

Great Battles of Alexander

Manual



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Introduction

The *Great Battles of Alexander* portrays the development of the Macedonian art of war, as originally formulated by Philip II, King of Macedonia. It reached its peak during the reign of his son, Alexander III, who became known as Alexander the Great after his conquest of the Persian Empire.

This online simulation covers almost every battle fought by Alexander and his army before and during his conquest of the known Western civilized world. The battles illustrate the triumph of the Macedonian system of “combined arms”—led by a powerful heavy cavalry and anchored by a relentless phalanx of spears—first over a Greek hoplite system that had been in place for centuries, and then to its ultimate fruition against the massive, but often outdated, “light” armies of the Persian Empire.

While not an overly difficult game to learn or understand, the *Great Battles of Alexander* uses a tactical system that rewards those who know what their soldiers can do and how to exploit the capabilities of even the worst of them. If you calmly blunder into battle with a “let’s see what happens here” attitude, you will be carried home on your shield in a remarkably short time.

Because of the unusual nature of this era of warfare and the specialized capabilities of the various units, we suggest that players—even those quite familiar with simulation gaming—go through the Quickstart tutorial. The tutorial explains various tactical strategies, how to use the different types of weapons systems, and how to protect yourself against them. It was Alexander’s genius that he could combine all of these aspects; it is your challenge to see if you can equal—or even best—Alexander’s performance.

Remember: Watch your flanks.

Getting Started

System Requirements

To run the *Great Battles of Alexander*, you need the following minimum system configuration:

- 486DX 100 MHz processor (Pentium 100 or better recommended)
- 16 megabytes RAM
- 30 megabytes free hard disk space, plus space in the Windows swap file. The requirements are based the amount of RAM your machine has:
 - 16 megabytes of RAM: 80 megabytes of swap space
 - 24 megabytes of RAM: 75 megabytes of swap space
 - 32 megabytes of RAM: 65 megabytes of swap space

NOTE: These amounts are upper limits and are only necessary when playing the largest battles, such as Gaugamela, and when the animations are checked in the preferences.

- Windows 95
- SVGA or better video card
- Double-speed CD-ROM drive
- Mouse and driver
- Sound card

We recommend that players running machines at the lower end of these specifications turn off the animation options when playing the larger battles, such as Gaugamela.

Installation

You must install the *Great Battles of Alexander* on your hard drive. You cannot play the game directly from the CD-ROM.

There are three options for installation: Minimum, Normal, and Full. All installations run the game well, but the more information you store on your hard drive, the faster the game will run.

The *Great Battles of Alexander* is designed for Windows 95 and features an AutoPlay-enabled CD-ROM. AutoPlay simplifies installation of multimedia and gaming titles under Windows 95 by providing instant access to the most common options for a particular problem. An installation menu is displayed to guide you through the installation process.

If you prefer, you can install the *Great Battles of Alexander* manually. Select the *Start* icon, then *Settings*, then *Control Panel*. In the Control Panel window, double-click the *Add/Remove Programs* icon.

In the Install/Uninstall window, click *Install*. Insert the game CD into the CD-ROM drive. Click *Finish*.

Follow the instructions on the screen.

Modem Setup

To play multiplayer games via modem, you will need to make sure that your modem is installed properly and then configure certain optional settings for optimum performance. If necessary, connect and configure your modem following the manufacturer's instructions or the Windows 95 documentation.

Once you have configured your modem, you need to turn off data compression to ensure smooth play.

You can change these settings using the Control Panel.

NOTE: If you want to initiate a modem-based network game, you *must* use the Control Panel to change these settings.

To change your data compression settings, follow these instructions:

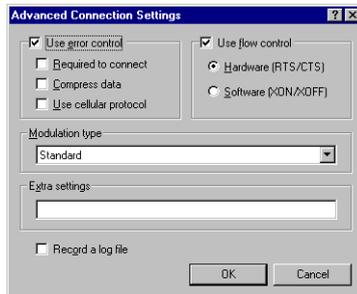
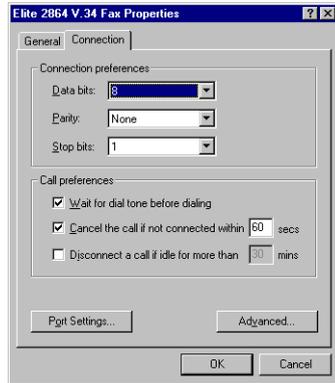
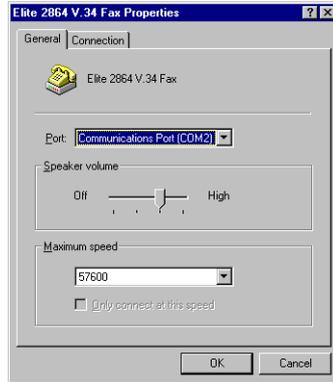
1. Open the Control Panel.

To do this, click the Windows 95 *Start* button, then select *Settings*, then *Control Panel*.

2. Double-click *Modems* to display the Modem Properties window.
3. Select the modem whose settings you want to change.
4. Click the *Properties* button to display the Properties window for the selected modem.

NOTE: You can also display this window via the Great Battles of Alexander modem dialing window.

5. Select the *Connection* tab.
6. Select the *Advanced* button.
7. Make sure that *Compress data* is not checked.
8. Select *Hardware* for flow control. The hardware control is usually the default.
9. Select *OK* to return to the Properties window and apply the new settings.
10. If the phone line quality is poor, your modem may not be able to establish a stable connection. If this happens, re-instate the *Use error control* check mark, but be sure to disable (remove the check mark) for data compression.



Quickstart

The Quickstart tutorial takes you through one round of the battle Pelium and shows you the basics of moving your units and preparing them for battle.

To start the tutorial, follow these steps:

1. From the opening window, select the *Start Battle* button. The Choose Scenario dialog box is displayed with a map showing all of Alexander's battle sites.
2. From the Choose Scenario dialog box, click on the battle name *Pelium*. A brief description of the battle is displayed below the map.
3. Click *OK*. The battle of Pelium is loaded, and the Leader Control dialog box is displayed.
4. In this tutorial, you control the Macedonian armies and the computer controls the Danubians. Leave the Leader Control dialog box as it is displayed, and click *OK*. The Army Rout level box is displayed. Leave the settings as they are and click *OK*.
5. The Elite Initiative dialog box is displayed. In the battle of Pelium, Alexander is the only Macedonian leader; therefore, you do not need to choose which Macedonian leader begins the turn. Leave the Elite Initiative dialog box as it is and click *OK*. The Battle of Pelium begins.

The Running Commentary window is displayed in the bottom right corner, giving you instant results of reaction fire, missile volley, shock combat, and routed units. You can leave this window open to see what is occurring or toggle the *Show Commentary* menu choice in the *Window* menu.

The map opens with the first active leader and his troops centered in the window, their flags raised and waving, and the leader's command range highlighted. For this tutorial, your leader, Alexander, is centered in the window.

To see the battlefield from several different perspectives, use the zoom buttons in the toolbar (see [page 29](#)). These buttons show the battlefield in three different views: zoom in, normal, and zoom out.



The battlefield opens in normal view. You can choose any view and change it at any time. During shock combat (see [page 50](#)), the computer zooms in so you can see the fighting. It returns to the previously selected zoom after combat.

The **Reverse View** button in the Toolbar (see [page 29](#)) rotates the view 180 degrees. This capability gives you another perspective of the battle and perhaps a better view of whether your other units can move and attack other units.



You can use your mouse to scroll the map. Place your cursor on a window edge. A black arrow appears, and the computer automatically scrolls until it reaches the edge of the map or until you move the cursor.

The **Overview map** (see [page 35](#)) in the top right corner shows the entire battlefield and armies in miniature. The rectangular viewfinder highlights the portion shown full-size on your screen. When you move the viewfinder anywhere on the Overview map, the highlighted area is displayed on the Landscape View map.

To center on the active leader (Alexander), select the *Center on Leader* button from the toolbar (see [page 29](#)).



The status bar at the bottom of the screen has three parts:



- **The left scroll**, called the “fly by,” displays which hex number your cursor is in. If there is a unit occupying that hex, the following information is also displayed: the unit’s name, type or class, troop quality (TQ), cohesion hits, and size. If the unit has missile capability, the type of missile, total number of missiles, how many missiles have been fired, and missile firing range are also listed.
- **The middle scroll** shows which leader is active, his initiative rating, and number of command orders possible.
- **The right scroll** shows which unit you have selected and some of the unit information found in the fly by. You can refer to this scroll by selecting a unit and comparing it against a unit in the fly by. Move your cursor over several units and leaders to see their different ratings. Also, select several units in Alexander’s command range to see which hexes highlight; this determines where each unit is allowed to move. If wanted, click the *Hex Grid On/Off* buttons on the toolbar (see [page 29](#)) to activate/deactivate the hex grid.

Moving Units, Performing Missile Volley & Shock Combat

1. Select Paeonia 1 in hex 3918. The unit's statistical information is displayed in the right scroll and in the fly by as you place your cursor over the unit. The movement allowance of Paeonia 1 is displayed as highlighted hexes on the battle field.
2. Pass the cursor over the enemy units (scroll left) that are within Paeonia 1's movement allowance, and the cursor changes to a sword. The sword indicates that Paeonia 1 can shock attack those units.
3. Click on Tribal 6 in hex 4223 to instruct Paeonia 1 to shock attack them. Paeonia 1 moves next to Tribal 6, and Tribal 6 gives reaction fire. The results are displayed in the running commentary window. A red arrow is displayed indicating that these units are designated for shock combat; however, shock combat does not occur until the active leader has finished giving his orders.

NOTE: Because your unit is performing an uphill attack, terrain (see [page 86](#)) plays a factor in Paeonia 1's cohesiveness (see [page 58](#)).

4. Pass the cursor over Paeonia 1. The fly by shows that it is capable of missile volley because it is classified as Jav 3/3. The *Missile Volley* button (see [page 30](#)) is also active, indicating that the unit has missile capability.
-  5. Select the *Missile Volley* button. The hex that Tribal 6 occupies highlights, indicating Paeonia 1 can perform a missile volley on that unit. The cursor changes to a javelin when you pass it over Tribal 6 because Paeonia 1 uses javelins in this type of missile volley.
6. Click on Tribal 6 for Paeonia 1 to missile volley, and watch the javelins release.
7. From Alexander's army, select the Agema Companions unit in hex 4117. The highlighted movement allowance, along with the cursor changing to a sword, show that Agema Companions is capable of a shock attack against Tribal 10 in hex 4323.
-  8. Click on hex 4422 then 4423. Depending on who is attacking, how far away the unit has moved, and other factors, the computer may reface Tribal 10. You then want to select the *Rotate Clockwise* button, which rotates your unit to face its enemy.

Agema Companions is not capable of missile volley (no designation in the fly by, and the *Missile Volley* button is not active), so it can only do

shock combat. Click on Tribal 10; red arrows indicating shock combat against both Tribal 10 and Tribal 9 appear. The shock combat occurs when you have finished giving Alexander's orders. These two units are now ready for shock combat.

Moving Single/Double-Sized Units, Performing Missile Volley & Finishing a Leader

1. Select Companions 1 in hex 4215 and click on hex 4818. The Companions unit moves to the designated hex and still has some highlighted movement allowance left. Three of these hexes are lighter than the others; they are outside of Alexander's command range. This means that the unit can move into these hexes, but if Alexander does not move during this or his next turn, he cannot give orders to this unit until he moves towards it. Note that Paeonia 1 and Agema Companions are outside Alexander's command range. Deselect Companions 1 by clicking on it again and scroll right.
2. Select Perdiccas 6 in hex 4213. This is a double-sized phalanx unit, and moving your cursor in the unit's highlighted movement allowance shows which two-hex combinations are available for movement. Click on hex 4614 so that Perdiccas moves to hexes 4615 and 4614. At this point, the middle scroll shows that Alexander has three of seven command orders remaining. Scroll right again.
3. Macedonia 1 occupies hex 4207. Select this unit, click the *Rotate Clockwise* button to rotate the unit clockwise, and move the unit to hex 4707. Because this is a skirmisher unit, it is capable of missile volley but not shock attack. Click on the *Missile Volley* button to highlight the enemy units that Macedonia 1 can missile volley, and select Tribal 4 in hex 5008. The results of this missile volley appear in the Running Commentary window.  
4. Crete is another skirmisher unit, in hex 4106. Select this unit, rotate it clockwise, move it to hex 4606, and designate it to missile volley Tribal 16 in hex 4906. View the results in the Running Commentary window. 
5. With Alexander's final command order, select the Hypaspist 2 unit in hex 4109 and move it to hex 4507. Alexander has now given all seven of his orders, so the Finish Leader dialog box appears. Check the Don't Show This Again box if you do not want this to happen again.



6. Click the *Finish* button to finish the active leader. You may also finish a leader by right-clicking anywhere on the battlefield and selecting *Finish Leader*, by selecting *Finish Leader* from the *Leader* menu, or by clicking the *Finish Leader* button in the toolbar (see [page 29](#)). Paeonia 1 and Agema Companions shock attack the enemy units.

When the combat is finished, the units (or what is left of them) regain their formation or begin to rout, and the Overall Combat Results dialog box is displayed. When you click on the battle number, the map centers on that battle and the hexes involved in the combat are highlighted. Double-click the battle number to open the Combat Results window. This shows each attacking and defending unit involved in shock combat, the number of cohesion hits they haven taken during this conflict, the total amount of cohesion hits received, and how many cohesion hits are still needed before the unit is routed (see [page 55](#)). Click the *Close* buttons to close the Combat Results window and the Overall Combat Results window.

After each leader has completed his orders, the computer automatically attempts to gain leader momentum (see [page 42](#)). This may give you up to two additional turns. Alexander has a high initiative rating and therefore a high probability of gaining momentum. If you are successful, you want to attempt to rally (see [page 55](#)) any of your routed units. A rally lets you regain control over the unit. It also prevents an enemy unit from attacking and eliminating a unit as it routs. Select the routed unit and click the *Rally Unit* button in the toolbar (see [page 29](#)). If the rally is successful, the unit changes facing and a number of cohesion hits are removed. If the rally fails, the unit goes into a terminal rout and heads straight to the edge of the game map.



If you have rallied all routing units and still have orders remaining, remove cohesion hits from units that have been involved in combat.



Select the damaged unit and click on the *Restore Cohesion* button (see [page 32](#)). The running commentary tells you how successful you are.

To re-order Agema Companions or Paeonia 1, you need to move Alexander to put them within his command range.

