

LEGIONNAIRE



LEGIONNAIRE IS AVALON HILL'S TRADEMARK NAME
FOR ITS GAME OF ANCIENT WARFARE

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LEGIONNAIRE

QUICK INSTRUCTIONS FOR BEGINNERS

(READ THIS SECTION BEFORE PLAYING!)

(It's only three pages!)

OVERVIEW

LEGIONNAIRE is a real-time simulation of tactical combat in the days of Caesar. You as Caesar command up to ten legions against an army of barbarian infantry. The game includes cavalry, shock effects, fatigue, morale, and slope effects.

STARTING THE GAME

To play, remove any cartridges from the computer and boot the disk normally. The game is stored on the diskette as an AUTORUN file. If you have the cassette version, boot the cassette with the START key depressed as you turn on power. Then press PLAY on the cassette recorder and RETURN on the computer. After the program is loaded, the game will begin by asking you how many legions you want to command. You use the joystick to select between one and ten legions. The joystick button announces your decision to the computer. The computer will receive twice as many units as you take. It is suggested that you start by selecting only five legions. In later games, after you have become more proficient at the game, you can advance to command a full arm of ten legions.

After you select the number of legions you will command, you must decide which tribes you will face. There are sixteen barbarian tribes, eight fighting as infantry and eight fighting as cavalry. Each tribe has its own fighting characteristics and must be fought differently. You choose a tribe in the same way that you selected the number of legions: manipulate the joystick and press the joystick trigger to make your decision final. First you choose an infantry tribe, then a cavalry tribe. For introductory games you should choose the default tribes, the Aedui and the Auscii. They are easy to defeat; after you have learned the game system with them you can take on some tougher opponents.

After you have chosen your two opponents, the computer will place the combatants on the map and wait for you to inspect the tactical situation. You will not be able to inspect individual units but you will be able to peruse the map freely by moving the bright orange square cursor with your joystick. When the cursor comes close to the edge of the screen, the entire map will scroll to reveal more terrain. The terrain in this game is quite simple. There are trees, shown in green. There are also hills, shown by their height contours. Finally, there are the combatants. Romans are red; barbarians are blue. Infantry are designated by a sword; cavalry by a horse's head. You, Caesar, are indicated by an eagle. When you are satisfied with the information gained from this tour of the map, press the START button and the game will begin.

INSPECTING UNITS

If you have turned up the speaker on your television, you will be able to hear the sound of marching. Thousands of barbarians are tramping through the fields, coming after you. You have no time to waste. Position your cursor on one of your units. Press the button and the name of the legatus (general) of that legion will be displayed, along with the strength of the legion. Strength is measured in two ways: men and swords. The first count measures the number of unwounded men in the ranks. The second count measures the effective strength of the unit in combat. In the shock and strain of combat, most units fight with far less than optimal efficiency. Fatigue, confusion, and disorder all combine to diminish the effectiveness of fighting units. More on this later.

GIVING ORDERS

To give a legion some orders, hold the joystick button down and press the joystick in the direction in which you want the unit to move. A shadow image of the unit will appear and an arrow will traverse the space between the unit and its shadow. The shadow image shows the legion's destination. Continue to add more orders and the shadow will move. You can add up to eight orders this way. If you wish to cancel a unit's orders, press the space bar on the keyboard. This will delete the last order. When you are satisfied, release the joystick button and let go of the legion.

MOVEMENT EXECUTION

The legion will begin to animate, showing the direction in which it is moving. After an appropriate time, it will move a step in the direction you have indicated. The amount of time it takes depends on the gradient of the slope and the type of unit. If it is moving uphill, it will move slowly. If it is moving downhill, it will move quickly. Cavalry move very fast and Caesar's legion will move faster than other infantry. Your disciplined legionnaires have a slight speed advantage over most of the barbarian infantry.

FATIGUE AND RECOVERY

While a unit is moving, examine it by picking it up with the cursor. You will note that the unit's sword strength has fallen. This is because the exertion of marching fatigues the men and reduces their effectiveness. So long as a unit is marching (showing the animated effect), its strength will slowly fall. As soon as you let it rest, its sword strength will begin to recover. The rate of recovery depends on the unit.

MOVEMENT RESTRICTIONS

There are a few strictures on movement. Nobody can leave the map, nor can any unit enter a forest square. No unit can enter a square occupied by a friendly unit. Roman units cannot move while you are holding them.

