Cradle of Civilization

Alexander Versus Darius

Game designs by Sean and Daniel Chick
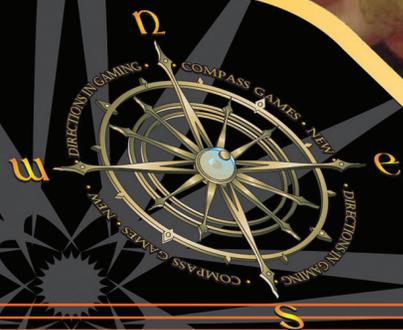
Compass Games
New Directions in Gaming

Cradle of Civilization

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* Not used in Alexander vs Darius

Objectives

Each player begins the game with a position on their respective tracks. The Macedonian player must manage a war weariness track which represents the will of Alexander III's Army to keep fighting. The Persian player must manage a legitimacy track which represents the faith of the Persian people and nobility to continue standing behind Darius III as King of Persia. If one of these tracks ever falls to 0 or below that player loses automatically. These tracks will fluctuate throughout the game but are much more likely to go down than up to represent the somewhat tenuous position of both sides.

The Macedonian player must win by reducing Persian legitimacy to 0. The Persian player wins by reducing Macedonian morale to 0 and/or killing Alexander III the Great in battle. If the game ends with neither player achieving their objective then the game is a draw.

1. The Turn

1.1 Phases of the Game

The game is divided into 20 turns. These turns represent each season over a 5 year period. Each player will take turns taking certain actions during these turns. The number of actions you can take will depend upon the amount of treasure you have to spend.

Phases

1. Generate Treasure
2. Take Actions Until Both Players Pass
3. Supply and Recruitment
4. Spartan Rebellion (Starting turn 3)
5. Maintain Armies and Navies

1.2 Generate Treasure

Any city in an Area with a Garrison marker belonging to their side gains +1 treasure. *(See 2.1 Garrison Markers)*

1.3 Actions

Each turn the Macedonians spend their treasure on one action, followed by the Persians, and so forth until both sides pass. A player who passes twice in a turn, may not take any actions.

Actions Costing 1 Treasure
- Move a Macedonian Army
- Embark an Army on a Fleet of ships
- Disembark an Army
- Move a Fleet
- Initiate a Siege
- Perform a Fleet Raid (Persian Player only)

Actions Costing 2 Treasures
- Move a Persian Land Army
- Cross the Hellespont

Action Costing Various Treasures:
- Recruit New Units *(See 4.3 Recruitment)*

Note: Army = Collection of units with a leader
Fleet = Collection of ships
d6 = A six-sided die

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Game Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14

Alexander Vs Darius

Game Turn

1

2

3 Ⓐ 6

4 Ⓐ 6

5

Terrain Icon

Macedonia

Turn

Area Border

Illyria

Thrace

Treasure War Weariness

Treasure Legitamacy

Both the Macedonian Treasure marker and Macedonian War Weariness marker begin in box 10.

Not shown here, the Persian Treasure marker begins in box 15 and the Persian Legitimacy marker begins in box 25.

Sea Area

The Spartan shield indicates that a Spartan Revolt check is made. To its right is the die result needed for the revolt to occur.

Epirus

Aegean Sea

Wilus

Hellas

Lesbos

Lydia

Region Borders are indicated by a color. Shown here is red for Greece, blue for the Aegean Islands, and yellow for Anatolia.

The board shows the Ancient Near East, from Greece to Persia, and from the Caucasus to Arabia. Names for regions and areas are drawn from a variety of historical civilizations.

The map is divided into nine land Regions each having a uniquely colored border. Each Region is divided into a number of land Areas. There is an assortment of blue bordered Sea Areas that do not belong to any Region.

Terrain

	Plains
◣	Desert
⌒	Rough
▲	Mountain

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1.4 Movement

Each Area on the map has an indicated type of terrain: plains, rough, mountainous, desert, and bodies of water Each takes a certain number of movement points to go through with your Armies and Fleets.

Army Movement

Leaders and cavalry have a movement value of 7. Other land units have a movement value of 4. Land units may not move without a leader. Armies move as fast as their slowest unit. As Armies move through Areas they may pick up and freely drop off units into Areas as the player sees fit. Units that are dropped off may not move further. Armies move only once per turn.

Force March:

An Army may gain +1 movement point, but only if they roll higher on a d6 than the Army's commander's initiative. If successful, roll a d6 for each Infantry unit. Persian units take a hit on a 5-6 and Macedonian units take a hit on a 6.