When you have finished giving Alexander's orders and have taken all your turns at momentum, the computer takes over. It gives orders for all the leaders it controls, performs shock attacks, and attempts momentum for each leader. The Running Commentary dialog box shows which enemy leader is active. Note how the computer places each unit and flanks them with other units. To get ideas for your next

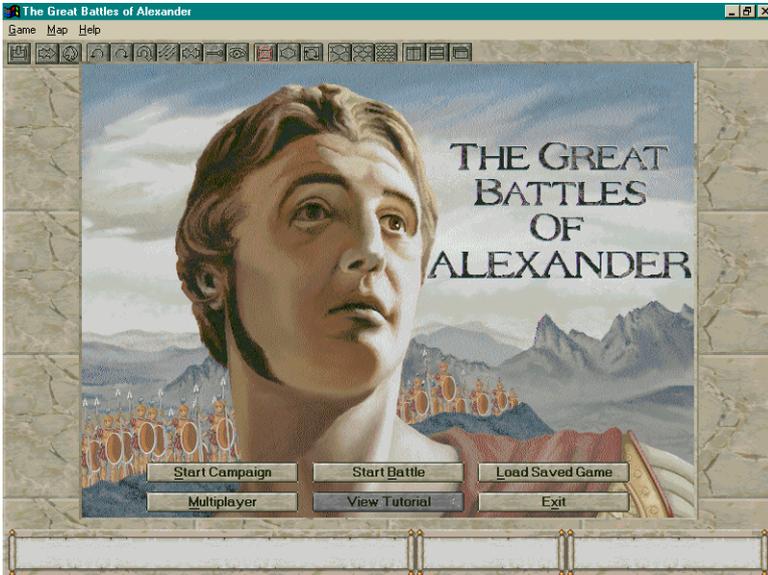
command orders, look for weaknesses in the formations and for units left by themselves.

When all of the leaders are finished, the first round of the game is over, and the Game Overview dialog box is displayed. It shows the total results of the battle at this point. These results are visible for both sides, so you can see how many of your units are eliminated or terminally routed and how close the enemy is to losing. Select the *Army Details* button to view individual unit results. The normal withdrawal levels for each battle are found in the Help menu under Victory Conditions and in the Battle Scenario overviews (see [page 87](#)).

You have completed the quickstart first turn of the battle Pelium.

Beginning a Game

The *Great Battles of Alexander* can be played by one person or by several people over the Internet or any network that uses Winsock. You can play a new game, a campaign game, or a previously saved game.

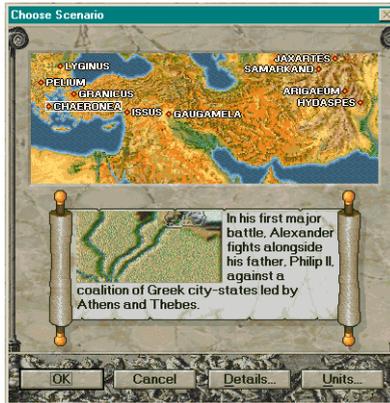


We recommend that you close all other applications when playing the *Great Battles of Alexander*.

To increase the speed of game play, we recommend that you turn off the animation options in the Preferences dialog box, under the Game menu. Regular removal of dead units from the battlefield, an option available in the Unit menu, is also recommended at the larger battles, such as Gaugamela.

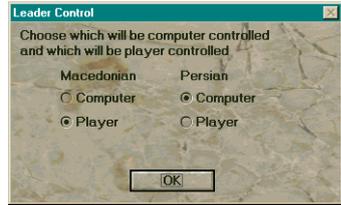
Starting a New Battle

1. In the Great Battles of Alexander window, click the *Start Battle* button. The Choose Scenario dialog box is displayed.



2. From the battlefield map, select the battle you want to play:
 - Chaeronea (338 BC) see [page 87](#)
 - Lyginus (335 BC) see [page 88](#)
 - Pelium (335 BC) see [page 89](#)
 - Granicus (334 BC) see [page 89](#)
 - Issus (333 BC) see [page 90](#)
 - Gaugamela (331 BC) see [page 91](#)
 - Jaxartes (329 BC) see [page 92](#)
 - Samarkand (329/328 BC) see [page 92](#)
 - Arigaeum (327 BC) see [page 93](#)
 - Hydaspes (326 BC) see [page 94](#)
3. Click the *Details* button to display some historical background about the battle or the *Unit* button to see a breakdown of the armies, battle plans, and hints on play.
4. Click *OK*. The Leader Control dialog box is displayed.

5. Select the side or armies you want to control and click *OK*. If you want to play a multiplayer game on a single computer (hotseat play), select *Player vs. Player* in the Leader Control dialog box.



6. Select one of the Difficulty Level radio buttons (*Easy*, *Normal*, *Hard*, or *Custom*) to use preset rout levels for the armies. Even if you select one of the buttons, you can still alter the rout levels. In the Army Rout Levels dialog box, select the up or down arrows (spin controls) to adjust the rout level for the Macedonian and enemy armies. The higher the number, the more units must be terminally routed or eliminated before that army loses the battle. Click *OK*. When you are playing the Macedonians, the Elite Initiative dialog box is displayed (see [page 37](#)), except at Chaeronea and Samarkand, when Alexander is not the commander.
7. If applicable, highlight the leader you want to play first and click *OK*. The Landscape View window is displayed.
8. Begin playing the game. (See also [“Quickstart” on page 14.](#))



Starting a New Campaign



NOTE: We recommend that you gain experience and knowledge fighting the single battles before you attempt a campaign game.

1. In the Great Battles of Alexander window, select the *Start Campaign* button.
2. From the Campaign Game Dialog select *Battle*, then follow steps 6–8 in [“Starting a New Battle” on page 22](#).

Loading a Saved Game

1. In the Great Battles of Alexander window, click the *Load Saved Game* button.
2. In the Load Game dialog box, highlight the description of the game you want to load from the Saved Games list.
3. Click *OK*.

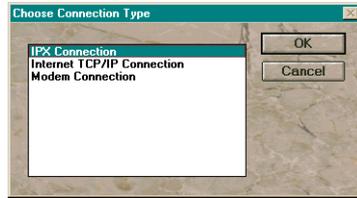


Multiplayer Play

The battle scenarios of the *Great Battles of Alexander* can be played over the Internet or on a local network with a TCP/IP stack.

Playing over a Network

1. In the Great Battles of Alexander window, choose the *Multiplayer* button. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select the appropriate connection type and click *OK*. The Choose Game to Join dialog box is displayed.
 - a. To join a game, highlight the game you want to join and click *OK*.
 - b. To begin a new game, highlight *Create New Game* and click *OK*. The Session Name dialog box is displayed. Type the new game name or leave the default, and click *OK*.
4. In the Connecting Other Players dialog box, choose the battle you want to play. To send messages to other players, type the message in the box to the left of the *Send* button and click *Send*.
5. To exclude a player, highlight the player's name and click *Reject*.
6. Click *Next*.
7. Assign each player to a leader and click *OK*. The Landscape View window is displayed.



NOTE: Individual players must be assigned at least one leader to control. All leaders must be assigned to players, but no leader can be assigned to more than one player.

Playing as an Online Client

Follow steps 1–3a in [“Playing over a Network.”](#)

A dialog box is displayed, displaying client information, including the battle to be played. Using the chat box that is displayed, you can “talk” with the other players.

When the player running the server has chosen which battle to play and clicked *OK*, a second dialog box is displayed, listing all leaders

involved in the game. You can watch as the player on the server selects which leader(s) you control.

When the the server player clicks *OK*, the Landscape View window opens.

Setting up Modem Play

1. In the Great Battles of Alexander window, choose the *Multiplayer* button. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select *Modem Connection* in the Choose Connection Type dialog box and click *OK*.
 - a. **If you are beginning a new game**, select *Create New Game* and click *OK*. In the Session Name dialog box, type the new game name and click *OK*. In the Modem Connection dialog box, select your modem from the drop-down box and click *Answer*. Go to step 5.
 - b. **If you are connecting to an existing game**, select *Dial Up Remote Game* and click *OK*. In the Modem Connection dialog box, type the session host's telephone number and select your modem from the drop-down box. Click *Connect*.
4. In the Connecting Other Players dialog box, choose the scenario you want to play. To send a message to other players, type the message and click *Send*.
5. If you want to exclude a player, highlight the player's name and click *Reject*.
6. Click *Next*.
7. Assign each player to a leader (or leaders) and click *OK*. The Landscape View window is displayed.

Player Chat

The Player Chat box allows you to converse with other players while playing a network game.

To use the Player Chat box:

1. Open a network (multiplayer) game. The Player Chat box automatically appears.
2. Select one of the chat options (Friendly, Hostile, Custom) described below.

3. Type your message on the message line and click *Send*. Your player name and message appear in the message display.

Tips

The Player Chat box opens automatically when a message is sent to you.

Press *Ctrl-A* to open and close the Player Chat box.

The message display shows all messages sent by you and to you.

The *Show Chat* option in the *Window* menu also opens and closes the Player Chat box.

Chat Options

- **Friendly**—Select this radio button to send messages to your allies.
- **Hostile**—Select this radio button to send messages (or insults) to your enemies.
- **Custom**—Select this radio button and select a single player or a combination of players from the Players box. This allows you to converse with a custom group.

View Tutorial

Click this button to display the online help for the Quickstart tutorial, which is also available on [page 14](#) of this manual.

Using the Interface

The *Great Battles of Alexander* features easy point-and-click operation. The toolbar displays the most commonly used options, which are also available in the menus.

Another feature of the user interface is the immediate user feedback. Combat units immediately move to their selected hexes and display whether they are designated for combat. As a player, you can see the results of your leader orders and plan strategy for future combat.

All the windows are resizable and movable.

Toolbar



Open Map—Opens a Landscape View map (see [page 34](#)). More than one map can be opened, showing different areas of the same battlefield. Each time a new leader is activated, the active map centers on that leader. You can show/hide an Overview map on each of the Landscape View maps you have opened.



Finish Leader—Ends the active leader's turn (see [page 42](#)).



Center on Leader—Centers the active leader on the active map.



Rotate Counterclockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a counterclockwise motion.



Rotate Clockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a clockwise motion.



About Face—Rotates the unit 180 degrees (available only to double-sized units; see [page 47](#)).



Missile Volley—Grayed out unless the selected unit is capable of missile volley (see [page 48](#)). When you place the mouse pointer over enemy units that are in range of the missile volley, the pointer changes to show what type of volley can be thrown (arrow, bolt, javelin, or sling).



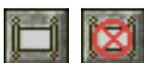
Restore Cohesion—Attempts to restore cohesion (see [page 58](#)) to a unit (0–3 hits removed). Grayed out if the selected unit has no cohesion hits.



Rally Unit—Grayed out until you select a routed unit. Click to attempt to rally the unit (see [page 55](#)).



View Unit Details—Shows a selected unit's ratings, remaining movement allowance, remaining missile capability (if applicable), cohesion hits, and rout condition.



Show/Hide Overview Map—Shows or hides the Overview map.



Hex Grid On/Off—Shows or hides the black grid outline.



Reverse View—Rotates map 180 degrees.



Zoom Out/In—Shows the Landscape View map in three different zoom levels.



Window Style—Vertical, horizontal, or cascade window display.

Menus

Game Menu

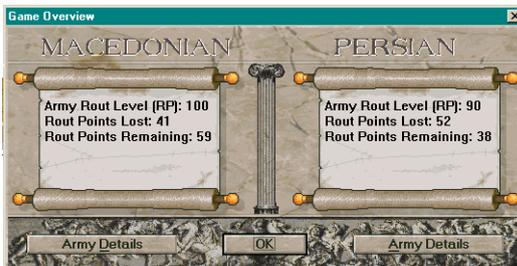
Close—Closes your current game without exiting the application.

Save (Ctrl+S)—If you have previously saved a game with the current battle, this updates that saved game file. If you have not yet saved the current game, see Save As below.

Save As—Displays the Save Game dialog box. To save a game, type a description of the battle in the Description field. Whatever you type in the Description field also appears in the File Name field, with .alx following the name. You can change the file name if you want. If the name you type in the Description field has already been used to save a game, the computer adds a number to the end of the file name. There is a list of previously saved games. If you want to overwrite a previously saved game, highlight the one you want to use. Click *OK* to save your game.

NOTE: You can only save a game at the end of a turn, when the Game Overview box is displayed, or when you have a leader active. This is true even when playing the campaign game; it can be saved only during a battle.

Game Overview—The Game Overview dialog box shows how your armies are faring against the enemy. It displays the current statistics for both sides and shows how many points are necessary for either army to be routed (lose). This dialog box also is displayed at the end of every game turn to show updated statistics for both sides.



Army Details—The Army Details dialog box gives you more detailed information about the leaders and units involved in the current battle, along with the total army rout level, percentage of army rout, TQ routing, and TQ eliminated.

Preferences—The Preferences dialog box lets you toggle several features of the game:

Movement: Shows units and leaders moving over terrain.

Combat: Shows combat fighting between units and armies.

Sounds: Plays sounds of battle, movement, trumpets, etc., throughout the game.

Ambient Sounds: Plays background sounds not directly related to battle.

Sound Volume slider: Changes volume of battle and ambient sounds.

Music: The check box turns the music on or off; the slider changes the volume.

Finish Leader Dialog: If checked, the Finish Leader dialog box appears when a leader has given all of his orders.

Exit—Exits the current battle and the application.

Leader Menu

Center on Leader—Centers the active map on the active leader.

Group Move—Moves a leader and all units under his command in formation (see [page 40](#)).

Finish Leader—Ends a leader's orders phase.

Unit Menu

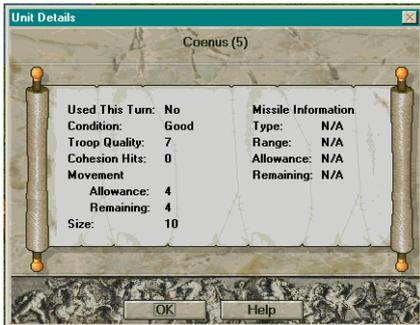
Center on Unit—Centers the active map on the selected unit.

View Details—The Unit Details dialog box displays an individual unit's statistics.

Rally—Rallies selected unit (see [page 55](#)).

Restore Cohesion—Attempts to restore cohesion (see [page 58](#)) to a unit (0–3 hits removed).





Missile Volley—Possible when the unit has missile capability. Allows you to fire missiles at the enemy (see [page 48](#)).

Rotate Clockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a clockwise motion.

Rotate Counterclockwise—

Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a counterclockwise motion.

About Face—Rotates the unit 180 degrees.

Remove Dead Units—Lets you remove dead units from the battlefield in the Landscape View map. Once you have removed dead units, they cannot be returned.

Map Menu

Open Map—Opens a new Landscape View map (see [page 34](#)).

Zoom In, Normal, and Zoom Out—Displays the Landscape View map zoomed in three different views.

Reverse View—Rotates map 180 degrees.

Hide Overview and Show Overview—Hides/Shows the Overview map in the currently active Landscape View map.

Window Menu

Tile Vertical, Tile Horizontal, and Cascade—Vertical, horizontal, or cascade window display.

Arrange Icons—Arranges the minimized icons at the bottom of the application.

Show/Hide Commentary (Ctrl+C)—Toggles the Running Commentary window on and off.

Show/Hide Chat (Ctrl+A)—Opens the Chat window; deselect to close the Chat window.

Landscape View—Offers a choice of the individually numbered landscape maps.

Help Menu

About—Game development information.

About this Battle—Gives background information for the current battle scenario.

Victory Conditions—Brings up the normal victory conditions needed to win the current battle.

Help—Opens the online help. The help file contains more detailed information about Alexander the Great, additional game hints, a tutorial for the battle of Hydaspes in the Quickstart section, and an extensive glossary of terms.