COMBAT

Combat occurs when any unit attempts to enter a square containing an enemy unit. When this happens you will hear the sound of swords ringing and the defending unit will flash brightly. Each side will suffer losses in both men and swords in proportion to the sword strength of the other side. Some units will retreat if they are attacked by a sufficiently strong force. If a unit is destroyed in combat, you will hear a high-pitched squeal.

GAME TERMINATION

The game proceeds until one of four conditions occurs: victory, defeat, quit, or pause. You win only by destroying all barbarian units. You lose if you, Caesar, are killed. Please note that you can lose the game by allowing your legion to be destroyed even if you possess the overall advantage in forces. You quit by pressing the OPTION key. If you press this key, the computer will assume that you have made an inadvertent error (after all,

Caesar never was a quitter) and offer you a second chance. Press **START** to resume the game with no change, and press **OPTION** to confirm your decision to quit. Finally, you can pause the game to deal with some minor interruption such as a telephone call or a nuclear attack. Do this by pressing the **SELECT** key. Press it again to resume play.

You are assigned a point score for your battlefield performance. This score is based on the number of casualties suffered by both sides. High barbarian body counts are good; high Roman body counts are bad. Be warned that you can lose the game by being killed and yet still have a positive score. In this case your score represents posthumous honors heaped upon you by a grateful public. Remember that maggots have a very poorly developed appreciation for honor.

DETAILED EXPLANATION

(After you've played a game or two.)

CHARACTERISTICS OF LEGIONS AND TRIBES

The legions and tribes in this game are complex groups with a variety of characteristics of great importance to the commander. It is important to understand each of the legions in order to use them effectively. It is equally important to understand each of the barbarian tribes to exploit its weaknesses. The following unit descriptions should be read with great care, for they provide the key information you need to play this game well.

CAESAR

Your own legion, the Tenth, is the best unit available to either side. The Tenth is a powerful infantry force that mows down its opponents with deadly efficiency. The men are experienced veterans who will not crack under stress. Above all, they can march fast and far without the usual disruptive effects of fatigue. This is an elite unit that can and will win many a battle for you. There is only one danger in using it: if this unit dies, you lose the game. Use the Tenth but don't jeopardize it.

CRASSUS

This is your first cavalry unit. It is not very strong but it is fast. You will find it invaluable as a fire brigade, dashing about the battlefield to the most dangerous places, rescuing beleaguered infantry. Crassus himself is a moderately good leader, and the unit recovers from disruption fairly well. The

unit does have a small tendency to crack in combat, but this is seldom a severe problem. These men are trained for shock action; they do not fight well in straightforward defense situations. They are particularly vulnerable to attacks from the side and rear. Reserve them for mopping-up actions, diversionary attacks, and shock attacks of broken infantry. Never allow them to be attacked by any opponent; they must always be used in an offensive role.

LABIENUS

This cavalry group is slightly smaller than Crassus' group, but the men are more experienced and less prone to crack under stress. Like Crassus, this is an attack force; it fares poorly on defense and is vulnerable to attacks from the side and rear.

CICERO

This is your best infantry legion after your own Tenth Legion. It is large and experienced; the average legionnaire in this unit is in his thirties. Despite this, the legionnaires have stamina and march well; although they are not fast, they do not tire readily. They perform well in combat, although Cicero's cautious, almost stodgy style of leadership is better suited to defensive actions than offensive ones. Cicero is best used as the rock around which you anchor your defense.

GALBA

Galba's unit is composed of young, recently recruited men from northern Italy. These enthusiastic men can cover ground quickly but they tend to lose formation after a few minutes. The men do not reorganize themselves quickly; it takes a great deal of shouting and waving to get the men sorted out when they become disorganized. Fortunately, there are quite a few of them and they are really very enthusiastic on the attack. Unfortunately, they are not quite so steady on the defensive, and they are quite skittish when attacked in flank. They are prone to panic in the thick of battle and so must be used with great care. Nevertheless, the size of this legion and its tremendous esprit de corps make it a very useful counterattacking force. Just make sure that you back it up with one of the cavalry units when the fighting is thick.

FABIUS

This unit is very similar to Galba's. The men were recruited in the same area of northern Italy only a year earlier than Galba's legion was formed. It is a little smaller, and little more experienced, and a little less prone to crack in battle. Their extra year's experience has made them steadier soldiers; they are still skittish about being attacked on the flank, but not as much as Galba's troops. They are also a little less rambunctious in the attack, and a little slower on the march. This unit can be used in either offensive or defensive roles; the soldiers will do their duty well in almost any situation.