Fleet Movement

Players can move all ships in one Sea Area up to two Sea Areas. Entering or leaving a port in a Sea Area does not count against this. Anytime a Fleet attempts to move a d6 roll is made to determine if the move is successful. The Persian Fleet successfully moves on a roll of 1-5, the Athenians move on a roll of 1-4, and the Macedonians on a roll of 1-3. If the roll fails the Fleet stays in place. Treasure is paid in either case. Fleets may attempt to move only once per turn.

Embarking/Disembarking

Armies may be carried by ships (one unit per ship) around the map. An Army may be embarked or disembarked onto a Fleet even if the Army has moved. An Army may not be embarked onto a Fleet that has moved. Embarking and disembarking does not change the movement status of the land unit.

If disembarking in an Area with only an enemy Garrison marker, flip it immediately to the landing Army's side. The Sea Area must be free of enemy Fleets. If a ship carrying units is destroyed then any unit on it is lost. If enemy units are present at the disembarkation Area, a land combat is fought. If the disembarking Army loses, the entire Army is destroyed and the Fleet must flee to an adjacent Sea Area. If all adjacent Areas have enemy ships, the Fleet is lost as well.

2. Control

2.1 Garrison Markers

Whenever an Army enters an Area they may place a Garrison marker in a vacant space **or flip an enemy marker for 1 MP**. Garrison markers count for ownership of the various Areas on the map. They do not fight in combat, nor can they be removed to satisfy a hit from combat.

If an Army moves into an Area with a city and an enemy Garrison, and there is no Army in the region, the Garrison marker does not flip and a siege may occur *(See 3.6 Sieges)*.

3. Combat

Combat occurs between opposing land units, opposing fleets, and when a siege occurs. You can never examine an opponent's stack of units before combat.

At the conclusion of every combat and siege, roll 2d6 on the Event Table.
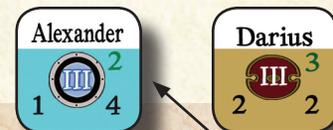
3.1 Leaders

Leaders are rated for Initiative, Combat, and Rank.

Leaders operate by rank. When determining which leaders may participate in a combat you must use the leaders in the Army with the highest ranks (the lowest rank numbers).

Leaders fire in combat the same as other land units. A hit is scored if a d6 roll is equal to or under their Combat Rating. ***No matter how many leaders are present for a side in a combat, only a maximum of four can participate.***

Leaders may be moved independently and have their own commands. Also, leaders can be absorbed into an Army the same as any other combat units. ***Each Leader commands up to 6 units.***

Terrain

Port:	Any land Area that is adjacent to a Sea Area.
Plains:	1 point for Armies, Fleets cannot enter unless docking at a port.
Desert:	2 points for Armies and each unit rolls a d6. On a 6 they take 1 hit.
Rough/Mountainous:	2 points for Armies, Fleets cannot enter unless docking at a port.
Cross the Hellespont:	Armies may cross from Thrace to Wilusha unless there are enemy ships in the Aegean sea.
	Armies may cross from Thrace to Chalybes unless there are enemy ships in the Black Sea.
Sea Areas:	Armies cannot enter unless embarked on ships.

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Available Units

Note: Players are limited to the number of counters provided. Combat losses are removed from the game.

Macedonian

x12	x14	x10	x5	x4	x4	x16
Leader	Phalanx	Light Infantry	Heavy Cavalry	Light Cavalry	Greek Hoplite	Macedonian Ships

Athenian

x16
Athenian Ships

Cretan

x2	x1
Cretan Ships	Cretan Light Infantry

Persian

x18	x4	x8	x20	x10	x14	x24
Leader	Immortal	Medium Infantry	Light Infantry	Heavy Cavalry	Light Cavalry	Persian Ships

x2	x8	x6
Spartan Phalanx	Hoplite Mercenary	Thracian Light Infantry

A die roll >= to this number indicates the unit scored a hit.

A black dot indicates the unit requires two hits to destroy. Flip the unit to its other side when it receives its first hit.

The red stripe indicates the unit has taken one hit. If it receives another hit it is destroyed.

The icon denotes the type of unit.

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3.2 Units

Infantry is represented by a soldier icon. Cavalry is represented by a soldier and horse icon. Ships are represented by a trireme icon.

Unit Quality is a number listed on units. That number, or higher, is what the unit requires to hit in combat on a d6. For example, a Macedonian Phalanx has a Unit Quality of 2 which means they hit in combat on a roll of 2-6.