Maps

Landscape View Map



The Landscape View map is the main playing area, from which you give your orders and watch any ensuing conflict.

You can open more than one map of the battle you are playing. You can rotate and zoom in and out of these maps to show different areas of the same battlefield. These capabilities give you many different perspectives of the battle and help you keep an eye on the other leaders' units.

Each time a new leader is activated, the map you are using centers on that leader.

An **Overview map** can be shown or hidden on each of the Landscape View maps you have opened. You may find you need to move the overview map to select the hexes that are adjacent to it.

To open a Landscape View map, you can either select the *Open Map* button or select *Open Map* from the *Map* menu. A Landscape View map opens, centered on the active leader.

Right-click on the Landscape View map to display a menu from which you can:

- *Center on Leader*—Centers the active map on the active leader.
- *Group Move*—Moves a leader and all units under his command in formation.
- *Finish Leader*—Finishes the active leader's turn.

Use the **zoom buttons** or *Map* menu choices to view the map at three different zoom levels. The *Reverse View* button or the *Reverse View* choice under the *Map* menu rotates the screen 180 degrees.

The **mouse scrolls** the map. Place your cursor on one of the window's edges. The cursor changes to a black arrow and the computer automatically scrolls in that direction until it reaches the edge of the map or until you move the cursor.

You can **toggle the hex grid** using the *Show/Hide Hex Grid* buttons on the toolbar.

The **range of command** of the active leader is highlighted. When a unit or leader is selected, the display shows a brighter highlight of where it is possible to move that unit or leader.

If the **mouse cursor changes** to a sword while over an enemy unit, it is possible to perform shock combat ([page 50](#)). When a unit can fire missiles (see [page 48](#)) at an enemy, and the *Missile Volley* button has been clicked, the mouse cursor turns to an arrow, bolt, javelin, or sling (as appropriate) when over the enemy unit.



Overview Map

The Overview map shows the entire battlefield in a small scrolled area; the various units are represented by small colored dots.

Clicking or dragging moves the viewfinder (the small highlighted rectangle) over any area on the Overview map and changes the Landscape View map to this position.

To open the Overview map, either select the *Show/Hide Overview* button or select *Show/Hide Overview* menu choice from the *Map* menu. The Overview map is displayed in the top right section of the Landscape View window. Only one Overview map can be opened for each Landscape View map.

To move the Overview map, hold down the mouse button on one of the scroll handles and drag the map to the preferred position.

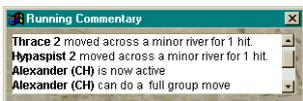
Status Bar



The status bar is at the bottom of the screen and is divided into three parts:

- **The left scroll** displays which hex number your cursor is in. If there is a unit occupying that hex, the following information is also displayed: the unit's name, type, class (if appropriate), troop quality (TQ), cohesion hits, size, and, if it has missile capability, type of missile, total amount of missiles, how many missiles have been fired, and missile firing range. For a listing of all unit details see [Unit Details](#) (see [page 69](#)).
- **The middle scroll** shows which leader is active, along with his initiative rating and the number of command orders left/total. For a full listing of leader details see [“Leaders” on page 77](#).
- **The right scroll** shows which unit you have selected, along with some of the unit information found in the fly by. You can use this scroll to select a unit, and then compare it against another enemy unit's ratings in the fly by.

Running Commentary Window



The Running Commentary window is displayed in the bottom right corner. It gives you instant feedback on game progress.

Leave this window open or select *Show/Hide Commentary* from the *Window* menu to open and close the Running Commentary window.

To move the Running Commentary window, hold down the mouse button on the title bar of the window and drag the window to the preferred position.

Playing the Game

Play Sequence

Elite Initiative

Part of Alexander's greatness was his remarkable ability to move and strike with a rapidity that often befuddled his opposition. To reflect this in the game, you, as Alexander, are given three chances to be the first leader to take an orders phase. Choose this option through the Elite Initiative dialog box. When you are playing the Macedonians, you decide which of your leaders takes the very first orders phase of the game. You have two additional occasions throughout the game to decide whether you, as Alexander, want to begin the turn with your orders phase.

Except when Elite Initiative is used, leaders from both sides are randomly chosen by the computer, weighted by their initiative rating. The higher the initiative, the better the leader's chance of going first.

NOTE: Chaeronea and Samarkand do not have the Elite Initiative dialog box because Alexander is not the commanding Macedonian leader in those battles.

If the computer is playing the Macedonian leaders, the Elite Initiative dialog box is not displayed.

Sequence

When a leader is activated, he gives orders that allow units within his command range to move, missile volley, and conduct shock combat. The computer then attempts momentum, which may give him extra command orders.

When all leaders have been activated and are finished, the game turn is concluded. The Game Overview window is displayed.

Game Length

All battles are fought until one side is routed, or until a certain number of turns have passed. (Refer to the victory conditions in [“Battle Scenarios & Victory Conditions” on page 87](#).) Historically, most of these battles were over fairly quickly—several hours, at most. It was extremely tiring to stand around for half a day, much less fight while wearing 30 or more pounds of ill-fitting armor.

Each game turn represents, rather loosely, 15–20 minutes of real time.

Game Scale

In the *Great Battles of Alexander*, army unit size is representative and symbolic. Each infantryman figure in a unit represents 70–100 men. Thus, the 20 figures in the Craterus phalanx unit represent approximately 1,400 men. Each Cavalryman figure in a unit represents 80–100 men. The six figures in a Persian Bactrian cavalry unit therefore represent about 500 men. Each chariot figure equals six or seven chariots. Each elephant figure is equal to about five elephants. Foot skirmishers (see [page 68](#)) are an exception; their size—always 1—reflects not their numerical strength but their dispersed formation.

The shape of a unit represents its frontage. A Macedonian phalanx “brigade” in full array had a frontage of approximately 130 yards, which is why it occupies two hexes. A Macedonian heavy cavalry unit, which is usually composed of two *ilai* (or squadrons; the royal squadron of Agema had 300 men), had a frontage, for its unusual wedge-like formation, of about 50 yards, or one hex.

Each hex is approximately 60–70 paces (yards) from side to side. For play purposes, some of the simulated rivers are a little wider than their actual counterparts.

Leaders

See [“Leaders” on page 77](#) for details about individual leaders.

To center on the active leader in the Landscape View window, select *Center on Leader* from the *Leader* menu, or right-click anywhere on the battle map and select *Center on Leader* from the pop-up menu. The map centers on the leader. You can also select the *Center Leader* icon on the toolbar (see [page 29](#)).

The leader command range is the dim, highlighted area surrounding an active leader. The command range is the greatest distance from a

leader that a unit can be located and still receive orders. A leader's group is represented by the units with raised and waving flags.

Leaders have a nine-point movement allowance per phase during their orders phase, although they can still perform an orderly withdrawal before any opposing unit. Each time a leader moves, a separate order is required.

To move a leader, click on the leader. The leader's movement range is highlighted. Click the hex to which you want to move the leader. The leader moves to the new hex. To confirm the placement of the leader, click on him again. A leader can be moved only once per orders phase. Leaders do not have—or need—any facing (see [page 46](#)).

Leader Phases

Each leader has three phases: inactive phase, active phase, and finished phase. All leaders start the turn inactive, and each has the opportunity to become active and issue orders. When a leader becomes active, he is capable of giving orders to units within his highlighted command range. Once a leader has concluded giving orders, his status is changed to finished.

Combat units can move and fight only when ordered to do so by their leaders. Leaders issue orders in the orders phase. Leaders cannot issue any orders or commands until they are activated. The momentum rule (see [page 42](#)) gives an activated leader up to two additional orders phases per turn.

Active Phase

Each game turn starts with the computer randomly activating one of the leaders. The higher a leader's initiative, the better the leader's chance of going first (see [page 37](#)). Only inactive leaders who have not been active in that turn are eligible for activation, with the exception of the momentum rule.

A leader can be activated a maximum of three times in succession in a single game turn by using momentum for the last two times.

Ordering Units

Design Note: The Macedonian command system was far more sophisticated and professional than that of any other army of the era. This capability is reflected by the extended command ranges and better initiative rating of many of the Macedonian commanders, combined

with the fact that the Macedonian army was not so much small as compact.

A leader's command range moves as he moves. Command ranges are calculated at the instant a leader is activated. A leader can order any friendly combat units within his command range.

An order allows a friendly unit in a leader's group to conduct movement, missile volley, shock combat, remove 0–3 cohesion hits, or rally, as appropriate. Without an order, a unit cannot move. In a given orders phase, a leader issues a maximum number of orders equal to his initiative rating. A unit not in the leader's group but within his command range may also be ordered but uses two orders to perform one of the previously described actions.

NOTE: Ordering oxybeles (artillery) to fire missiles does not use an order.

When a leader has issued all of the orders he wants (or can), select *Finish Leader* (see [page 42](#)). Units then engage in shock combat in the ensuing shock segment. After shock combat has been completed, that orders phase is finished.

To finish a leader before all orders are given, see [“Finishing Leaders” on page 42](#).

A leader can move if he issues an individual order to himself, but the order counts against the number of orders he can issue that phase.

A leader who starts an orders phase in an enemy zone of control cannot issue orders. His command range may still be used to designate units for shock combat (see [page 50](#)).

Leaders never suffer cohesion penalties.

A leader can issue a group move command, which takes up all of his orders, but it allows him to command all units in his group simultaneously.

Group Move

A group move is usually performed near the start of the battle to bring the leader and units into battle sooner. This also allows the leader to retain his units' initial formation. A group move does not allow any unit to move into an enemy unit's zone of control.

The computer determines a leader's ability to complete a group move using his initiative rating—the higher the rating, the better the leader's chance of successfully completing a group move. There is an outside chance (10 percent) for even Alexander to fail an initial group move;

however, Alexander is always able to complete a one-hex group move with the correct conditions.

For a leader to perform a group move, the following must occur:

1. The leader and all units in his group must be facing the same direction.
2. All units in the group must currently be in the leader's command range.
3. No unit within the leader's group may be within two hexes of an enemy unit.
4. A group move takes all of the leader's individual orders for that turn, and he is ineligible for momentum. If the leader has already used one or more orders, the group move is not available.

To attempt a group move, follow these steps:

1. When a leader has become active, right-click anywhere on the open map and select *Group Move* from the pop-up menu, or select *Group Move* from the *Leader* menu. The computer checks the leader's initiative rating, the major factor in determining whether the leader passes or fails a group move check. The running commentary window displays the results.

If the leader fails the initial group move check, the computer attempts to pass the leader on a one-hex group move.

2. If the leader passes a group move check, the computer highlights all available hexes into which the leader can move. Select the highlighted hex to which you want the leader to move.

The computer allows a group move to travel only as far as the unit with the smallest movement allowance, and the computer does not highlight any hexes that would bring a unit within two hexes of an enemy unit. The running commentary window shows whether the leader has passed a full group move, a one-hex group move, or failed to do either.

NOTE: You cannot attempt a group move if one of your units is unable to move forward; for example, if the unit is two hexes away from an enemy unit.

If a leader fails both group move checks, he is finished and is ineligible for momentum. If the leader attempts a group move with his next turn, the chances of passing are improved by 20 percent. If the leader fails a second attempt, he is guaranteed a group move on his third attempt.

Momentum

At the conclusion of the orders phase, the computer makes a momentum check for the currently active leader. If he passes, he undertakes another order phase. If he fails, he is finished. The higher a leader's initiative, the greater the chance for achieving momentum.

The percentages used to calculate momentum are as follows:

First momentum check:

(leader initiative +1) x 8 = percent chance of getting a second orders phase

Second momentum check:

(leader initiative +1) x 5 = percent chance of getting a third orders phase

For example: Alexander (initiative of 7) has a 64 percent chance of getting momentum for a second orders phase and a 40 percent chance of getting momentum for a third orders phase.

After a leader's third orders phase in a turn, he is automatically finished. Momentum applies only to a leader who has just completed an orders phase. A leader who was finished several phases ago does not attempt momentum.

A unit with a dark gray flag indicates a unit that was ordered in a previous orders phase during this turn. If the unit is ordered to move or missile volley, it takes a cohesion hit (see [“Cohesion” on page 58](#)). A unit cannot be ordered more than once per orders phase.

When all leaders are finished, the computer proceeds to the rout and movement phase (see [“Unit Rout & Rally” on page 55](#)).

Finishing Leaders

Finishing a leader ends his orders phase and resolves any combat situations. When a leader attempts momentum and passes the momentum check, the leader receives another orders phase. If he fails, he is finished, and the next leader is activated.

To finish a leader, select *Finish Leader* from the *Leader* menu, right-click on the Landscape View map and select *Finish Leader* from the pop-up menu, or click the *Finish Leader* button. After any combat is resolved, the computer automatically attempts to gain momentum for its leaders. A finished leader cannot undertake any further orders phases this game turn.

Wounding or Killing a Leader

It is possible to perform missile volley against a leader. There is a 15 percent chance of his being hit. If the leader is involved in missile volley, the computer determines the outcome, based on the following percentages:

Alexander and Darius:

- 40 percent chance that the leader is startled (if they have not yet given orders, they do not have a chance this turn).
- 45 percent chance that the leader is wounded (first time wounded, second time leader is killed).
- 15 percent chance that the leader is killed and replaced with a generic, lower-rated leader.

All other leaders:

- 25 percent chance that the leader is startled (if they have not yet given orders, they do not have a chance this turn).
- 45 percent chance that the leader is wounded (first time wounded, second time leader is killed).
- 30 percent chance that the leader is killed and replaced with a generic, lower-rated leader.

Replacement leaders are denoted by an (R) following the name of the leader they have replaced.

Leaders automatically perform an orderly withdrawal (see [page 46](#)) if given the opportunity, and there is a five percent chance of being injured from an orderly withdrawal. The computer determines the results, based on the same percentages used above in missile volley.

A leader is never involved in shock combat. Therefore, if a leader is surrounded by enemy units, backed by enemy units, and so forth, he still performs an orderly withdrawal; however, the computer performs an orderly withdrawal check for every hex he must move into or through, until he is away from a combat threat. Obviously, the more hexes he must travel through, the greater his chance to be finished, wounded, or killed.

Units

Refer to [“Units” on page 69](#) for individual unit information.

Moving Units

Leaders can move their own group units within their command range. The leader and units that raise their nation’s flag when the leader is activated are in the same group. It costs the leader one of his orders to move a unit in his group. Leaders can move friendly units within their command range that are not in their group, but it costs them two orders per unit to do so.

A unit’s movement allowance is the maximum a unit can move in a phase. A unit can move only into forward hexes, unless performing an orderly withdrawal.

To move a unit, click on the unit. The unit’s movement range is displayed as a number of highlighted hexes. Click on the hex to which you want to move the unit. The unit moves to the hex that you have designated. When a unit moves adjacent to an enemy unit, the enemy unit may have the opportunity to perform a missile volley and/or orderly withdrawal, if applicable.

When moving a unit from its starting hex to a destination hex, the computer does not take cohesion hits into consideration when choosing a route. This may result in the unit taking unnecessary cohesion hits by, for example, moving up a level and down again, or, in the case of cavalry, moving adjacent to elephants. To avoid these cohesion hits move the unit in increments, avoiding the danger zones.