ROSCIUS

This is a very good medium-sized legion. The men are disciplined and steady; they march very well and fight equally well on attack or defense. They do tire a little too easily, but they recover well. They have a small tendency to crack in combat. This is an excellent all-purpose legion that can be used in almost any situation.

COTTA

This is an elite unit of veterans. Most of these men are every bit as good as the men of the Tenth Legion. They march well, they fight well, and they seem immune to panic. They are equally good in attack or defense. The only problem with this legion is its small size. While it cannot stand up to the large barbarian tribes, it is a very valuable unit once the barbarians have been whittled down somewhat.

PLANCUS

Plancus' legion is one of the weakest units in the Roman army. Perhaps it is due to Plancus' poor leadership; in any event, the unit is slow, loses its formation quickly while marching, cracks readily in combat, and recovers very slowly. This unit's attacks can only be called lethargic. The only positive thing that can be said about this unit is its defensive ability. This legion is best used as a stationary pivot or flank defense. Do not commit it to offensive actions except in moments of dire emergency.

SABINUS

This legion is a disaster. Its leadership is poor and almost all of the better centurions have inveigled transfers to other units. It is weak, slow, and very badly demoralized. The troops fight poorly and crack easily. Once broken, they recover only very slowly. This unit can only be kept out of harm's way and used for the lightest possible combat.

BARBARIAN INFANTRY

AEDUI (EYE-dyoo-ee)

This tribe was put into the game solely to provide an easy opponent for beginners. These guys make even Sabinus look good. They are slow, disorganized, fight poorly, and have bad leadership. To make matters easier, they are totally fearless. This insures that they will advance to the slaughter with a minimum of delay.

EBURONES (EB-you-rones)

This tribe fields large, fast, and powerful armies. The warriors are very aggressive and will attack furiously. Military discipline is not their strong suit—they fight poorly and frequently fall to pieces when the going gets rough. Although they love to attack, they are especially poor on defense. Always hit the Eburones before they hit you. Never give them the initiative. Attack! No matter how desperate the situation is, you are better off attacking them than letting them attack you.

SUEVII (su-AVE-ee-eye)

This tribe has a tradition of military excellence. Suevii troops have always been regarded as among the best in northwest Europe. Suevii troops march well and do not tire. They are aggressive and handle the attack every bit as well as the defense. The soldiers are rock-steady and do not break in combat. Recently, the Suevii have expanded their armies considerably. The resulting huge armies have but one defect: they have not yet adjusted their leadership techniques to the expanded scale of their armies. Confusion and disorder are frequent in Suevii ranks, especially once battle has been joined. Troops who can withstand the shock of the first Suevii attack should be able to counterattack and destroy the Suevii hosts before they can reorganize.

SENONES (say-NO-nays)

The Senones are known as average troops. They do not create large armies, nor are they especially fast. They have normal stamina, and they recover from the shock of combat fairly well. Their military discipline is moderate; they are neither aggressive nor steady. They have shown themselves to be quite unreliable when attacked from the flanks or rear. By carefully maneuvering your faster units, you should be able to take advantage of this weakness and defeat the Senones.

VOCATES (vo-COT-tays)

The Vocates field imposing armies. The distinguishing characteristic of Vocate armies is their slow, deliberate pace of battle. They march slowly and frequently pause to rearrange their troops. Their leaders are in firm control of the troops at all times and will not attack until they are ready. They take combat losses well and do not crack or panic readily. Mobile tactics appear to be the most promising to use against this tribe. If single units can be isolated, they can be destroyed by combined groups of Romans. This tribe is particularly dangerous when it is allied with a strong cavalry force that can compensate for its lack of mobility.

SIBUSATI (see-byoo-SAH-tee)

These armies are small by barbarian standards and the leadership is quite poor. Although they fight with great determination, their organization has always been poor, and their fighting strength seldom withstands the first shock of combat. They march well and do not tire readily. Finally, they are courageous at all times, never hesitating to attack.

SEQUANI (seh-KWA-nee)

This tribe fields large, powerful armies that can be quite dangerous. They are very fast marchers who do not tire readily. They are almost immune to combat-induced panic. Even worse, they are very aggressive, plunging forward to attack without hesitation. They have only two exploitable weaknesses. First, their leaders are not very good at reorganizing the armies once they are broken. Second, their attacks, while delivered with much bravado and noise, are seldom pressed home. Indeed, Sequani attacks are reputed to produce higher losses in their own ranks than in those of their enemies.

