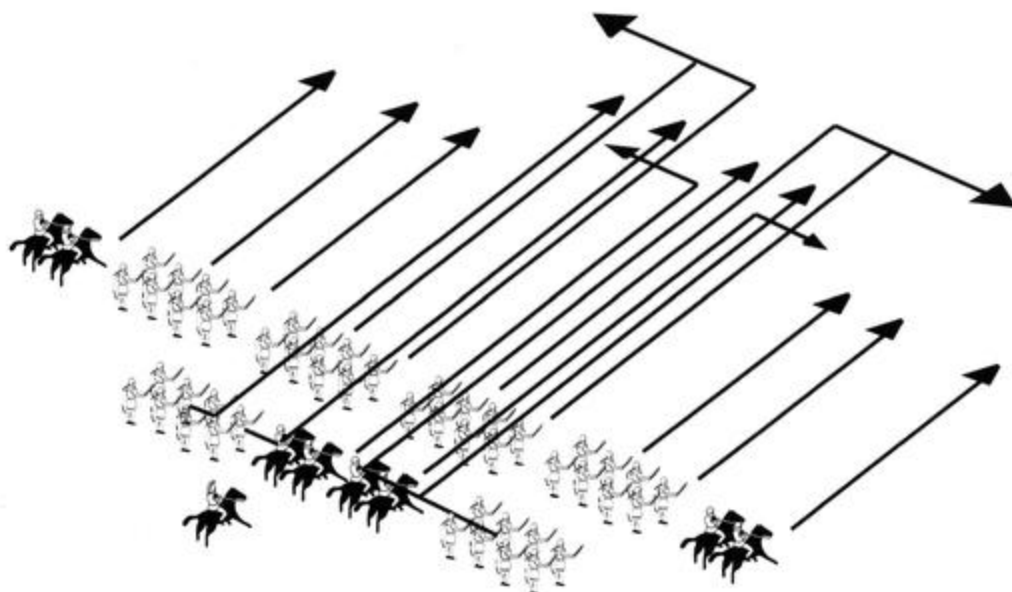
The tactics on the following pages show consular armies (the maximum number of units you can have on the field). Certain tactics (such as Scipio's Defense) are most effective when employed with maximum units. Two types of tactics — Stand Fast and Frontal Assault — are not shown. Stand Fast orders your cohorts to stand in their formation. In a Frontal Assault, every cohort moves forward in a straight line.

BALANCED FORMATION

Scipio's Defense



Drive a Wedge



SCIPIO AND THE BATTLE OF ZAMA

Following their disastrous defeat at Cannae, the Romans avoided engaging Hannibal in battle on equal terms, instead trying to destroy his base and sources of supply. But it was 14 years before Hannibal met his match in Publius Cornelius Scipio, known to history as Scipio Africanus.

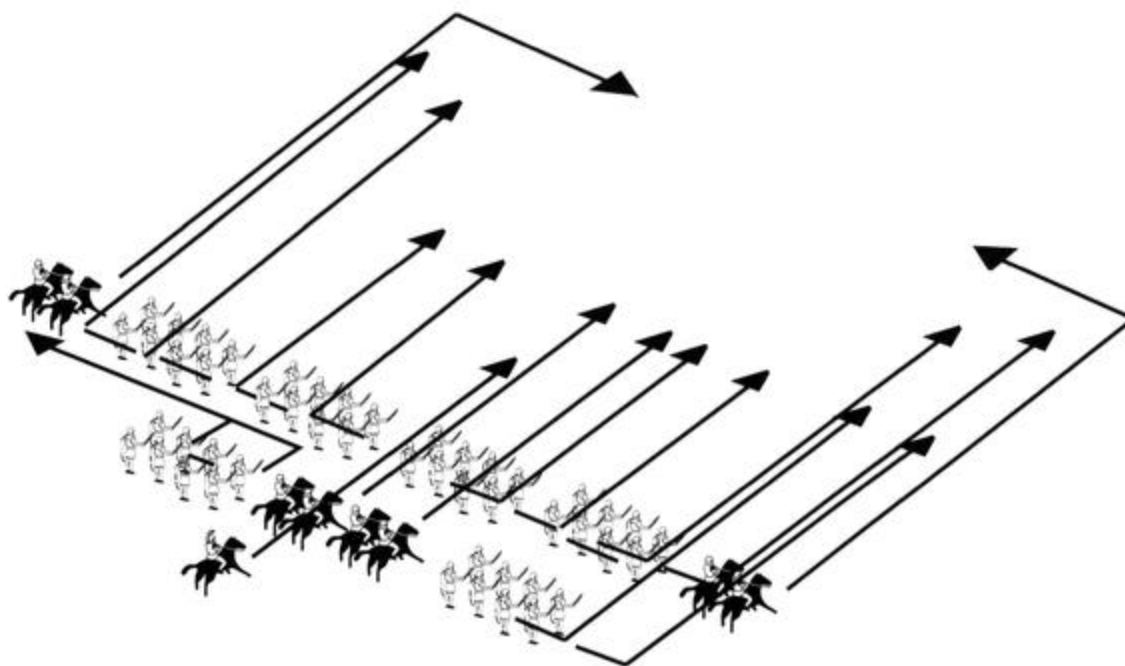
The Roman Senate named the 25-year-old Scipio to succeed his father and take command of the legions fighting Carthaginian forces in Spain. Scipio moved quickly, marching to the capital of the province and capturing it with a surprise attack. During the next three years, Scipio routed the Carthaginians from Spain, won election as consul and began preparing a bold invasion of Africa.