A unit can rotate as part of its movement allowance (see [page 47](#)).

If a unit has missile capability, it can move using part of its movement allowance, fire at the enemy, then use the remainder of its movement allowance by moving again; or fire at the enemy, then move its full movement allowance; or move its full movement allowance, then fire at the enemy.

NOTE: Oxybeles (artillery) do not use up an order (although one must be available) to use their missile capability. They do, however, use an order to move (two if they are not ordered by their own leader).

When you click on an enemy unit within range of your selected unit to designate shock combat, the unit moves adjacent to the enemy unit and shock combat commences at the end of the leader’s turn, assuming that the enemy does not perform an orderly withdrawal.

Once a unit has completed all the movement and missile volley that you want it to, assign shock combat by clicking on an enemy unit or deselect the unit by clicking on it again. Selecting another friendly unit will also deselect the current unit.

NOTE: Once you deselect a unit or assign it to perform shock combat, you cannot select it again that turn. Shock combat must be assigned while the unit is selected.

NOTE: When a leader is successful in gaining momentum, the flag color of the units that were ordered in the last orders phase change to dark gray. If a unit is moved or ordered to missile volley again, it takes a cohesion hit. The dark gray flag also flies if a unit has been previously attacked during that game turn.

Reaction Fire

Missile units can volley in reaction to enemy movements into and out of their zones of control.

Entry reaction: Whenever a friendly unit enters the zone of control of an enemy missile-capable unit, that missile unit fires a volley at the entering unit (range is one hex) before any further movement or the moving unit's missile fire occurs. Effects from this missile combat occur immediately.

When a unit moves adjacent to a defending unit's flank, the defending unit may reface and perform reaction fire. When a unit moves adjacent to a defending unit's rear, it may temporarily reface, perform reaction fire, and return to its original facing.

This reaction refacing is dependent on a number of factors, including unit type, distance moved by the enemy unit, and the defending unit's TQ. In general, light infantry, lancers, skirmishers, and light cavalry have a better chance of refacing than do heavy infantry, heavy cavalry, and medium infantry. In the right situation, however, all units (except chariots, elephants, and double-sized units) can reface when approached by an enemy.

Reaction fire requires that the missile units have sufficient missiles available to volley. A unit can perform reaction fire any number of times during enemy movement if it still has missiles.

Exception: Rampaging elephants and routed units do not draw reaction fire.

Orderly Withdrawal

During an enemy movement segment, cavalry approached by a non-cavalry unit and leaders approached by any enemy unit can perform an orderly withdrawal. Skirmishers can also perform orderly withdrawal—but only when confronted by heavy infantry units.

When an enemy unit's movement brings it adjacent to one of your units capable of orderly withdrawal, your unit undergoes a TQ check. If the unit passes the TQ check, it performs an orderly withdrawal, moving up to two hexes away from the enemy unit. If it fails the TQ check, the unit stays in the hex and may have to engage in shock combat.

The withdrawing unit maintains its original facing throughout withdrawal with no “facing change” cost in cohesion hits. However, the unit does pay any of the usual cohesion penalties for movement.

When the withdrawing unit is approached from a rear or flank hex, it suffers a one-point cohesion penalty before withdrawing.

Exception: The penalty applies to skirmishers only when approached from the rear—not from their flank.

Historical/Play Note: Orderly withdrawal is a retreat in the face of an approaching enemy, long before that enemy can close in. Therefore, the withdrawing unit can return to the original facing it had before the enemy approached with minimum cohesion cost.

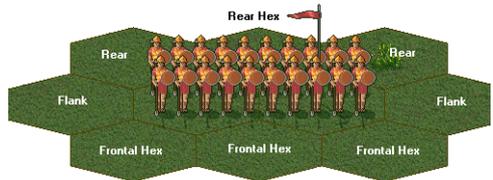
A unit can be withdrawn an unlimited number of times during a game turn. The penalties are cumulative, but no movement points are expended, and no orders are needed.

When a withdrawing unit reaches its TQ rating in cohesion hits, it routs. A unit cannot withdraw into an enemy zone of control or into rough hexes.

Exception: Orderly withdrawal of calvary in the face of rampaging elephants can take place at any time.

Facing

All units (except leaders, who have no facing) face into the vertex (corner) of the hex. The two hexes to the front (three for double-sized units) are called the frontal hexes; those to the



side are called the flanks; and those behind, the rear. A unit can move into a hex in front of it.

For a single-hex unit to change its facing, it must rotate within its hex. It costs one movement point for each vertex shifted.

Exception: Elephants, chariots, and cataphract (protected with scale armor) heavy cavalry (HC) pay two movement points (MPs) per vertex to change facing.

Double-sized units change facing by pivoting (see [page 48](#)).

Although changing facing is movement, any such change in rough terrain does not incur a cohesion penalty.

A unit can only missile volley on and engage in shock combat with an opponent they are facing.

Chariots were truly unwieldy in terms of maneuver, mostly because they operated with fixed axles. Therefore, they take two cohesion hits per vertex change.

Rotate Units

Units can change the direction they are facing by rotating. If a unit is double-sized, one half stays in the same hex, while the other half moves into a new hex, changing the unit's facing (see "Pivoting" on [page 48](#)).

To rotate a unit, select the unit you want to rotate by clicking on it. The unit's current movement range is highlighted. Select *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu, or click the *Rotate Clockwise* or *Rotate Counterclockwise* buttons (see [page 29](#)). The unit's new movement range is highlighted. You can now move the unit.

Double-Sized Units

Historical and Design Note: The double-sized units reflect formation and tactical use of a phalanx, although not all double-sized units are phalanxes. Their better ratings and increased capabilities reflect the Macedonian phalanx system at its height, as well as the high levels of training and professionalism in the Macedonian army.

There are three types of double-sized units:

- Macedonian heavy infantry phalanxes
- Hoplite heavy infantry (usually Greeks)
- Cardaces light infantry peltasts

Double-sized units have the following special rules, most of which apply only to phalanxes:

- **Basic movement premises:** When a double-sized unit moves and enters two hexes of different terrain/elevation, it expends the terrain costs of the left-hand hex. This is true both for movement and cohesion penalties.
- **Pivoting:** A double-sized unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). Accomplish this movement by selecting *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu or the rotate buttons on the toolbar.
- **The about-face maneuver:** At a cost of three movement points, a double-sized unit can be re-faced in the opposite direction (180 degrees) in the same two hexes. There is no cohesion penalty for this maneuver, and it can be performed at any time, even when part of the unit is in an enemy zone of control or in rough terrain.

Missile Volley

Units with missile capability can use missile volley. There are four types of missile units: archers (A), slingers (S), javelinists (J), and oxybeles (O).

A missile unit can volley at any time before, during, or after forward movement. However, each unit can volley only once during a leader's orders phase.

Missile fire can occur as an order, as reaction fire, or during orderly withdrawal (mounted archers only). A missile unit can volley at any single target unit that is within its missile range. Missile units fire individually.

A unit fires reaction fire any number of times during an enemy order phase as long as it has missiles remaining.

The further away a target is, the less likely it is that the missiles will hit.

All leaders can be wounded, and even killed. Killed leaders are immediately removed from play and are replaced by the computer with lower-rated generic leaders (see [page 43](#)).

Missile range extends from the unit's frontal hexes.

The following missile volley adjustments apply:

- When the target unit is chariots or elephants, those units take two cohesion hits for every successful missile volley.
- All combat effects from missile volley are immediate and occur before any other unit is moved.

Missile supply: Missile units can keep firing until they run out of missiles. Each missile type has its own availability levels:

- Javelinists start each battle with three missiles.
- Oxybeles (artillery) start with 99 missiles.
- Slingers and archers start each battle with ten missiles.

Replenishment of missiles occurs at the beginning of each leader's activation. The computer attempts to replenish missiles for any of the units in the leader's group and command range that are out of missiles.

For each replenishment attempt, a random number of missiles—up to half the unit's original missile supply (rounded up)—are added to that unit.

NOTE: This can result in a unit replenishing zero missiles.

A unit that has replenished its missiles cannot be ordered again during that orders phase.

Engaging Units in Shock Combat

The main reason for engaging a unit in battle is to inflict enough cohesion hits on the enemy to rout them. This weakens the opponent and makes it easier to reach the overall objective of winning the battle.

Units cannot move or fire missiles without getting an order from a leader. The units that receive such orders during a phase or that are within range of that same leader can engage in shock combat. Such units must be assigned shock combat at the time they are ordered—you cannot come back to them later to assign shock combat. After the leader uses all orders, any unordered units within range can be ordered into shock combat, if applicable.

There are two kinds of combat: missile volley and shock combat. Missile volley occurs as part of (or instead of) movement at any point during the movement/missile segment of an orders phase. Shock combat comes in its own segment—at the conclusion of the order phase, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same order phase. In shock combat, the unit size and the TQ are taken into account. The

effects of combat are cohesion hits, which may result in a unit being routed.

An orderly withdrawal may be performed automatically by units that have not been routed and want to avoid contact with an enemy during an enemy movement segment (see [page 46](#)).

To engage a unit in shock combat, the enemy unit you are attacking must be in one of your unit's frontal hexes. Shock combat occurs after the leader has finished making all orders.

To engage a unit in combat:

1. Click on the unit you want to use to initiate shock combat. The unit's movement range is displayed.
2. When an enemy unit is in range, the mouse pointer changes to a sword when you position it over the enemy unit. Click on the unit that you want to engage in shock combat.
3. Your unit moves adjacent to the enemy unit and a red arrow appears.

NOTE: For more control of the unit's movement and where it shock attacks, move the unit in increments to the preferred position, then click on the enemy unit you want to be your primary target (see below).

4. When you have assigned all units to shock combat, click the *Finish Leader* button. The units engage in combat, and the results are displayed in the Overall Combat Results dialog box. Details of the battle are viewable by double-clicking on the battle name to display the Combat Results box.

Shock Combat

The shock combat system relies on the interaction of the units' weapon types, armor protection, size, angle of attack, and TQ to produce a single result. While no factor is unimportant, pay special attention to the TQ.

To enter into shock combat, a unit must have an enemy unit in its zone of control (see [page 59](#)). The main purpose of a shock attack is to rout the enemy unit.

Designating Shock Combat

1. Everyone in an attacking unit's zone of control must be attacked.
2. Everyone that is being attacked must be in the attacker's zone of control.

When you move a unit next to the enemy unit that you want to attack and click on that unit to designate shock, the enemy unit you clicked on becomes your *primary* target. This is due to rule #1. If there is *another* enemy unit in your zone of control, it also becomes part of the battle; that is, multiple battle arrows appear. This is also due to rule #1.

At this point, if you bring another unit into the same battle, you *cannot* designate shock on your first unit's primary target. This is due to rule #2. However, you can designate shock on either of the remaining enemy units.

If you click on the other enemy unit, the battle arrow from your first unit will disappear and a new arrow will appear from your second unit.

All combat units can perform a shock attack, except skirmishers. However, the two Macedonian skirmisher units, Agrianian 1 and Agrianian 2, can engage in shock combat. See [“Units” on page 69](#) for a complete listing of all units.

Units that attack by shock must attack all units in their zone of control, unless the defending unit is already being attacked by another unit in that shock segment.

Shock combat occurs at the end of a leader's order phase. When the leader has issued all possible orders, designated shock combat where appropriate, and selected *Finish Leader*, then shock combat occurs. All shock initiated by that leader is resolved before momentum is attempted or the next leader becomes active.

The following restrictions apply:

- A friendly unit can attack more than one unit, as long as the targeted defenders are all in the attacking unit's zone of control.
- An attacking unit (even a two-hex unit) cannot split its attack capabilities, although two (or more) units can combine their attacks on one defender.
- If more than one unit is defending or attacking, the units' sizes are totaled for combat resolution purposes.

Combat Sequence and Procedure: Designate units for shock combat. All combat calculations are performed by the computer.

TQ Check before Shock Combat

When moved and designated for shock combat, the following units go through a TQ check to see how well they have kept formation: heavy infantry, medium infantry, phalanxes, lancers, elephants, and chariots. The units that are being attacked also go through a TQ check.

Exceptions:

- Attacking units that have not moved but are designated for shock and the units they are attacking.
- Units in shock combat with routed units.
- All non-skirmisher units engaging in shock combat against skirmisher (SK) units.
- Phalanxes (PH) and heavy infantry (HI) that are attacked frontally by light infantry (LI).

TQ Check

A TQ check is performed by the computer choosing a random number from 0–9, with the following possible results:

1. If the number the computer selected is higher than a unit's TQ, it takes a number of cohesion hits equal to the difference between the number and the unit's TQ.
2. If the defender has taken sufficient cohesion penalties to be equal to or greater than its TQ rating, it immediately routs. The attacking unit advances into the vacated hex, if it has no other enemy units in its zone of control and it can physically do so (double-sized units may not be able to do so). If such an advance would cause the attacker to earn a cohesion point that would cause it to rout (equal to or greater than its TQ), it does so (see [“Unit Rout & Rally” on page 55](#)).
3. If the attacker has routed from its TQ check, the defender stays put (if unrouted).
4. If both units would rout from their TQ checks, they do so (see [“Unit Rout & Rally” on page 55](#)).

Combat Adjustment

The computer determines under which shock combat conditions the battle occurs, prior to any adjustments (see the [“Initial Clash of Spears” on page 82](#)). If there is more than one type of defending unit, the computer chooses which defender type is used for determination.

When the attacker is attacking with more than one unit, and such attack is coming from more than one angle, the computer chooses the angle of attack most advantageous to the attacker.

Determine superiority: There are two factors influencing superiority:

- Position—One side's angle/position of attack is from the flank or rear.
- System—The weapons system and armor/protection of one side is superior to the other.

The computer determines which side has the advantage by comparing the position and systems of the attacking unit with the defending unit and determining from there whether the attacker is superior or whether the defender is superior. The computer determines superiority using information shown in [“Shock Superiority” on page 81](#). In many instances, there is no superiority.

Conditions for superiority are determined as follows:

- When a friendly unit is attacking an enemy through its flank or rear, it is considered attack superior to the defender. With the same unit used to determine this superiority, the computer determines the shock combat value shown in the column in [“Initial Clash of Spears” on page 82](#).

Exceptions:

- Attacking skirmishers through their flanks does not produce superiority.
 - Cavalry versus elephants (see [page 64](#)).
 - Skirmishers attacking along with other unit types are never used to determine position or weapons superiority (see [page 67](#) and [page 68](#)).
 - An attacking unit cannot gain superiority if it is in the zone of control of any enemy unit (excluding skirmishers) other than the one it is attacking and if that enemy unit is not being attacked by a another friendly unit.
- When no superiority is attained from the relative positions of the units, the computer checks the weapon class relationship to determine whether either weapon system is superior to the other. The computer determines this using the information shown in the [Initial Clash of Spears](#) table on [page 83](#).

Exception: Javelin-armed light infantry and light peltasts that are out of missiles are not defense superior against attacking heavy cavalry or light cavalry.

Determination of size ratio difference: Compare the total size points of the attacking units to those of the defenders. For each level of size ratio difference greater than 1:1 that a unit has, it gets a shock results table column adjustment of 1 in its favor—the attacker adjusts to the right, the defender to the left.