HELVETII (hell-VET-ee-eye)

The Helvetii are the most feared infantry in barbarian Europe. They are in all ways excellent soldiers. They march fast and do not tire; they fight skillfully on the attack and on defense. They stoically endure the most violent battles with little outward effect on their formations. What little havoc is wreaked in battle is quickly and smoothly repaired. The only consolation is that the Helvetii are not numerous.

BARBARIAN CAVALRY

AUSCII (AW-ski-eye)

The Auscii are the cavalry equivalent of the Aedui. They are clay pigeons for beginners to learn the game. If the Auscii give you problems, perhaps you had better go back to PAC-MAN.

UBII (OO-bee-eye)

The Ubii are the most primitive tribe you will encounter. Their armies are large and they fight with great ferocity and determination. They are easily dealt with because, like the Sequani, they do not press home their attacks. They can be dangerous when attacked, for then they fight like demons. It is probably best to ignore the Ubii attacks and concentrate on their infantry allies first.

MENAPII (men-AH-pee-eye)

The Menapii build large cavalry armies that are noted for their speed. The leaders are very skilled but the troops are uneven in quality. Thus, they reorganize well, but at the same time they frequently panic when attacked from the flanks or rear. The Menapii will not attack prepared infantry prematurely; they prepare their troops carefully before launching any attack.

NERVII (NERV-ee-eye)

The Nervii are the most circumspect of the barbarians. Unlike other tribes that emphasize the prowess of the individual warrior, Nervii generals value preparation. Possibly because of many unfortunate experiences with the Helvetii, the Nervii will never attack unbroken infantry until their formations are in good order. Once battle is joined, they fight with great skill. They do not recover from combat shock easily. Thus, Nervii formations, once broken, will pose no threat for some time.

MORINI (mor-EE-nee)

The Morini are ferocious warriors. They know of no way to fight save the attack, and they do it with skill and savagery. Against prepared and determined soldiers their attacks will frequently break, but against even slightly winded troops they will prevail. There is only one way to deal with the Morini juggernaut: immediate, determined attack. Always attack the Morini before they attack you. If they once get the initiative, their superior speed and determined attacks will almost surely spell your doom.

BELGAE (BEL-gay)

The Belgae are very fast cavalry and can ride down any other cavalry in Europe. They are equally good on offense or defense, and their warriors are eager to prove their courage. As a group they fight rather clumsily, eschewing teamwork for individual feats of valor. They certainly do not have the discipline to tackle a rested and prepared defense; they have been known to charge unbroken infantry formations until every last Belgae warrior is dead. Against cavalry or badly broken infantry their tactics can be devastating.

TENCTERI (tenk-TARE-ee)

The Tencteri are good soldiers in all ways. They are slow by cavalry standards, but still much faster than infantry. They fight well and are not prone to panic. Their leaders are skilled and keep the troops in good order. They are neither rash nor cowardly. These are dangerous troops.

HUNS

The Huns were an Oriental group of tribes that swept into Europe 400 years after Caesar's time. Nevertheless, we wanted to give you a challenge. The Huns are formidable opponents; even the very best of players will have difficulty surviving a Hun onslaught. To beat them you will need all of your skills, perfect placement, and considerable luck.

HISTORICAL BACKGROUND

THE LEGION

Ideally, each legion was made up of ten cohorts, of approximately 480 men each, except for the first cohort which was double strength. This would give an approximate legion strength of 5,280. In practice, during a campaign the field legion's strength would be much lower, with 3000-4000 being the average. This was due to illness and battle losses as well as individual cohorts being detached for other duties.

Each cohort was formed for battle in a line with a frontage of approximately fifty men, four to nine ranks deep. For hand-to-hand combat six feet was allowed between each legionnaire, when throwing their pilums or maneuvering only three feet was allowed between men. This would give a frontage of about 300 feet for open order and 150 feet for close order. To allow for expansion from close order to open order, a cohort's breadth was kept between each cohort.

The legion would form for battle with four cohorts in the first line and three cohorts each in the second and third lines. This would give a legion battle frontage of approximately 1200 feet. When the legion was opposed by cavalry or light infantry, and its flanks were unprotected, the legion form into a square or circle. Three cohorts would face to the front, three to the rear and two would face each flank.

As a rule, the legion commander would seek the advantage of being on higher ground than the enemy. This would add momentum to his charge and increase the range of his missile weapons.