Most units are destroyed when they receive one hit. **Destroyed units are removed from the game.** Units requiring two hits to destroy have a black dot under the quality number on their full strength side. The flip side has a red vertical stripe indicating the unit is destroyed on its next hit. **A unit cannot take more than 1 hit in a combat round, excess hits are lost.**

3.3 Land Combat

When an Army enters an Area with an enemy Army, movement ends and combat must be resolved immediately.

Combat Procedure

Combat lasts a maximum of 3 rounds. Both sides roll a d6 for each of their units and apply hits simultaneously each round. When a hit is scored by the opponent the owner of the Army receiving the damage decides how hits are distributed. When a unit receives a hit, flip it over. If the unit does not have a flipped side, it is destroyed. Some units have a flipped side and require 2 hits to destroy. Once these units take 2 hits they are destroyed.

Retreating

When an Army retreats, it has the option of retreating one or two Areas (ignoring terrain movement penalties). The Areas must not contain an enemy Army, but may contain an enemy Garrison (do not flip the Garrison marker). The destination Area of the retreating Army must contain a friendly Garrison marker. **If the Army cannot complete the retreat, all units are destroyed.**

Retreat Before Combat

The defending Army can choose to avoid combat by attempting to retreat before the first round of combat by making a retreat check. If the retreat check is successful, combat never takes place; no combat awards or penalties regarding the awarding of treasure, Macedonian War Weariness or Persian Legitimacy occur.

Breaking Off Combat

Before the second or third round of combat begins, either Army can choose to attempt to break off combat by making a retreat check. The defender decides before the attacker. If successful, the retreating Army loses the combat and is subject to **Pursuit**. The pursuing Army rolls a d6 for each Light Cavalry unit, Light Infantry, and Army Leader units in the victorious Army. Hits are applied to Infantry unless all Infantry are eliminated in which case they apply to Cavalry and/or Leaders.

Retreat Check

An Army attempting to retreat rolls a d6. If the result is above the Army commander's initiative rating, the retreat succeeds. The Army commander is the leader with the highest rank in the Army (1 being highest). An Army retreating from a rough/mountainous Area adds one to the roll. Unless a city is present, always flip the Garrison marker to the victorious side.

Victory

If at the end of any round an opposing Army is destroyed, the remaining Army is victorious. If an Army successfully breaks away from combat, they have admitted defeat and the opposing Army is victorious. If the 3rd round of combat is concluded and neither Army has retreated or is destroyed, then the side scoring the most hits is victorious. If this is a tie, then the attacker retreats, but the defender does not roll dice for pursuit. If there is no siege, flip the Garrison marker to the victorious side.

If the defending Army was completely destroyed, the winning side adds or flips a Garrison marker in an adjacent Area as long as that Area does not contain a city.

If the Macedonian Army is victorious, it claims the spoils of war from the enemy. Count the number of units destroyed in the opposing Army. For every 3 units of the Persian Army (rounded up) that are destroyed, the Macedonians gain 1 treasure. Also, 1 bonus treasure is earned for each Persian leader killed in combat. Darius III is worth 3 points of treasure if he retreats.
If a Persian Army is victorious, it claims 1 treasure for each enemy Leader killed and unit destroyed.

Move Attempt   *Quality*

3.4 Sea Combat

If a Fleet enters a Sea Area with an enemy Fleet, then combat is fought in the same manner as land combat except instead of retreating, fleets **withdraw**.

- Fleets that withdraw must move to an adjacent friendly Sea Area or to a friendly port in the current Sea Area, if they cannot they are destroyed.
- A defending Fleet may withdraw before any combat round. An attacking Fleet may withdraw before the second or third combat round. The side that loses the combat **must** withdraw.
- A Fleet that is attacked while at port fights back at a -1 modifier for the duration of the combat and may not withdraw until the second combat round.

Sea Combat does not affect Macedonian War Weariness or Persian Legitimacy. Destroyed land units and leaders still award treasures.