Rounding is determined as follows:

- When any attacker moves to initiate shock combat, the odds are rounded off in favor of the attacker. Therefore, a 5 size unit attacking a 4 size unit generates 2:1 odds; a 4 unit attacking a 5 generates 1:1; and a 2 unit attacking a 5 generates 1:2.
- When no attacker moves, the odds are rounded off in favor of the defender. Therefore, a 5 size unit attacking a 4 size unit would be 1:1, but a 4 unit attacking 5 unit has 1:2 odds.

Exception: When shock combat involves either elephants or chariots against another force, size is not taken into consideration—there is no size ratio difference (SRD).

Adjustment of columns: Shock combat is resolved by determining the base column in the [Shock Combat Results](#) table and adjusting for size ratio difference and terrain (see [page 84](#)). The computer generates a random number from 0–9.

Combat resolution: The results from the table in [“Shock Combat Results” on page 85](#) are distributed as cohesion hits for both attacker and defender. The number in parentheses is for the defender.

When the attacker is superior (AS), the defender’s result is doubled.

When the defender is superior (DS), the attacker’s result is tripled.

When more than one unit on the same side was involved in that combat, cohesion hits are distributed.

The push of shields or breakthrough: When the shock combat has been resolved, every unit that has accumulated three or more times the cohesion hits than any other individual enemy unit during combat takes two additional cohesion hits.

The collapse: The computer now determines which units have collapsed and have been routed:

- All units that have cohesion hits equal to or greater than their TQ are automatically routed.
- Units that are within one cohesion hit of automatic rout and are in an enemy zone of control must make a TQ check (see [page 52](#)). If

they fail, they are routed. If they pass the TQ check, they reduce their cohesion hits by one.

- Chariots are not routed when their TQ is exceeded. They are eliminated.

When all battles are completed, the Combat Results window is displayed with a list of all the battles fought. Click on a battle to center the map where that combat took place. Double-click on the battle to view the Combat Results dialog box, which shows the current status of the units involved in the combat.



ATTACKER				DEFENDER		
	COHESION				COHESION	
	Current Hits	Total Hits	To Rout		Current Hits	Total Hits
Tribal 4	1	2	3	* Perdiccas (6)	6	7
Tribal 5	1	1	4			0

Unit Rout & Rally

A unit that has been routed is immediately moved two hexes toward its retreat (usually the one behind the unit's original deployment). No movement points (MPs) are expended, but the unit must take the most direct path towards his retreat edge, even if this means moving into or through friendly units.

In the rout movement phase, which occurs after all leaders have finished but before the Game Overview dialog box appears at the end of the game turn, all routed units are moved their full movement allowance—even if they moved previously during the turn.

A unit that either moves off the map or cannot complete its rout movement because of the presence of enemy units/zone of controls or impassable terrain either is routed terminally or is eliminated.

If a unit is attacked while routing, it is automatically eliminated.

Routing units may move through friendly units, but they may not end rout movement in the same hex as a friendly unit. The routing unit moves through instead.

A unit that has had a routed unit pass through suffers an immediate one-point cohesion penalty.

Play and Design Note: Routed units have one thought in mind—getting out of the area as quickly as possible. If there are people standing in their way, that’s their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value.

Routed skirmishers lose their unique capabilities and are treated like any other unit.

Restrictions on routed units:

- Routed units retain their size and movement allowance.
- They have an automatic Troop Quality (TQ) of 1.
- Routed foot missile units automatically have no missiles.
- Routed, moving units do not incur movement/terrain cohesion hits.
- Routed units may not receive or use orders or commands, other than to rally.
- Routed units use normal movement rules, except that they may not enter enemy zones of control unoccupied by friendly units.

A unit may be rallied only once per game turn. Any leader may perform the rally if the unit is within his command range. If the unit is not in a leader’s group this action uses two orders. To rally a routed unit, the player highlights the routed unit, selects *Rally* from the *Unit* menu or clicks the *Rally Unit* button (see [page 30](#)), and the computer determines whether the unit rallies. The higher the leader’s initiative, the better the chance to rally the unit. If the unit is rallied, a number of cohesion hits are removed.

Rallied units may not receive or use orders until the next game turn. Missile units still have no missiles. Routed elephants never rally; they rampage! (See [“Elephants” on page 64](#).)

If the attempt to rally the unit fails, the unit goes into a “terminal rout” and heads straight to the edge of the game map. In essence, they have thrown down all their armor and weapons and cannot be rallied by anyone. For victory purposes, they are eliminated.

Unit Advance

After shock combat, attacking units that can advance into hexes vacated by routed enemy units do so. All advancing units are assigned cohesion penalties when entering rough terrain.

Exception: If a unit causes an enemy to vacate a hex because of the TQ check prior to shock combat (not the actual combat) and is in an enemy zone of control at the time, it cannot advance.

If there is more than one attacking unit, the unit that has superiority (if any) must advance. If there is no such unit, the one with the highest TQ must advance. If there is a tie in TQ, the computer chooses.

There is no advance after missile fire alone, regardless of what the target unit does.

Army Withdrawal

To win a battle, you must cause the enemy to accumulate a certain number of rout points within the number of game turns allowed (if applicable, see the victory conditions in the [“Battle Scenarios & Victory Conditions”](#) section starting on [page 87](#)). The rout level is calculated from the terminally routed units and eliminated units. These levels differ for every battle but can be adjusted in the Army Rout Level dialog box (see [page 23](#)) to vary the battle’s difficulty.

Design Note: The army rout levels in the scenarios reflect the realities of each army’s capabilities. They favor the Macedonians, as their army was professionally and better trained. Changing the play balance is something that is not recommended until you are familiar with both the game and your opponent.

Rout Points

A unit’s rout points (RP) are equal to its Troop Quality (TQ), with the following exceptions:

- All non-shock skirmisher units (SK) are worth one RP.
- Shock skirmishers (SK*) (Agrianian 1 and 2), elephants, and chariots are worth two RPs.
- Phalanxes are worth twice their TQ rating. Therefore, a phalanx with a TQ of seven is worth 14 RPs.
- Artillery units are worth zero.
- Leaders are worth five times their initiative rating, apart from Alexander, who is worth ten times his initiative (this does not apply in the Chaeronea scenario).

When both sides exceed their rout point level at the end of the same turn, the player with the least number of rout points above that level wins. When both sides are exactly the same, the Macedonians win.

Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle. It is represented in the game by TQ and cohesion hits.

The game rates each combat unit's TQ from one to nine (based on their historical capabilities), with nine being the best rating. Whenever a unit moves and declares shock combat or checks for rout/rally, a TQ check is made. The computer selects a number between 0–9; if the number is equal to or lower than the unit's TQ minus cohesion hits, the unit passes.

The consequences of failing a TQ check vary, depending on the action that is being undertaken. Note that this *does* mean that the few elite units with TQ ratings of nine never fail TQ checks (although they can be routed and destroyed as a result of cohesion hits in combat).

Cohesion hits are a measure of how much disorganization or damage a unit has sustained during the battle. Each unit accumulates cohesion hits from damage received in combat and from moving over difficult terrain. When a unit's accumulated cohesion hits equal or exceed its TQ rating, the unit is routed.

Hits from combat: When there are multiple units involved in a single combat resolution, hits are divided among those units. After shock combat, all units that are within one cohesion hit of being routed and are in an enemy zone of control must pass a TQ check. If the unit fails the TQ check, it is routed.

Recovery: During an orders phase, any unrouted unit with cohesion hits can remove zero to three cohesion hits if given an individual order to do so. When the unit is in an enemy zone of control, adjacent to an enemy unit, or within range of any enemy missile unit, it is more difficult to regain any cohesion. A unit that has recovered cohesion hit points cannot do anything else during that orders phase, and vice versa. To attempt to restore cohesion, select the unit, then click on the *Restore Cohesion* button, or select *Restore Cohesion* from the *Unit* menu.

Important: Cohesion hits do not affect a unit's combat strength or capabilities in any way, except to show how close it is getting to falling apart. Therefore, a unit with a TQ of six and four hits has the same combat effect as one with no hits. It is just closer to being routed.

Zone of Control

The zone of control (ZOC) is those hexes over which a unit exerts control, forcing enemy units to cease movement on entering. A zone of control does not extend into hexes where movement is prohibited.

The zone of control depends upon the type of combat unit:

- Missile-armed foot skirmishers exert a zone of control into their front and flank hexes—except when out of missiles, in which case they exert a zone of control only into their frontal hexes.
- All other combat units exert a zone of control only into their front hexes.
- Routed units and leaders do not exert a zone of control.

A unit must cease movement the instant it enters an enemy zone of control.

A unit that begins movement in an enemy zone of control can move out of the enemy zone if at least one of its front hexes contains no combat units (enemy or friendly) and the unit's movement allowance is greater than the movement allowance of the enemy unit holding that zone of control.

Terrain Effects

A unit expends movement points (MPs) for each hex it enters. The number of movement points expended this way depends upon the terrain type of the hex. Most units pay extra movement points to move into a hex of different elevation. Units also pay movement points costs (and possible cohesion penalties) to change facing (see [page 46](#)).

Certain units receive a cohesion point penalty when they change elevation or when they enter or change facing in terrain that is anything other than clear. All cohesion penalties for movement (including all advances after combat) and facing changes are applied the instant they occur.

There are limitations on how many levels of elevation a unit can cross while moving from one hex to another.

Cavalry (light or heavy) can never change more than one elevation level at a time (for example, it cannot move directly from a level one hex to a level three hex, or vice versa). All other units can change two elevation levels at a time.

Only skirmishers can change three levels in any one hex move (with a concurrent three-point cohesion penalty).

Play Note: Major rivers—the Granicus and the Pinarus, at Issus—are considered to be at level one elevation.

A moving unit must have enough movement points (MPs) to pay the terrain cost of entering a hex. If it doesn't, it cannot enter that hex.

The city walls of Chaeronea and Pelium are uncrossable by all units and shock combat cannot be performed through their walls. Chaeronea is absolutely restricted, even through gates (it's strictly decorative). Units can use the gates of Pelium to cross that hexside (as if it were a road) if there is no enemy unit in that hex.

Terrain affects the shock combat results, which are automatically adjusted by the computer. Units in woods also gain some protection from enemy missile fire.

Rough terrain is any hex that costs one or more cohesion hits to enter.

Terrain types

Terrain type	MP cost to enter/cross	Cohesion Penalties to enter/cross						
		Infantry	Skirmishers	Leaders	Cavalry	Elephants	Chariots	
 Clear	1	0	0	NA	0	0	0	
 Woods	2	1	0	NA	1	1	P	
 Rocky	1	1	0	NA	2	1	P	
 Major River	1	1	1	NA	1	0	P	
 Rocky Riverbed	2	1	1	NA	2	P	P	
 Minor Stream	+1	1	1	NA	1	0	P	
 City Walls		May not cross or perform shock combat across						
 Up/Down 1 Level	Up	+1	1	1	NA	1	0	1
	Down	+1	1	0	NA	0	0	1
 Up/Down 2 Levels (Steep Slope)	Up	+2	2	2	NA	P	P	P
	Down	+1	2	1	NA	P	P	P
 Up/Down 3 Levels (Steep Slope)		+2	P	3	NA	P	P	P

P—Prohibited; NA—Not Applicable

Unit & Leader Details

Combat Units

Combat units come in two sizes: square (single) and rectangular (double-size). The rectangular units represent larger, linear formations such as the feared (but rather rigid) Macedonian phalanx. Each combat unit is a specific type (and possibly class), depending on its weaponry and armor/protection. All combat units are rated numerically for their TQ, size, and movement allowance (MA). Units that are capable of firing missiles are also noted: javelinists, archers, slingers, and bolt-throwing oxybeles.

Combat units are assigned a type and class (where appropriate):

- A unit's type—for example, heavy infantry (HI) or skirmisher (SK)—is used to determine its relative effectiveness (superiority) against other types of units.
- Sometimes, a type of unit is broken down into several classes; for example, heavy infantry in the game comes in three classes—phalanx, hypaspist and hoplite; skirmishers may include archers, slingers, or javelinists. A unit's class allows for any variation of effectiveness within the type.

Artillery

Alexander's train included a fair amount of ancient artillery, most of which was used in a variety of tactical situations, from siege work to providing support for river crossings.

Oxybeles are bolt-firing engines with built-in crews, so they do not have to be manned. The crews are treated as light infantry (LI) if attacked or attacking.

Oxybeles have no facing; they can fire in any direction, regardless of which direction they are pointed. Firing an oxybeles does not use up an order, but one must be available to do so.

Design Note: Oxybeles were low-trajectory artillery with little ability to raise the angle of fire.

A routed oxybele is automatically eliminated.

Chariots

Chariots were greatly favored by the Eastern armies—both Persian and Indian—who had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver. In truth, even at this early date, they were an outmoded form of military technology with which the Macedonians were well equipped to deal.

Chariots operate under the following movement and terrain restrictions:

- Chariots pay a two-point cohesion hit cost for the changing facing by one vertex.
- Chariots cannot:
 - Enter any rough terrain hex.
 - Move up or down more than one level in any one phase.

Any unit shock attacked by a chariot unit has one point added to its TQ check prior to the attack. Chariots can ignore any pre-shock combat TQ checks when undertaking a moving shock attack that covers four or more hexes. Routed chariots are immediately eliminated.

Elephants

The first recorded use of elephants in a battle was at Gaugamela, although they must have been used in war before, particularly in India. Elephants have little protection against missile attacks because they are not armored. To compensate for this vulnerability, tower riders atop elephants are armed with javelins, which the riders throw as entry reaction fire.

Routed elephants rampage, charging anyone in sight. An elephant rampage is always resolved immediately before any other game mechanic is addressed—except for orderly withdrawal in face of the rampaging elephants.

A rampaging elephant always attempts to move three hexes in any direction until it either moves off the map or is otherwise eliminated. When a rampaging elephant unit enters a hex occupied by a friendly or enemy unit, the unit takes:

- One cohesion hit if the elephant enters frontally
- Two cohesion hits if it enters from the flank or rear

Regardless of the angle of rampage, cavalry and chariots always take two hits when a rampaging elephant attacks.

The elephant rampage goes on until one of the following events occurs:

- The elephant rampages off the map.
- The elephant is eliminated by its mahout (handler).

Rampaging elephants have no zone of control, and they cannot be rallied.

Cavalry units can never voluntarily move into the zone of control of an enemy elephant unit. They can move into or through an elephant's flank or rear hexes but at the cost of two cohesion points for each such hex entered. Cavalry can never attack an enemy elephant through the latter's frontal hexes. Cavalry can attack through the flank or rear hexes, but it does not gain the usual attack superiority for the position of attack.

Historical Note: Horses dislike elephants intensely; getting one to go near an elephant is a task requiring much skill and patience.

When an elephant moves adjacent to enemy cavalry, the cavalry must attempt orderly withdrawal. If it cannot withdraw, it undergoes an immediate TQ check (see [page 52](#)) in which the minimal result is a one-point cohesion hit. If the cavalry is already routed, it is automatically eliminated without any cohesion hits for the elephant (other than those earned through movement).

Whenever an elephant is shock attacking, a defending unit is more likely to take a cohesion hit during the pre-shock combat TQ check.