BATTLE

Most battles would open with skirmishing between the light troops as the two main opposing battle lines approached each other. At about twenty yards distance from the enemy the first two or three ranks of legionnaires would throw their pilums, expand the distance between men to the hand-to-hand combat open-order formation and close with the enemy. Meanwhile the legionnaires of the rear ranks would hurl their pilums over the heads of the legionnaires engaged in melee into the enemy ranks. If the enemy has not been broken by the initial shock of the charge, the rear ranks would relieve the men in the first ranks as they became tired. In an extended battle the second line would relieve the first line and in turn be relieved by the third line. If necessary the first line, after resting and reorganization, would relieve the third line. In this manner, the disciplined legionnaires, with proper leadership, would defeat vastly larger armies of barbarians.

Losses for a victorious army were usually light while for the defeated army catastrophic. As a general rule the wounded numbered two to nine times the number of killed in the winning army, in the defeated army there were few or no wounded.

CHRONOLOGY of The Gallic Wars

(NOTE, all dates are B.C.)

58B.C.—Caesar appointed governor of Gaul.

58—The Helvetians, a Gallic tribe with more than 100,000 warriors, migrated into the Roman province of Provence.

58, June—Battle of Arar (Saone). Caesar, with an army of approximately 34,000 men surprised the Helvetians in the process of crossing the Arar River. 30,000 Helvetian warriors were annihilated, but the Gauls continued west toward the Liger (Loire) river.

58, July—Battle of Bibracte (Mount Beuvray.) The Helvetians, with 70,000 warriors, attacked Caesar's army of 30,000 legionaries and 24,000 Gallic auxiliaries. In a violent struggle, the Helvetians were driven back into their camp. 130,000 Helvetians, men, women and children were killed. Roman losses, while heavy, are unknown. The Helvetians submitted.

58, August-September—Caesar answered a call for help from the Gallic tribes occupying the area now known as Alsace and Franche-Comte in France. They were being terrorized by a Germanic tribe under the leadership of Ariovistus. After much maneuvering, Caesar's army of 50,000 attacked (10 September) Ariovistus' army of 75,000 men near modern Mulhaus. Ariovistus was completely routed and his army fled across the Rhine river. Caesar now controlled most of central Gaul.

57, April-May—Caesar, with 40,000 legionaries and 20,000 Gallic auxiliaries invaded the territory of the Belgae in an preemptive attack. At the Battle of Axona (Aisne) Caesar defeated the Belgae, under King Galba, and advanced farther into Belgica.

57, July—Battle of Sabis (Sambre). Caesar was ambushed by 75,000 Nervii and in a desperate battle beat off the Gallic warriors suffering heavy casualties. The Nervii lost 60,000 warriors.

57, September—Caesar besieged and captured the capital of Aduatuci. Most of the Belgican territory was now under Roman control.

56—Campaign against the Veneti. After a series of protracted sieges the campaign was brought to a successful end by the Roman naval victory over the Veneti fleet. Except for parts of the Ardennes and the seacoast marshes of Holland all of Gaul was now under Caesar's control.

55—Two Germanic tribes, the Usipetes and Tencteri (totaling 100,000 warriors and over 330,000 dependents) crossed the Rhine river into Gaul. As an example to other Germanic tribes still across the Rhine, Caesar annihilated both of the Germanic armies and then massacred the women and children.

55, June—To further intimidate the German tribes, Caesar built a great bridge across the Rhine, near the modern city of Bonn. He then invaded Germany. After receiving the submission of several German tribes he returned to Gaul.

55, August—Caesar invaded Britian with two legions. After three weeks he returned to Gaul.

54, July—For a second time Caesar invaded Britain. With a force of approximately 20,000 men (5 legions plus some auxiliary cavalry) he defeated a large army of Britains under the command of Cassivellanus. After receiving the submission of several British tribes Caesar returned to Gaul.

54-53, Winter—An uprising of the Nervii led by Ambiorix attacked and annihilated a Roman detachment under the command of Sabinus. Ambiorix, with over 80,000 warriors then attacked the winter fortified camp of Cicero. Caesar rushed to the aid of Cicero with a hastily gathered force of 7,000 men. Ambiorix, leaving a force to maintain the siege of Cicero, moved against Caesar with 60,000 warriors. Near Sabis the two forces met and Caesar drove the Nervii from the field. Caesar then lifted the siege of Cicero's camp.