Surprise was Scipio's secret weapon. In Africa, he agreed to an armistice only to fall on the enemy camp at night, destroying the Carthaginian army with another sneak attack. Desperate, the Carthaginian Senate recalled Hannibal from Italy to face the invaders.

The two armies met at Zama. Hannibal's army of 45,000 infantry and 3,000 cavalry outnumbered the Roman forces, but more than half of his infantry were raw recruits. Scipio took the field with 34,000 infantry and 9,000 cavalry. The Roman advantage in cavalry prevented Hannibal from employing his favorite maneuvers, and Scipio drew up his infantry in a bold new formation designed to blunt the effect of the Carthaginian elephants. He aligned his cohorts in columns through which the elephants could be herded.

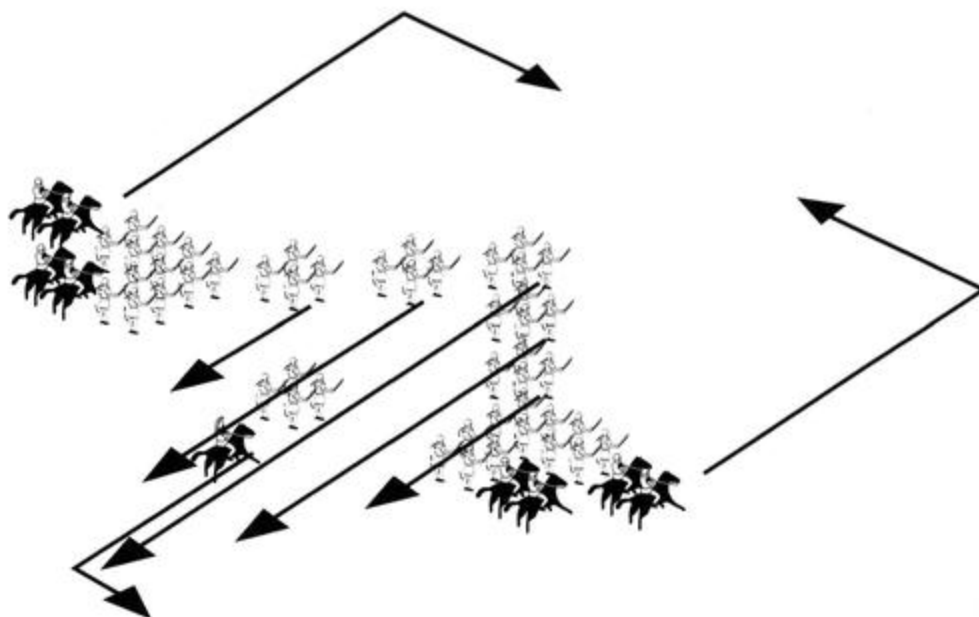
Scipio's defensive stratagem worked perfectly. The elephants were allowed to pass through the line where they could be attacked from the rear. Meanwhile, Scipio's cavalry swept the outnumbered Carthaginian cavalry from the field. Now the infantry clashed, and the Romans cut through Hannibal's recruits until only the last line of veterans remained, standing their ground before Hannibal's commanding presence. But Scipio chose this moment to release his veterans, and a Roman cavalry charge on the Carthaginian rear won the day. It was Hannibal's last battle, and his greatest defeat. For Scipio, it was a great victory, the one for which he earned the honorary title of Africanus.