Heavy Cavalry

Heavy cavalry is trained and armed for shock combat. Wearing some armor, cavalry troops' shock capability often came from their fighting formations rather than their weaponry. Generally, Alexander used his heavy cavalry to deliver his *coup de grâce*, the hammer for the anvil of the phalanx. Initially, the Persians had little heavy cavalry. The Persian contingents from Bactria and other areas were cataphract cavalry, so

they are considered heavy cavalry. However, there is little indication that they were trained in the rigors of shock combat, and their maneuverability was somewhat suspect.

Cataphract heavy cavalry (HC) units have the following special capabilities and restrictions:

- Cataphract heavy cavalry pays two movement points to change facing per vertex.
- When fired at by archers, slingers, or javelinists, cataphract heavy cavalry is less likely to receive cohesion hits.
- In any shock attack resolution that includes defending cataphract heavy cavalry, there is a two-column adjustment to the left (2L). See [“Combat Tables” on page 81](#).
- Against cataphract heavy cavalry, light cavalry can use light cavalry mobility, even though its movement allowance (MA) is not higher.

Heavy Infantry

Heavy infantry includes phalanxes, hoplites, and hypaspists, the basic foot infantry of the era. A member of these units is usually protected by armor (helmet, breastplate, and maybe leg armor), carries a shield, and brandishes both a short sword and a seven-foot (or more) spear—at least 30 pounds of uncomfortable equipment.

Hoplite—The “grunts” of classical-era Greek warfare, these are the fellows with the “Corinthian” helmets.

Phalanx—A formation of shoulder-to-shoulder hoplites used in Greek warfare beginning around 700 BC and perfected by the Macedonians, who relied on an extremely long spear (the 16–18 foot Macedonian sarissa), which enabled the middle ranks to present a truly formidable and demoralizing frontage when advancing.

In the Macedonian army, they were known as pezhetaroi (foot companions), and they were organized into twelve *taxeis* (or brigades), six of which accompanied Alexander to Asia. A seventh was added later on. Only Macedonian double-sized units are treated as phalanxes (type PH) in game terms. In comparison, all other double-sized heavy infantry are considered hoplites. They lack the sarissa, the soldiers’ lighter armor (their hoplite heavier armor somewhat hampers mobility), and the professionalism of the Macedonian army. In short, Macedonian phalanxes have movement and combat capabilities that exceed their Greek/hoplite counterparts.

After a non-phalanx unit *moves* and shock attacks a phalanx (PH) frontally, the unit going against the phalanx (PH) has its effectiveness drastically reduced. This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the phalanx unit and stayed in that hex to shock. It does not apply to flank/rear attacks or to combat when all of the attacking units are phalanxes.

Hypaspist—Macedonian hypaspists, an elite hoplite group, were more mobile than hoplites because of their somewhat lighter armor. They probably carried a shorter spear. The hypaspists (whose name means “shield-bearers”) were originated by Philip II, and they were Alexander’s crack infantry troops.

Lancers

Lancers are light cavalry units trained to use lances for attack. They have no missile capability (a simplification for game purposes). The Macedonian prodromoi (scouts) were the most famous of the lance-armed cavalry. It is somewhat speculative to comprehend how they used lances effectively without the presence of stirrups to anchor them to their mounts, but they obviously did so.

Light Cavalry

Mounted archers and javelinists had great mobility. However, it is easier to throw something while standing than it is while trying to grip the side of a horse with your knees. They rarely carried armor/protection or any other weapon. It is entirely possible that these troops used their mounts solely for rapid transportation from one part of the battlefield to another and that they fought dismounted.

Light Infantry

A generic term applied to foot units—with little or no body armor—that usually carried a spear and perhaps a light shield and sword. Most light infantry had missile capability. Light infantry differ from skirmishers in that light infantry fought in formation and were trained for some shock combat.

Peltasts—The most common form of light infantry of the day, the peltasts descended from the famous Thracian peltasts. These are light infantry armed with javelins, a weapon that could inflict heavy damage but had minimal range. Peltasts were so-named for their pelta, or wicker shield. Peltast units—LP—are treated somewhat differently from light infantry because, unlike javelin-armed skirmishers, they did have some training and use in shock combat.

Cardaces—A Persian experiment initiated by Darius after Granicus that was quickly abandoned after their poor performance at Issus, cardaces were similar to peltasts, although several sources state they were trained as hoplites.

Phalanxes (PH) and heavy infantry (HI) that are attacked frontally by light infantry (LI) do not have to undergo a TQ check prior to shock combat. This does not apply to peltasts (LP).

Medium Infantry

Medium infantry is made up of units with some armor (usually chest mail) and heavier weapons (usually spears and swords). These units were trained for shock combat but did not quite have the inertia-times-mass capability of the era's true heavy infantry.

Skirmishers

Skirmisher units were truly ill-suited to shock combat; they were, in fact, trained to avoid it. Skirmishers had little (if any) armor protection, and the only weapons they carried were their bows, slings, or javelins. They fought dispersed in “open” formation, and their intent was to delay, harass, and screen (although they were quite effective against elephants and chariots). They had virtually no training—or interest—in shock attack.

Skirmisher units cannot shock attack.

Exceptions:

- Skirmishers can shock attack chariots and routed units.
- The Agrianian 1 and Agrianian 2 units can shock attack, but the following restrictions apply:
 - When an Agrianian 1 or 2 unit attacks an enemy through its flank or rear, thus gaining position superiority, the halving of enemy losses still applies (as does the doubling) because of superiority. The two balance out, and the normal result applies.
 - When an Agrianian 1 or 2 unit attacks an enemy with another type of friendly unit (for example, a heavy infantry unit), the other, non-skirmisher unit determines superiority—never the Agrianian 1 or 2 unit, even when the Agrianian is flanking. In addition, when an Agrianian 1 or 2 unit is attacking or defending in coordination with any other unit type, do not add in the skirmishers' size points, although the presence of that skirmisher does affect enemy retreat.

- All non-skirmisher units engaging in shock attack against skirmisher units do not have to undergo the TQ check prior to attack, even when they normally do so.
- Skirmishers can perform an orderly withdrawal up to two hexes before heavy infantry (HI).
- When withdrawing, the only time skirmishers suffer a cohesion penalty is when approached from the rear.

Units

In the [Units](#) table below, the following abbreviations are used:

- TQ—Troop Quality
- MA—Movement Allowance
- R—Range
- AS—Archer Screen
- Cat—Cataphract (Armored)

Units

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Danubian	Tribal 1-25	5	5	5	Javelin	1	Light Infantry			
	Tribal 1-6	5	5	5	Javelin	1	Medium Infantry			
Greek	Athens	4	2	8	Javelin	1	Light Cavalry			
	Athens 1-5	6	10	4			Heavy Infantry	Hoplite		
	Corcyra	6	10	4			Heavy Infantry	Hoplite		
	Corinth	6	10	4			Heavy Infantry	Hoplite		
	Leucra	6	10	4			Heavy Infantry	Hoplite		
	Megara	6	10	4			Heavy Infantry	Hoplite		
	Mercenary 1-5	5	5	5	Javelin	1	Light Infantry	Peltasts		
	Theban Sacred Band	9	2	5			Heavy Infantry	Hoplite		
	Thebes	6	2	8	Javelin	1	Light Cavalry			
Thebes 1-6	6	10	4			Heavy Infantry	Hoplite			
Indian	India 1-21	6	5	7	Javelin	1	Elephants		yes	
	India 1-8	4	5	7	Javelin	1	Chariots			
	India 1-8	5	3	8	Javelin	1	Light Cavalry			
	India 1-21	5	5	5	Javelin	1	Light Infantry			
	India 1-6	4	5	7	Archers	4	Light Infantry			
Macedonian	Agema Companions	9	3	8			Heavy Cavalry			
	Agema Hypaspist	9	7	5			Heavy Infantry	Hypaspist		
	Agrianian 1 and 2	6	1	6	Javelin	1	Skirmisher			

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Macedonian (continued)	Amyntas (4)	7	10	4			Heavy Infantry	Phalanx		
	Arachosia	7	3	8	Javelin	1	Light Cavalry			
	Asian Mercenary	5	5	8	Archers	3	Light Cavalry			
	Attalus	7	10	4			Heavy Infantry	Phalanx		
	Bactrian	7	4	8			Heavy Cavalry			yes
	Cleitus (8)	7	10	4			Heavy Infantry	Phalanx		
	Coenus (5)	7	10	4			Heavy Infantry	Phalanx		
	Companion 1–4	8	4	8			Heavy Cavalry			
	Companions (Coenus)	8	5	8			Heavy Cavalry			
	Companions (Craterus)	8	5	8			Heavy Cavalry			
	Companions (Demetrius)	8	5	8			Heavy Cavalry			
	Companions (Haphaestion)	8	5	8			Heavy Cavalry			
	Companions (Perdiccas)	8	5	8			Heavy Cavalry			
	Craterus (1)	7	10	4			Heavy Infantry	Phalanx		
	Crete	4	1	6	Archers	4	Skirmisher			
	Dahae 1 and 2	6	4	8	Archers	3	Light Cavalry			
	Gorgias (9)	7	10	4			Heavy Infantry	Phalanx		
	Greek Ally 1 and 2	5	3	8	Javelin	1	Light Cavalry			
	Greek Ally 1–3	5	10	4			Heavy Infantry	Phalanx		
	Greek Ally 3–4	6	4	8	Javelin	1	Light Cavalry			

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Macedonian <i>(continued)</i>	Hypaspist 1 and 2	8	6	5			Heavy Infantry	Hypaspist		
	Illyrian	5	1	6	Javelin	1	Skirmisher			
	Macedonia	6	4	8	Javelin	1	Light Cavalry			
	Macedonia	7	4	8			Lancer			
	Macedonia (12)	7	10	4			Heavy Infantry	Phalanx		
	Macedonia 1–3	4	1	6	Archers	4	Skirmisher			
	Meleager (2)	7	10	4			Heavy Infantry	Phalanx		
	Mercenary 1 and 2	4	1	6	Slings	2	Skirmisher			
	Mercenary 1–5	5	5	5	Javelin	1	Light Infantry	Peltast		
	Oxybeles 1–4	5	1	2	Bolt	7	Artillery			
	Paeonia 1	6	2	8	Javelin	1	Light Cavalry			
	Paeonia 2	6	3	8	Javelin	1	Light Cavalry			
	Prmsida	7	3	8	Javelin	1	Light Cavalry			
	Perdiccas (6)	7	10	4			Heavy Infantry	Phalanx		
	Phillip (3)	7	10	4			Heavy Infantry	Phalanx		
	Philotas (11)	7	10	4			Heavy Infantry	Phalanx		
	Prodomoi 1	7	4	8			Lancers			
	Prodomoi 2–3	7	3	8			Lancers			
	Ptolemy (7)	7	10	4			Heavy Infantry	Phalanx		
	Sacae 1 and 2	6	5	8	Archers	3	Light Cavalry			

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Macedonian (continued)	Sogdian	6	2	8	Javelin	1	Light Cavalry			
	Thessaly 1–5	7	4	8			Heavy Cavalry			
	Thessaly elite	8	2	8			Heavy Cavalry			
	Thrace 1	6	2	8	Javelin	1	Light Cavalry			
	Thrace 1–6	5	5	5	Javelin	1	Light Infantry	Peltasts		
	Thrace 2	6	5	8	Javelin	1	Light Cavalry			
Persian	Albania 1 and 2	6	5	8			Lancers			
	Anatolian Levy 1–4	3	5	5	Javelin	1	Light Infantry			
	Anatolian Levy 5–6	3	5	5	Archers	4	Light Infantry			
	Arabia 1–4	4	1	6	Archers	4	Skirmisher			
	Arachosia 1–4	6	5	8	Javelin	1	Light Cavalry			
	Armenia 1–4	6	5	8	Javelin	1	Light Cavalry			
	Arsames 1–4	6	4	8	Javelin	1	Light Cavalry			
	Arsames 5	5	4	8	Archers	3	Light Cavalry			
	Asian Levy 1–14	3	5	5	Javelin	1	Light Infantry			
	Athens 1–5	6	10	4			Heavy Infantry	Hoplite		
	Babylon 1–8	3	5	5	Javelin	1	Light Infantry			
	Bactria 1–5	6	4	8			Heavy Cavalry			yes
	Bactria 6–20	7	5	8			Heavy Cavalry			yes
	Cadusia 1 and 2	6	5	8			Lancers			

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Persian (continued)	Cappadocia 1 and 2	6	5	8	Javelin	1	Light Cavalry			
	Cardace 1–10	5	10	5	Javelin	1	Light Infantry			
	Caria 1 and 2	6	5	8			Lancers			
	Caria 1–3	4	5	5	Javelin	1	Light Infantry			
	Corcyra	6	10	4			Heavy Infantry	Hoplite		
	Corinth	6	10	4			Heavy Infantry	Hoplite		
	Dahae 1 and 2	6	5	8	Archers	3	Light Cavalry			
	Darius' Bodyguard	7	5	7	Archers	4	Chariots			
	Greek Mercenary 1 and 2	6	5	5	Javelin	1	Light Infantry			
	Hyrkania 1 and 2	6	5	8			Lancers			
	Hyrkania 1–5	6	4	8	Javelin	1	Light Cavalry			
	Hyrkania 1–5	5	4	8	Archers	3	Light Cavalry			
	Immortals 1–3	8	5	5	Archers	4	Medium Infantry			
	India 1 and 2	4	5	5	Archers	4	Light Infantry			
	India 1 and 2	5	5	5	Javelin	1	Light Infantry			
	India 1 and 2	6	5	8			Lancers			
	India 1–3	4	5	7	Javelin	1	Elephants			
	Kinsmen 1 and 2	7	5	8			Heavy Cavalry			
	Leucra	6	10	4			Heavy Infantry	Hoplite		
	Mardian 1 and 2	4	1	6	Archers	4	Skirmisher			

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Persian (continued)	Media 1 and 2	5	1	6	Archer	4	Skirmisher			
	Media 1-4	7	5	8			Heavy Cavalry			
	Media 1-4	6	4	8	Javelin	1	Light Cavalry			
	Media 5	5	4	8	Archers	3	Light Cavalry			
	Memnon 1-4	6	4	8	Javelin	1	Light Cavalry			
	Memnon 5	5	4	8	Archers	3	Light Cavalry			
	Mesopotamia 1 and 2	6	5	8	Javelin	1	Light Cavalry			
	Paphlagonian 1-5	6	4	8	Javelin	1	Light Cavalry			
	Parthian 1 and 2	7	5	8	Archers	3	Light Cavalry			
	Parthian 3-4	6	5	8	Archers	3	Light Cavalry			
	Persia 1 and 2	7	5	8			Heavy Cavalry			yes
	Persia 1 and 2	5	1	6	Javelin	1	Skirmisher			
	Persia 1-12	5	3	7	Archers	4	Chariots			
	Persia 1-4	6	5	8	Javelin	1	Light Cavalry			
	Persia 5	5	5	8	Archers	3	Light Cavalry			
	Rhodes 1-3	5	1	6	Slings	2	Skirmisher			
	Royal Guards 1-3	6	5	8			Heavy Cavalry			
	Sacesinian 1 and 2	6	5	8			Lancers			
	Sacia 1-4	5	5	8	Archers	3	Light Cavalry			
	Scythian 1 and 2	7	5	8			Heavy Cavalry			yes

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type	Class	AS	Cat
Persian <i>(continued)</i>	Scythian 1-5	6	4	8	Javelin	1	Light Cavalry			
	Scythian 12-13	6	3	8	Archers	3	Light Cavalry			
	Sitacenia 1-8	3	1	6	Archers	4	Skirmisher			
	Susa 1 and 2	7	5	8			Heavy Cavalry			
	Syria 1 and 2	6	5	8	Javelin	1	Light Cavalry			
	Syria 1-4	5	1	6	Archers	4	Skirmisher			
	Tapuria 1 and 2	6	5	8			Lancers			
	Uxia 1-5	3	1	6	Slings	2	Skirmisher			
Scythian	Scythia 1-5	6	5	8			Lancers			
	Scythia 14-20	6	5	8	Archers	3	Light Cavalry			
	Scythia 6-11	5	5	8	Archers	3	Light Cavalry			

Leaders

Elite Commander: Only Alexander has this ability to usurp the standard initiative-based orders phase sequence. See [“Elite Initiative” on page 37](#).