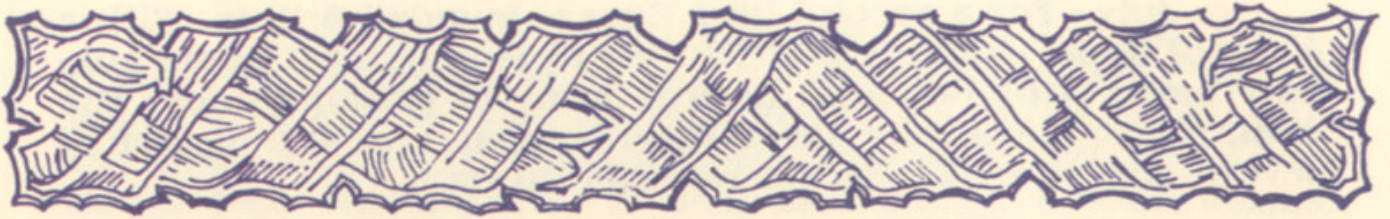
53—Caesar, with 10 legions, systematically crushed the rebellious tribes in Gaul. Because the Gauls had been helped by several Germanic peoples, he again built a bridge across the Rhine and crossed over into Germany and intimidated the Germans.

53-52—After suppressing the uprisings in northern Gaul the tribes in Central and Southern Gaul revolted under the leadership of the Arverni chieftain Vercingetorix. Leaving Labienus in command of Northern Gaul, Caesar advanced into the heart of the rebellious territory. After besieging and capturing several Gallic towns, Caesar was repulsed at the Siege of Gergovia. All of Gaul was now in revolt. Caesar recalled Labienus and retreated to Provence south of the Seine.

52, July—After reorganizing and equipping his army Caesar set out to suppress the rebellion. Caesar met Vercingetorix's army of 95,000 men at the Battle of Vengeanne. After indecisive skirmishing, Vercingetorix retired to his mountaintop fortress of Alesia (Alise-Ste.-Reine, on Mount Auxois).

52, July-October—Caesar with 40,000 legionaries, 10,000 auxiliaries and 5,000 German-Gallic cavalry besieged the 90,000 Gauls in Alesia. Caesar is then himself besieged by a Gallic relief army of 240,000 warriors. After three relief attempts had been defeated by the Romans and faced with starvation Vercingetorix surrendered to Caesar.

51—By the end of this year the revolt had been suppressed and Gaul was once again under Roman control.



TACTICAL HINTS

The barbarians start the game in two groups; your best strategy is to defeat these two groups in detail. This may require some maneuvering on your part. Read the slopes carefully, as a proper appreciation of the effects of gradient is critical to success. Height confers a big combat advantage, so plan to make the enemy fight from the lower position. Be especially sensitive to the effects of fatigue. Plan your moves to give your own men the maximum rest just before the engagement. The worst possible attack is a direct charge up a long steep hill directly into the swords of a fresh enemy. The best possible attack is a counterattack downhill against an enemy who has just exhausted himself in a failed uphill attack. Keep your better legions (Caesar, Cicero, Galba, and Fabius) in the most dangerous areas, and use the weaker infantry for flank duties.

The cavalry should never be used in the central battle area. They should be used on the flanks where their superior mobility is of greatest value. They are especially useful for chasing down and mopping up badly depleted enemy units. Another valuable use of cavalry is for relieving pressure on defending infantry units at the top of a hill. In this case the cavalry should sweep down the slope, turn, and take the enemy in flank. In such cases even large barbarian infantry can be tackled. Should the barbarians turn on the cavalry, though, get out fast and use the infantry to support the cavalry.

It is very difficult to wipe out an enemy unit unless it is somehow pinned in place. This can be accomplished by surrounding the unit. Surrounding a unit has three advantages. First, the unit cannot escape and so is easier to destroy. Second, by carefully coordinating attacks, a group of weak units can bring down a larger unit. Third, a moving unit has very weak defense against attacks from the rear and the sides. The only other way to wipe out a unit is to rout it with repeated attacks that drive it backwards until it collapses. This technique is most effective when done by cavalry units against the more disorganized barbarian tribes.

It is critically important to back up units that are vulnerable to cracking in combat. Once a unit has broken and retreated, it is often routed and driven from the field by a relentless barbarian onslaught. Once this rout has begun, it is impossible to reverse. The best way to prevent it, is to back up vulnerable units with other units. Cavalry is ideal for such back-up work. Whenever you realize that a unit is about to be routed, order a cavalry unit into the endangered unit's position. When the barbarians drive the Roman unit out of the square, they will immediately be counterattacked by the cavalry. With some luck, the cavalry should be able to drive off or at least discourage the barbarian attack.