Outflank



WEDGE FORMATION

Cannae Tactic



HANNIBAL AND THE BATTLE OF CANNAE

Whether respected or reviled, Hannibal stands among the most brilliant military minds of antiquity. The Romans recognized Hannibal as the greatest enemy they ever faced, and the deep impression he left among them was such that years after his death matrons could strike fear into the hearts of children with the words *Hannibal ad portas!* — Hannibal is at the gates!

In an impressive display of strong leadership as well as strategic ingenuity, Hannibal successfully fought the Romans on their own soil for 15 years. His most spectacular performance in Italy was a battle fought at Cannae in which he successfully destroyed two consular armies in a maneuver that would be studied by strategists for millenia to come.

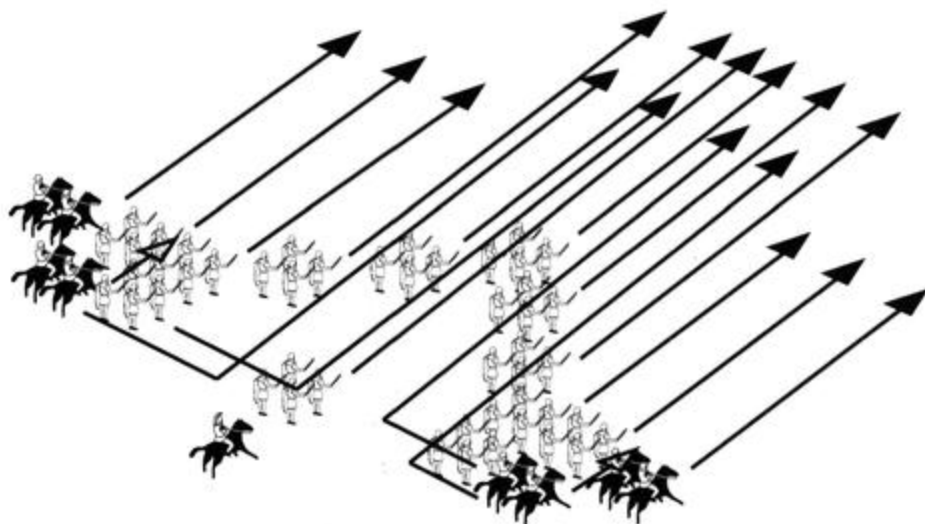
Hannibal spread the bulk of his army — 32,000 infantry — in a concave line or wedge before the Roman legions. On each of the wings he placed cavalry; 8,000 Spanish and Gallic heavy horse on the left, 2,000 Numidian light horse on the right. Seeing that he couldn't outflank Hannibal, the Roman consul, Terentius Varro, decided to simply throw his 65,000 legionnaires into the center of the Carthaginian line. To protect his flanks, Varro posted 2,400 Roman cavalry on his right and 4,800 allied cavalry on his left.

The battle began as Hannibal's heavy cavalry charged. The Roman cavalry facing the onslaught was crushed, and the heavy horse turned to join the Numidian cavalry in an attack on the Romans' allied horse. Outflanked, the allied horse fled the scene.

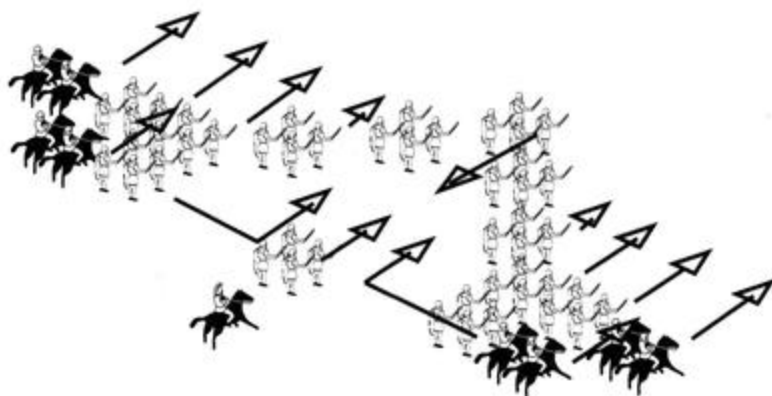
Meanwhile, the Carthaginian infantry was collapsing under the weight of legionnaires' advance — just as Hannibal had planned. Hoping to drive the Carthaginian infantry into the water, Varro packed his cohorts tightly into a single, dense line. At this moment, Hannibal ordered the heavy horse to strike the rear of the Roman infantry.