The columns in the [Leaders](#) table are as follows:

Command Range: Denotes a leader’s overall presence on the battle-field as well as the effectiveness of his abilities; also lists the range in hexes over which that leader can exert his initiative.

Initiative: Denotes a leader’s basic ability to control forces and make rapid decisions. Initiative determines the order of leader activation and the chances of that leader being able to use momentum. It also defines the number of orders that a leader can issue per orders phase. The higher the rating, the better the leader.

Movement Allowance: The number of movement points a leader can expend in a phase. The movement allowance for all leaders is nine. They never suffer cohesion hits for any kind of movement.

Leaders

Race	Name	Initiative	Command Range	Movement Allowance (MA)
Danubian	Arrhibeus	4	5	9
	Clitius	4	5	9
	Glaucius	3	5	9
	Syrmus	5	6	9
Greek	Demosthenes	3	5	9
	Pelopidas	3	5	9
	Theagenes	4	9	9
Indian	Abisares	3	5	9
	Apoorva	2	4	9
	Meroes	3	6	9
	Porus	5	6	9
	Sinja	2	4	9
	Spitaces	4	7	9
Macedonian	Alexander (Chaeronea only)	6	5	9
	Alexander	7	9	9
	Andromachus	2	4	9

Unit & Leader Details

Leaders (continued)

Race	Name	Initiative	Command Range	Movement Allowance (MA)
Macedonian (continued)	Antigenes	5	4	9
	Antiochus	3	6	9
	Attalus	2	2	9
	Balcrus	3	6	9
	Caranus	3	4	9
	Cleander	3	3	9
	Coenus	3	5	9
	Craterus	5	6	9
	Erigyius	3	3	9
	Leonatus	3	5	9
	Nicanor	2	3	9
	Parmenion	5	8	9
	Pharnaces	1	5	9
	Philip II	6	9	9
	Phitotas	5	8	9
	Ptolemy	5	5	9
	Sitalces	3	6	9
Tauron	2	4	9	
Persian	Aristomedes	3	8	9
	Arsames	2	3	9
	Arsites	2	3	9
	Atropates	2	3	9
	Barsaentes	3	4	9
	Bessus	4	6	9
	Burpares	2	4	9
	Darius III	3	8	9
	Mazeus	4	5	9
	Memnon	5	7	9
	Mithridates	2	3	9
	Nabarzanes	5	6	9
	Omares	3	6	9
	Pharnaces	2	3	9
Phrataphemes	3	4	9	

Leaders (continued)

Race	Name	Initiative	Command Range	Movement Allowance (MA)
Persian <i>(continued)</i>	Rheomithres	3	5	9
	Spitamenes	2	3	9
	Spithridates	4	6	9
	Thymondas	4	5	9
Scythian	Catanes	3	5	9
	Chorienes	4	5	9
	Haustanes	5	6	9
	Oxyartes	4	5	9

Combat Tables

The tables and figures needed to calculate shock combat results have been integrated into the *Great Battles of Alexander* combat system. The computer automatically calculates these numbers and all shock combat results, but this section includes the instructions and charts for manual calculations to encourage you to become familiar with the data. Knowing how the charts work together to determine size ratio differences, shock superiority, and combat results help you use your units more effectively when engaging in shock combat.

Shock Superiority

In the [Shock Superiority](#) table, the following abbreviations are used:

- PH—Phalanx
- HI—Heavy Infantry
- MI—Medium Infantry
- LI—Light Infantry
- SK—Skirmisher
- LN—Lancer
- EL—Elephant
- HC—Heavy Cavalry
- LC—Light Cavalry
- CH—Chariot

Using the following rules, determine which unit, if any, has superiority:

- Always read down the attacker column.
- Use available weapons system most advantageous to each player.
- DS- If the combat unit has missile capability and has no missiles, then it is not defender superior against cavalry where indicated.
- AS Attacker superior: Double the defender's cohesion hit result on the [Shock Combat Results](#) table.

- DS Defender superior: Triple the attacker's cohesion hit result on the [Shock Combat Results](#) table.
- — No superiority; cohesion hits normal for both sides.
- SK* = Agrianian 1 and 2
- Regardless of weapons/armor type, any unit that attacks an enemy through its rear or flank is automatically attacker superior.

Exceptions: Cavalry attacking elephant, and skirmishers being attacked through their flank.

Shock Superiority

Defender Class	Attacker Type										
	PH	HI	MI	LP	LI	SK*	HC	LN	LC	EL	CH
PH	—	—	—	—	DS	DS	DS	DS	DS	DS	—
HI	—	—	—	—	—	DS	DS - #	hDS	DS-	—	—
MI	AS	—	—	—	—	DS	—	—	DS-	—	—
LP	AS	AS	—	—	—	—	DS	DS	DS-	—	—
LI	AS	AS	—	—	—	—	—	—	DS-	—	—
SK	AS	AS	AS	AS	AS	—	AS	AS	AS	AS	AS
HC	—	—	—	—	—	DS	—	—	—	AS	AS
LN	—	—	—	—	—	DS	AS	—	—	AS	AS
LC	—	—	—	—	—	—	AS	AS	—	AS	AS
EL	—	—	—	—	—	—	—	—	—	—	—
CH	—	—	—	—	—	AS	—	—	—	AS	—

Initial Clash of Spears

The angle at which your units attack can make a significant difference in the amount of damage they inflict. Using the [Initial Clash of Spears](#) table and the rules that follow, match your attacking unit to the defending unit and its orientation (front, flank, or rear).

Initial Clash of Spears

Defender Class	Defender Orientation	Attacker Type									
		PH	HI	MI	LI**	SK	HC*	LN	LC	EL	CH
PH	Front	6	5	4	3	0	4	3	2	5	7
	Flank	11	10	9	8	5	9	8	7	12	12
	Rear	12	11	11	9	6	10	10	8	12	12
HI	Front	7	6	5	4	1	5	4	3	6	8
	Flank	10	9	9	7	4	8	7	6	12	12
	Rear	12	11	11	9	6	10	10	8	12	12
MI	Front	8	7	6	5	2	6	5	4	8	9
	Flank	10	9	9	8	4	7	6	5	12	12
	Rear	11	11	11	10	6	9	8	6	12	12
LI	Front	9	8	7	6	4	7	6	5	10	10
	Flank	9	8	7	6	4	7	6	5	12	11
	Rear	11	10	9	8	5	9	7	5	12	12
SK	Front	12	11	10	9	6	10	9	8	12	12
	Flank	12	11	10	9	6	10	9	8	12	12
	Rear	12	11	10	9	6	10	10	8	12	12
HC	Front	8	7	6	5	2	6	5	4	10	10
	Flank	9	8	7	6	3	7	6	5	12	11
	Rear	10	9	8	7	4	8	7	6	12	12
LN	Front	10	9	8	7	4	8	7	6	10	12
	Flank	10	9	8	7	4	8	7	6	12	12
	Rear	11	10	9	8	5	9	8	7	12	12
LC	Front	10	9	8	7	4	8	7	6	12	12
	Flank	10	9	9	7	4	8	7	6	12	12
	Rear	11	10	10	8	5	9	8	7	12	12

* = Includes Heavy Cavalry; ** = Includes Light Infantry and Light Peltast;
 NA = Cavalry cannot attack elephants frontally

Initial Clash of Spears (continued)

Defender Class	Defender Orientation	Attacker Type									
		PH	HI	MI	LI**	SK	HC*	LN	LC	EL	CH
EL	Front	3	2	2	0	0	NA	NA	NA	6	7
	Flank	8	7	6	5	2	6	5	4	6	10
	Rear	11	10	10	8	5	9	9	7	6	12
CH	Front	4	3	2	1	0	2	1	0	7	6
	Flank	12	11	10	9	6	2	8	8	12	12
	Rear	12	11	12	9	6	2	8	8	12	12

* = Includes Heavy Cavalry; ** = Includes Light Infantry and Light Peltast;
 NA = Cavalry cannot attack elephants frontally

Size Ratio Difference

Although size is the least important factor involved in shock combat, attacking a phalanx unit (size 10) with a skirmisher unit (size 1) would not be a wise maneuver, even from the flank or rear.

Use the [Size Ratio Difference](#) table and the rules that follow to match the attacker's size to the defender's size. The results are used on the [Shock Combat Results](#) table (CRT) below.

Size Ratio Difference

Defender's Size	Attacker's Size									
	1	2	3	4	5	6	7	8	9	10
1	0	1R	2R	3R	4R	5R	6R	7R	8R	9R
2	1L	0	0	1R	1R	2R	2R	3R	3R	4R
3	2L	1L	0	0	0	1R	1R	1R	2R	2R
4	3L	1L	1L	0	0	0	0	1R	1R	1R
5	4L	2L	1L	1L	0	0	0	0	0	1R
6	5L	2L	1L	1L	1L	0	0	0	0	0
7	6L	3L	2L	1L	1L	1L	0	0	0	0

#R = Shift shock CRT column the indicated number of columns to the right (in attacker's favor); #L = Shift shock CRT column the indicated number of columns to the left (in defender's favor)

Size Ratio Difference (continued)

		Attacker's Size									
		1	2	3	4	5	6	7	8	9	10
Defender's Size	8	7L	3L	2L	1L	1L	1L	1L	0	0	0
	9	8L	4L	2L	1L	1L	1L	1L	1L	0	0
	10	9L	4L	3L	2L	1L	1L	1L	1L	1L	0
	11	10L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	12	11L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	13	12L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	14	13L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	15	14L	7L	4L	3L	2L	2L	2L	1L	1L	1L
	16	15L	7L	5L	3L	3L	2L	2L	1L	1L	1L
	17	16L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	18	17L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	19	18L	9L	6L	4L	3L	3L	2L	2L	2L	1L
	20	19L	9L	6L	4L	3L	3L	2L	2L	2L	1L

#R = Shift shock CRT column the indicated number of columns to the *right* (in attacker's favor); #L = Shift shock CRT column the indicated number of columns to the *left* (in defender's favor)

NOTE: When shock combat involves either elephants or chariots, size is not taken into consideration—there is no size ratio difference (SRD).

Shock Combat Results

All of the tables' results end with the [Shock Combat Results](#) table. The [Initial Clash of Spears](#) table tells you which column to look on at the top. The [Size Ratio Difference](#) table and terrain adjustments may move the look-up column to the right or left.

The Die Roll column is a random number selected by the computer, which simulates a die roll.

Shock Combat Results

Die Roll	CRT Columns												
	0	1	2	3	4	5	6	7	8	9	10	11	12
0	6(1)	5(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(3)	2(3)
2	5(1)	4(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)
3	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)
4	5(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)
5	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(3)	2(4)
6	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)
7	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)
8	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	2(4)	2(4)	1(4)	1(6)

- #(#) = Attacker cohesion hits (defender cohesion hits).
- If attacker superior (AS), double (2x) defender cohesion hits. If defender superior, triple (3x) attacker cohesion hits.
- If either defender or attacker is a skirmisher, halve the cohesion hits of the non-skirmisher unit (rounding down).
- Defending heavy cavalry (HC) has a 2L column adjustment.

Terrain Adjustments

Use the best position available to defender:

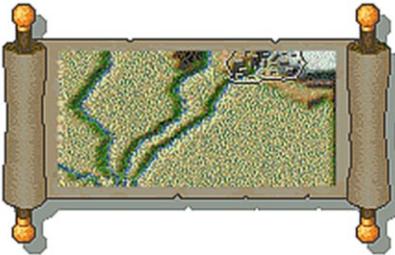
- 1L = all defenders in river, marsh, or woods
- 1L = any defender on a higher terrain level than attackers, or any attacker attacking across steep-banked streams
- 2L = all defenders on a higher terrain level than attackers, or all attackers attacking across steep-banked streams
- 1R = all defenders on a lower terrain than attacker (but none in river/marsh)

Battle Scenarios & Victory Conditions

The Great Battles of Alexander depicts ten different battles scenarios. Each battle has its own map, which displays the terrain of that battlefield.

For more information about the battles described in this section, refer to the online help.

Army withdrawal levels can be changed in the Army Rout Level box (see [page 23](#)).



Chaeronea (338 BC)

At Chaeronea (Greece), a teenage Alexander fights in his first major battle. Alongside his father, Philip II, he battles against a coalition of Greek city-states, led by Athens and Thebes. It is Alex-

ander's actions on the Macedonian left flank and the subsequent destruction of the Theban Sacred Band that help decide the battle in favor of Macedon. After Chaeronea, Philip becomes hegemon, or leader, over a Pan-Hellenic confederacy. Philip gets an agreement from the confederacy for launching a war of revenge against the Persian Empire. Before Philip can realize his plans, he is murdered in 337 BC.

The victory conditions that follow reflect the fact that the Greeks were (and always had been, except for the Spartans and the Theban Sacred Band) an amateur army; the Macedonians were trained professionals.

Normal Victory Conditions

The Macedonian Army must beat the Greek Army by the end of game turn 10; otherwise, they lose the battle.

The Macedonians lose if Alexander is killed.

Greek Army Withdrawal Level: The Greek army withdraws when units totaling 75 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 105 rout points have been eliminated.



Lyginus (335 BC)

In 336 BC, with Parmenion in Asia Minor about to start the invasion of Persia, Philip is assassinated, and his eldest son, Alexander, ascends the throne. The young king is immediately beset by revolts in the north, east, west,

and south. Concurrently, the throne is disputed by another claimant, Philip's son by Cleopatra. Cleopatra is supported by her uncle, Attalus, who is in Asia with Philip's troops. In a series of brilliant maneuvers, Alexander marches south to overcome the Greeks, who reaffirm him as king. He then has Attalus executed for treason and begins a series of campaigns against the tribes in revolt.

Normal Victory Conditions

The Macedonian Army must beat the Danubians by the end of turn 10; otherwise, they lose the battle.

The Macedonians lose if Alexander is killed.

Danubian Army Withdrawal Level: The Danubian army loses if it has units totaling 80 rout points eliminated.