Flank attacks are always preferable to frontal attacks. A flank attack can only be made against a moving unit; stationary units always turn to meet the attack. Flank attacks are difficult to execute, because the barbarians are loathe to expose their flanks or rear to attack unless they are pursuing another unit. An additional difficulty is created by the fact that a moving unit will soon move away. These difficulties virtually require that flank attacks be made by cavalry.

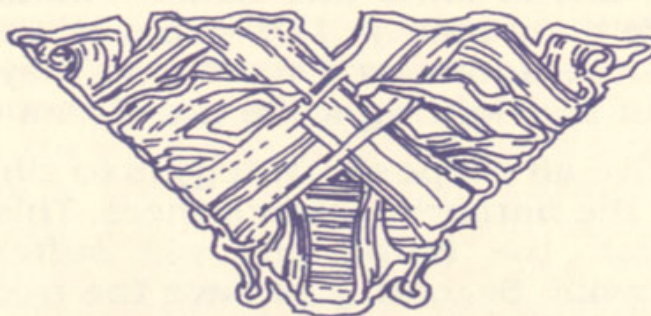
Units must be rested at appropriate times; pushing them into battle without rest will only burn them out. Never march straight into combat. March to the battle zone and rest there while the barbarians make the final approach. During the battle, back up brittle units like Galba, Fabius, Plancus, and Sabinus and give them plenty of time to rest. Caesar, Labienus, Crassus, and Cotta seldom need much rest; they must therefore bear the brunt of the fighting while the others rest.

A very effective all-purpose strategy is to climb to the top of a hill and await the barbarian attack there. This has two major advantages. First, the barbarians will suffer heavy losses attacking you uphill. Second, you have the freedom to launch sudden counterattacks downhill. There are two disadvantages with this technique. First, this gives the barbarians time to unite, forcing you to fight them in unison. Second, some barbarian tribes are quite capable of throwing you off of the hilltop and must be tackled in other ways. Finally, there will be many situations in which you find it impossible to reach the hilltop before the barbarian cavalry.

An alternative strategy is to fight among the trees. Forests can be used for two purposes. First, you can maneuver around them to fragment the barbarian forces. Second, forests can be used as funnels to trap and crush barbarian units. Be warned, though, that this technique is most effective with the slower barbarians. It will fare badly against the faster barbarians.

As you become more skilled at generalship you will find yourself needing to know exactly when a unit will make its move. This most often arises when you see that two units are both attempting to enter the same position. There is a way to determine who will move in first. You may have noticed the beep sounding at regular intervals. This beep sound marks the start of a major interval. During the time between two beeps, units undergo their motion animation in the order in which they will make their move. Thus, if you listen for the beep and then observe which of the two moving units animates first, your problem will be solved.

The sixteen different tribes not only pose different tactical challenges; they also pose different levels of difficulty. Some are easier to defeat, some are harder. We have attempted to present them in order of difficulty, with the Aedui/Auscii providing the least difficulty and the Helvetii/Huns providing the greatest. An additional level of difficulty is provided by the number of legions you choose to command. The first few legions are quite powerful, but the later ones are less imposing. Thus, as you choose more legions, your average strength drops while that of the barbarians remains constant. Therefore, do not attempt to handle the larger armies until you are experienced.



HISTORICAL ACCURACY

This game presents a fanciful representation of the battles fought by Caesar during the conquest of Gaul. This game cannot be said to present an academically accurate depiction of military fact. For example, the descriptions and properties of the barbarian tribes are entirely fictitious. Many other aspects of the game are oversimplified. Nevertheless, the game is true to several important aspects of ancient tactics. First, the role of slopes plays an important part in the game. Second, the need for reserves and conservative planning is well-illustrated. Finally, the elements of shock, morale, and disorder are treated with far greater care than many wargames use.

CASSETTE LOADING INSTRUCTIONS FOR LEGIONNAIRE

LOADING:

LEGIONNAIRE is a machine language program which requires at least 16K RAM. It is loaded from the cassette tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating system.
2. Make sure that the cassette is completely rewound.
3. Press the yellow START key to the right of the ATARI keyboard and keep it down.
4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder.
5. Press the RETURN key on the ATARI keyboard. The cassette player will begin to run and the program will load. You can turn up the T.V. volume to hear the loading process and verify that all is proceeding correctly.
6. When the entire program is loaded, the cassette player will stop automatically and the game will begin.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.
3. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.
4. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
5. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of com-

puter you have, what the computer says, if anything, when you try to load the cassette or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games; games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a complete game catalog, consult parts list for current price.