The result was a scene of carnage that the Romans would never forget. It was reported that Varro's legionnaires were squeezed so tightly that they couldn't even wield their weapons. When the dust settled over the battlefield, some 60,000 Romans had been butchered. Hannibal's army lost fewer than 10,000 men.

Drive a Wedge

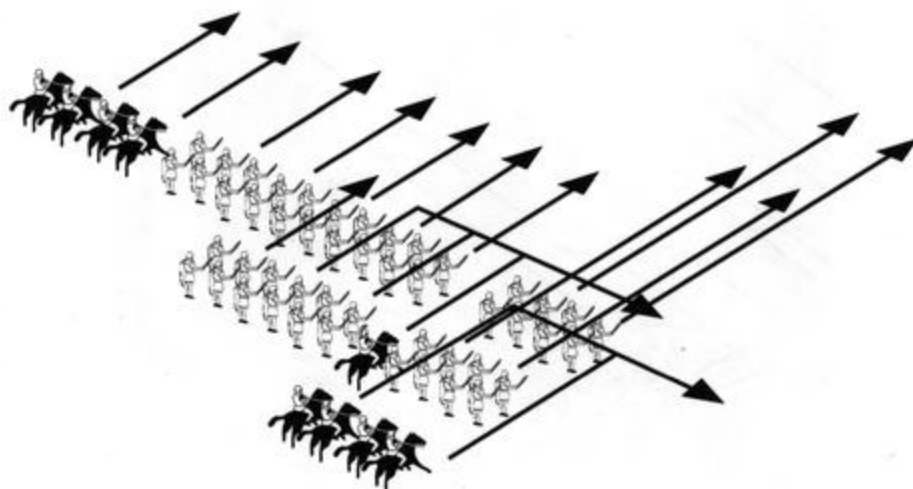


Form a Line