Macedonian Army Withdrawal Level: The Macedonian army loses if it has units totaling 65 rout points eliminated.



Pelium (335 BC)

After suppressing the tribes along the Danube, Alexander moves south, only to learn that the Illyrian tribes in the west led by Clitus have revolted. Their city of Pelium is the western strategic outpost that defends the only pass into

Macedon from Illyria. Whoever holds the pass—originally captured by Philip—also controls the headwaters of the Erygon River and access into Southern Macedon.

Normal Victory Conditions

The Macedonian Army must beat the Danubians by the end of turn 10; otherwise, they lose the battle.

The Macedonians win if they can retreat at least 50 rout points worth of units, plus Alexander, to the other side of the Apsos river, exiting the map from hexes 3620 and 3619.

The Macedonians lose if Alexander is killed.

Danubian Army Withdrawal Level: The Danubian army loses if it has units totaling 80 rout points eliminated.

Macedonian Army Withdrawal Level: The Macedonian army loses if it has units totaling 65 rout points eliminated.



Granicus (334 BC)

His home base secure, Alexander leaves Macedon—forever, it turns out—and leads his army into Asia. His arrival is opposed at the River Granicus by a hastily-gathered army, top-heavy in light cavalry and commanded by a group of local Persian satraps (governors) and the highly capable mercenary commander, Memnon of Rhodes. Unfortunately, this motley band of generals can't agree on a cohesive plan, and they all reject Memnon's rather sagacious strategy of burn and retreat.

Unfortunatly, this motley band of generals can't agree on a cohesive plan, and they all reject Memnon's rather sagacious strategy of burn and retreat.

Normal Victory Conditions

The Macedonian Army must beat the Persians by the end of turn 10; otherwise, they lose the battle.

The Macedonians lose if Alexander is killed.

Persian Army Withdrawal Level: The Persian army withdraws when its units totaling 90 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 100 rout points have been eliminated.



Issus (333 BC)

Following the defeat at the Granicus, organized Persian resistance disappears in Asia Minor, except for isolated pockets (such as Miletus and Halicarnassus). Alexander spends a year conquering Anatolia (present-day Turkey) by securing his lines of communication with Macedon, wowing the locals by cutting Gordian knots and performing other such feats, and gob-

bling up whatever treasure he can find. Alexander then launches an offensive into Syria to neutralize the dangerous Persian fleet by depriving them of their ports. He is met at the Pinarus River (Issus) after being outmaneuvered and surprised by the first of two major armies formed by Darius III, Great King of the Persian Empire.

Normal Victory Conditions

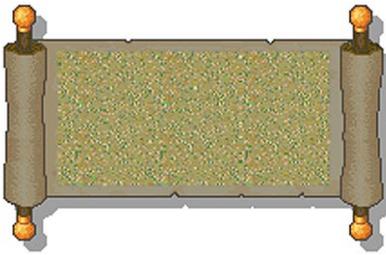
There are no turn limits in this battle.

The Macedonians lose if Alexander is killed.

The Persians lose if Darius is killed.

Persian Army Withdrawal Level: The Persian army withdraws when units totaling 135 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 135 rout points have been eliminated.



Gaugamela (331 BC)

Alexander now continues his plan to secure the Mediterranean coast to neutralize the Persian navy and guarantee his lines of communication. During this operation, Alexander conducts two epic sieges at

Tyre and Gaza. After his conquest of Egypt, Alexander finally turns into the heartland of Asia for the decisive confrontation with Darius.

Darius has been raising, equipping, and retraining a new, massive army, still top-heavy in light cavalry and skirmishers, augmented with chariots and a dozen or so elephants. Alexander is greatly outnumbered and is forced to fight Darius at Gaugamela, ground of the latter's choosing, in one of the larger battles of Alexander's lifetime.

Normal Victory Conditions

There are no turn limits to this battle.

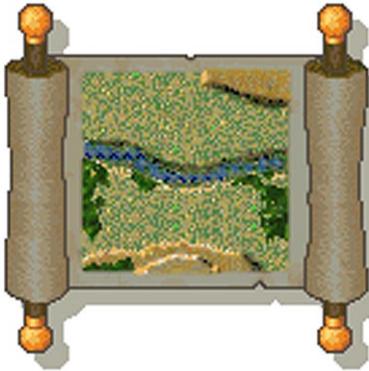
If Alexander is killed, the Persians win.

If Darius is killed, the Macedonians win.

Persian Army Withdrawal Level: The Persian army withdraws when units totaling 175 rout points have been eliminated. If Darius is killed, the Macedonians win.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 150 rout points have been eliminated.

NOTE: This is the biggest and longest battle in the game and may take more than one evening of play to complete.



Jaxartes (329 BC)

By 329 BC, Alexander completes the subjugation of the Persian satraps (governors) of Sogdiana and Bactria, although rebel forces under Spitamenes and Satibarzanes still roam the countryside. As Alexander closes on the Jaxartes River, which is the southern boundary of the Scythian territory, envoys are received from the local Scythian king, who wants peace

with the Macedonians. Alexander accepts, but soon thereafter the Sogdians rise in revolt.

Normal Victory Conditions

The Macedonian Army must beat the Scythians by turn 10; otherwise, they lose.

If Alexander is killed, the Scythians win.

If there are no unrouted units north of the Jaxartes by the end of turn 4, the Scythians win.

Scythians Army Withdrawal Level: The Scythian army withdraws when units totaling 40 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 55 rout points have been eliminated.



Samarkand (329/328 BC)

Having preempted the Scythian buildup, Alexander is still faced with the Sogdian revolt, led by Spitamenes. The delay imposed by the Scythian threat has allowed the revolt to gain significant headway. In the winter of 329/328 BC, Spitamenes attacks the Macedonian garrison at Maracanda (Samarkand), and Alexander dispatches a

relief column under Pharnaces, a Lycian interpreter-turned-general, to search out and destroy Spitamenes.

Normal Victory Conditions

The Macedonian Army must beat the Persians by turn 5; otherwise, they lose.

Persian Army Withdrawal Level: The Persian army withdraws when units totaling 23 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 23 rout points have been eliminated.



Arigaeum (327 BC)

With the Persian empire mostly subjugated, Alexander begins his march to India. To cross and capture the valleys of the Hindu Kush, Alexander divides his army into two columns and advances down

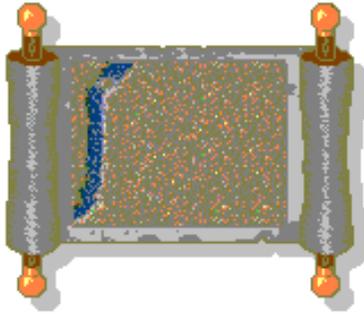
the Cophen (Kabul) River valley. There are several notable sieges, such as Aornus, as well as an action against some local forces near Arigaeum, a new garrison town on some heights along the upper Indus River valley. Alexander divides his command into three sections, personally taking the smallest group as a vanguard into the open, where he is attacked by the Indian forces. At this time, the two enveloping columns swing in and eliminate the enemy.

Normal Victory Conditions

The Macedonian Army must beat the Indians by turn 10; otherwise, they lose.

Indian Army Withdrawal Level: The Indian army withdraws when units totaling 50 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 55 rout points have been eliminated.



Hydaspes (326 BC)

Having gained hegemony over virtually all of the civilized Western world, Alexander and his Macedonian juggernaut venture into the Indian subcontinent to satisfy his compulsive curiosity and need for conquest. He is met at the river Hydaspes (today, the Jhelum) by the

army of a powerful local rajah, Porus. His crossing thwarted by the presence of Porus's elephant corps lining the banks of the deep and swift river, Alexander uses a ruse to make an up-river crossing, which forces Porus into pitched battle.

Normal Victory Conditions

There are no turn limits in this battle.

Indian Army Withdrawal Level: The Indian army withdraws when units totaling 70 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 80 rout points have been eliminated.

Hints on Play

Overall Tactical

Keep in mind that positional superiority is always better than system or numerical superiority— it is better to attack from the flank or rear than it is to be nominally bigger, heavier, better equipped, or meaner than an opponent.

Specific Tactical

- Use combined arms. Also, whenever possible, use missiles (arrows and javelins) to cause cohesion hits on enemy units before entering combat with them.
- Don't move cavalry adjacent to elephants; this causes unnecessary cohesion losses to the cavalry units.
- Heavier units or those with longer pikes get an advantage in shock combat that makes them more effective in a melee.
- Don't waste a leader's initiative. Whenever all of a leader's orders are not used to move or fire combat units, use the remainder to attempt to rally units or remove cohesion hits. Remember that you can do this to another leader's combat units (at a cost of two orders per unit) and, when a leader gets momentum, to the leader's own units that have already done something earlier.

For more information, see the army battle plans in the online help.

Additional Tips

It is vital to keep your battle line as intact as possible. If holes develop, plug them with reserve units; try to save some units behind the main line for just such occasions. Keep cavalry on the flanks to protect the vulnerable ends of your line and to exploit any flanking opportunities.

Keep vulnerable archers behind the line, in support roles. Fire them over units in the line. Use light units to move within range of enemy units, fire at them, then turn and get them out.

Use small or weak units only for chasing down routed enemy units.

Try not to go one on two in any melee; this will take some forethought and planning concerning movement rates, zones of control, leader orders remaining, etc.

Rally all routing units. It's very important to restore lost cohesion hits whenever possible, especially for units that are in the thick of battle. Keep a close eye on their cohesion. You can keep units in action fairly long if you tend to their condition. If you take cohesion hits by crossing streams or moving up levels, take a turn to restore your ranks by removing hits before you engage the enemy in earnest.

Take note of terrain and use it logically. Being uphill from the enemy will get you melee bonuses. Hilly woods are tough to move through and fight in.

Have a main general plan before you move any units. Do you want to advance your strong flank and pull your weaker flank back? Should you take advantage of the ground you are now holding and await an enemy attack over rough terrain, do some skirmisher probing before launching your main attack, or charge all out at the enemy at just the right moment? Don't just advance everyone hoping to get the best results from all melees. Keep a formation or two safe behind the main line to plug holes, quickly move to threatened sections, or to replace battered units that are about to collapse.

It's also important to leave some clear hexes for friendly units to move to in case they are routed. Don't crowd units behind one another. Units that are routed and have to move through other units will cause the moved-through units to take cohesion hits. Allow routed units to get safely out of harm's way, then rally them as soon as possible.

Campaign Game

Your goal in the campaign game is to conquer all of the known civilized world at the time of Alexander, emulating his success. You can only play the Macedonians in the campaign; there is no campaign option in a multiplayer game.

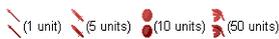


Your level of achievement is reflected at the conclusion of the campaign by the title bestowed upon you. If you lose any battle other than Samarkand, the campaign ends. If you win all the battles and keep all of the provinces under subjugation, you may take your place in history as Alexander the Great (or even Omnipotent).

There are a maximum of ten campaign rounds and you need conquer as many provinces as possible during that time. There are eight provinces:

- Macedon—Battles of Lyginus and Pelium
- Anatolia—Battle of Granicus
- Levant—Battle of Issus
- Egypt—subjugation only
- Mesopotamia—Battle of Gaugamela
- Persia—subjugation only
- Bactria—Battles of Samarkand and Jaxartes
- Indus—Battles of Arigaeum and Hydaspes

The most effective way to win the campaign is to follow Alexander's route, which is the order in which the provinces are listed above.



The number of garrison troops you have received are shown, along with the breakdown of infantry units (lighter red icons on top) and cavalry units (darker red icons on bottom). You can break down the unit denominations into smaller units by double-clicking on the icons.

To begin the Battle of Lyginus, which is the first battle of the campaign, select the *Battle* button. Any time you are ready to begin a battle, select the *Battle* button.

You return to the campaign map after you have won all the battles in a province, and with each campaign round, you receive extra garrison troops from Macedon. Garrison troops are used to maintain or increase your control over the provinces, they are not added to the main army (Flag icon), which fights the individual battle scenarios.

To scroll the campaign map, drag the map by holding down the left mouse button and moving it to the left or right.

Moving garrison troops: To move your troops to a new province, select the *Troop* icon, drag it to the area you want it to be placed, and drop it into the new area. Placing troops in subjugated provinces maintains your superiority and helps to keep the provincial peace. Troops cannot be placed in unconquered provinces—you must take your army and conquer a province first.

The number of troops received each turn from Macedon is dependent upon how well you are keeping all conquered provinces under control. Macedon itself does not need to have any troops stationed there to maintain the highest level of control.

The following map shadings reflect the status of your power in the provinces:

-  Undiscovered country
-  Unconquered land, or a province in total revolt
-  Partially conquered land, or a province beginning to revolt
-  Completely subjugated, or conquered province

Each time you successfully return to the campaign map, another round begins, and there is a chance for the previously conquered provinces to have a change of control (indicated with a color change). This is determined randomly by the computer, but it is influenced by any garrison troops you have stationed in that province. The more troops you have, the less likely a province is to revolt and the more likely it is to gain a higher level of control.

Moving Alexander's army: The *Flag* icon on the campaign map shows where you, as Alexander, are stationed with your main army. When you return to the campaign map after winning a battle and securing a province, you can move your flag into newly opened provinces, indicated by a color change from black to dark gray. Scroll the Campaign Map eastwards (to the right) to view the provinces in that area.

When you move into a new province, it is highlighted in red. You can also return your flag to a previously conquered province to bring it under further submission. Move your army by dragging and dropping the flag in a new area. Your army can only move to an adjacent province from the starting position at the beginning of a campaign round, although you can change your mind before selecting either the *Battle* or *Subjugate* button.

Subjugating a province: You can quell uprisings by taking your army into the revolting province and selecting the *Subjugate* button. You use up a campaign round when you select the *Subjugate* button, so be careful how many times you choose this option—you only have ten campaign rounds to complete the campaign.

Move your army by selecting, dragging, and dropping the flag into a new area. Using the *Subjugate* button guarantees that your control over a province is raised one level. You can use this option only once in a province which you have previously conquered, and you must take Alexander's main army into the province to use the *Subjugate* option.

To conquer Egypt and Persia, move the flag, and therefore Alexander's army, into these provinces and bring them under partial subjugation by selecting the *Subjugate* button. Leave garrison troops in the provinces to maintain your control and lessen the chance of the people revolting.

The Ship icon indicates provinces with navies. These fleets are destroyed when you win individual battles bringing the province under your control. Because Egypt has no major battle to fight, placing your flag in the province and selecting the *Subjugate* button is enough to defeat the enemy navy and bring the province partially under your control.

How you score depends upon how well you kept the provinces under subjugation, how quickly you fought the battles, and how well your armies fared under your leadership. Your individual rating—Alexander the Omnipotent, Great, Good, Mediocre, Pathetic, or Cretin—confirms your position as one of the greatest leaders in history or gives you incentive to start another campaign and improve your standing.

The Campaign ends either after the battle of Hydaspes or at the end of the tenth campaign round. If you have unsubjugated provinces or partially subjugated provinces showing on the campaign map before you battle Hydaspes, you have a problem. If you forgot to subjugate Egypt and Persia, your chances of receiving a better rating decline. When you enter the battle of Hydaspes before campaign round ten, your rating increases.

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