The Avalon Hill Game Company

Consumer Relations
4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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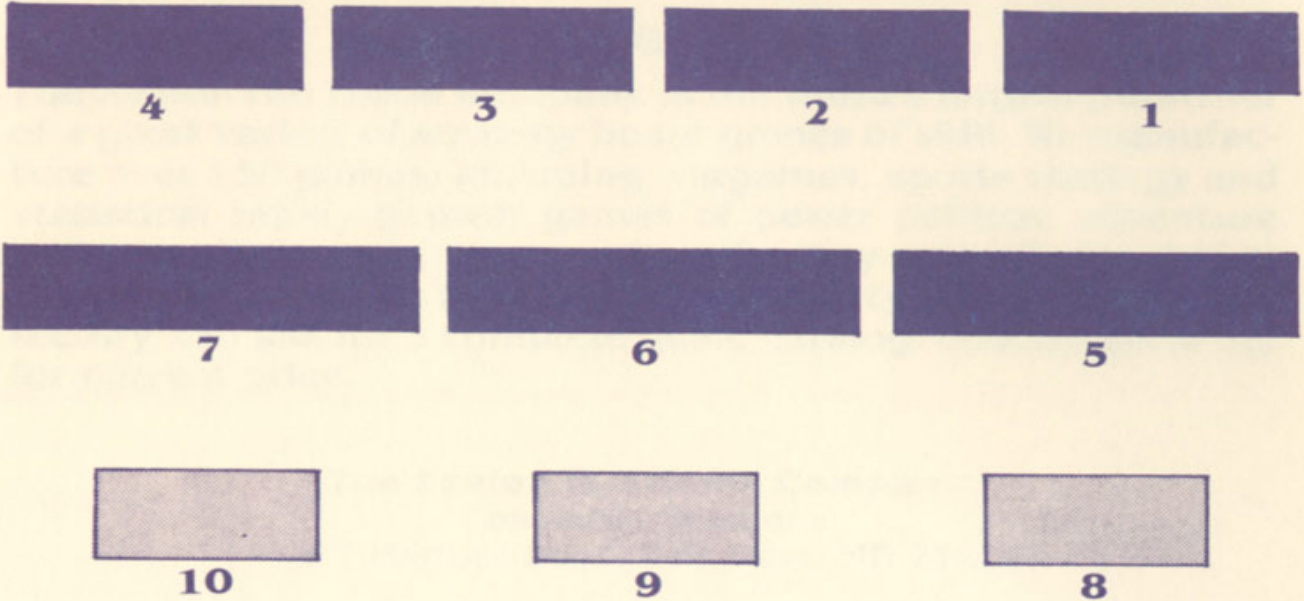
ACKNOWLEDGEMENTS

Thanks go to my wife Kathy for her no-nonsense suggestions and support, and to Dave Menconi for his thorough playtesting and excellent suggestions for improving the game.



LEGIONNAIRE

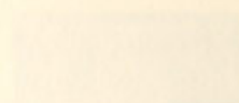
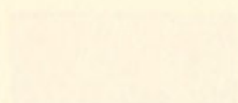
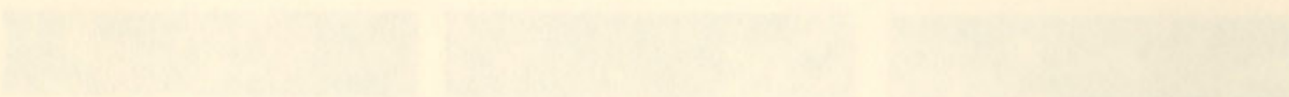
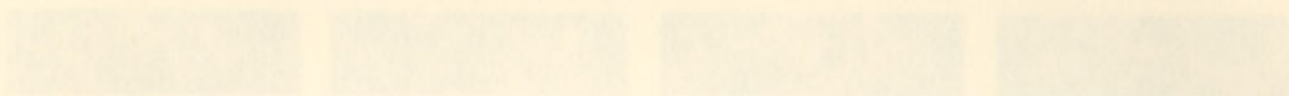
ENEMY



Legion in typical three line Battle formation. The cohorts of the first two lines are in open order. The third line is in close order.

LEONORIAN

CHOP



System is typical three-line battle formation. The columns of the first two lines are in open order. The third line is in close order.



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