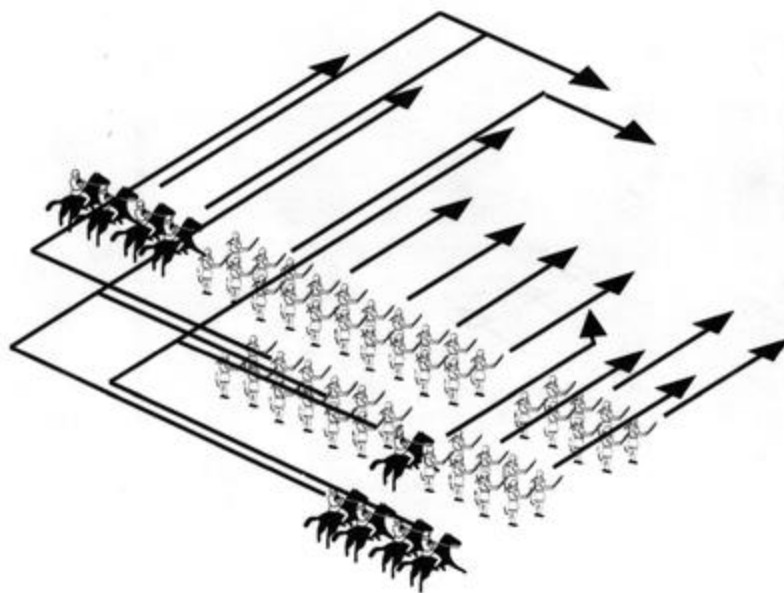


STRONG RIGHT FORMATION

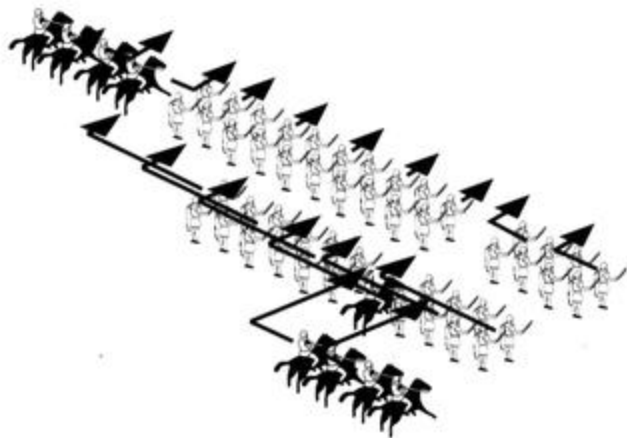
Sweep Right



Sweep Left

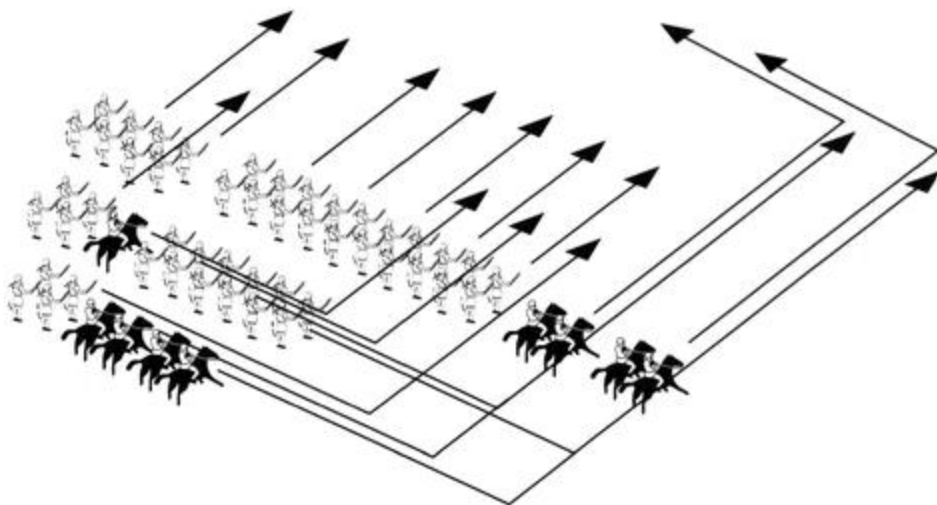


Mass Troops

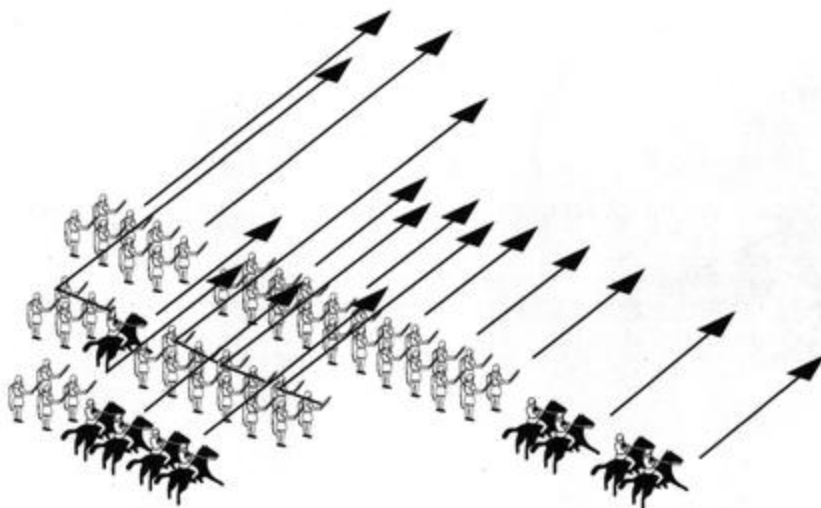


STRONG LEFT FORMATION

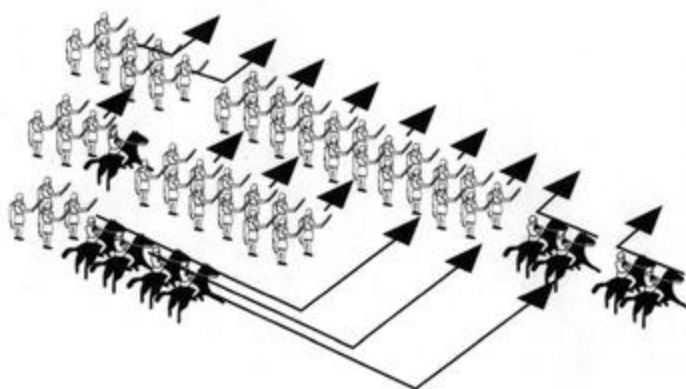
Sweep Right



Sweep Left



Mass Troops



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