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3.5 Persian Fleet Raid

The Persian player may make a Fleet raid. If a Persian Fleet is in a Sea Area containing a Macedonian controlled port space without a Macedonian Army or Fleet, pay 1 treasure and roll one d6 for every 2 ships involved in the raid. On each roll of a 6 the Macedonian player loses 1 treasure immediately. If the raid produces at least 2 successes, then also **remove** the Macedonian Garrison marker along with the treasure loss. For every three successes, rounded up, Persia gains 1 treasure.
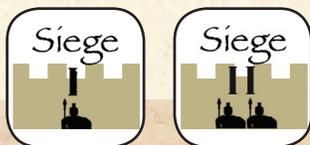
3.6 Sieges

When an Army enters an Area with a city, then different rules come into play to represent sieges and more defensible ground. The following changes are made to combat when conducting sieges:

To conduct a siege, an Army must have at least 1 Light Infantry, Medium Infantry, Immortal, Greek Hoplite, or Phalanx.

Each city has a rating which is the number of hits the city can accumulate before it falls. All cities on the map are rated a 3 except for Tyre (6), Persepolis (5), Halicarnassus (4), Pella (4), and Gaza (4).

Except for the fortress cities of Tyre, Persepolis, Halicarnassus, Pella, and Gaza, the Macedonians only need to place their Garrison marker in the Area to control the city and the Area which they can do **as long as their Army has a phalanx unit.** If the city is a fortress, or no phalanx is present, the Macedonians must initiate a siege.

Persians must besiege **any** unfriendly city Area they enter.

Spend 1 treasure to conduct a siege. Roll one d6 for each land unit and apply hits to the city rating. Once the city has received hits equal to its rating, the city falls. If the city does not fall, the player may elect to continue conducting the siege next turn by spending another treasure. A d6 roll of 1 or 6 while conducting a siege results in a hit taken by the besieging Army. Use Siege markers to track hits.

Fleets can be used when besieging a port city. If a Fleet is in a Sea Area with a port that is under siege, then the besieging player ignores taking damage when a 6 is rolled.

When the city falls, the player gains treasure equal to the city rating as they plunder and enslave the unfortunate dregs who dared stand against him. Enjoy working for no money and living a short life. The Garrison marker can now be flipped to signify the new owner. The city rating is returned to the city's original value.

4. Supply

4.1 Maintaining Supply

Supply is checked at the end of every turn after all actions have been taken.

A Macedonian Army is in supply if it can trace an uninterrupted (no enemy units in the Area) line no more than 4 Areas back to any port with a Macedonian Garrison marker, and the fortress city of Pella has a Macedonian Control marker.

A Persian Army is in supply as long as it can trace an uninterrupted (no enemy units in that Area) line no more than 4 Areas back to any city or port with a Persian Garrison marker.

At the end of the turn when supplies are checked Fleets must return to a friendly port for supply. If a Fleet is in a Sea Area with a friendly port it must return there.

If a Fleet is in a Sea Area that does not have any friendly ports available, it must move to a neighboring Sea Area to find a port **(Note: This is a free move and does not expend treasure nor does it require a roll to move).** If this happens, roll a d6 for each ship. On a roll of 5-6, the ship is destroyed. If there are no neighboring Sea Areas with a friendly port then the Fleet is destroyed.

4.2 Out of Supply Armies

Units in Armies that are out of supply must make a quality check. Roll a d6 for each unit. If the roll is over their Quality Rating, there is no effect. **Macedonian supply quality checks are always at a -1 modifier.** If the roll is failed than the unit takes a hit. Leaders are not affected.

4.3 Recruitment

The pieces in the game represent the total available manpower for both sides. **Whenever a piece is removed from play it does not come back unless lost due to lack of supply or inadequate treasure.**

Recruited units are pulled from the pool of available units. Flipping a unit to full strength does not count against the Persian or Macedonian recruitment limit.

Recruited units can be placed with any Army or friendly area with the following exceptions:

- Persian player may recruit up to 5 units per turn
- Macedonian player may recruit up to 2 units per turn
- Greek Hoplites are only placed in Greece
- Macedonian phalanx are only placed in Macedonia
- Macedonian heavy cavalry are only placed in Macedonia
- Ships are placed at any friendly port **with a city marker**

4.4 Recruitment Costs:

- Flip 1 Unit to full strength: 1 Treasure
- 2 Light Infantry: 1 Treasure
- 1 Light Cavalry: 1 Treasure
- 1 Medium Infantry: 2 Treasure
- 1 Heavy Infantry: 3 Treasure

- 1 Immortal: 3 Treasure
- 1 Heavy Cavalry: 3 Treasure
- 1 Hoplite: 2 Treasure (Greek), 3 Treasure (Mercenary)
- 1 Ship: 3 Treasure
- 1 Phalanx: 4 Treasure

4.5 Emergency Persian Levy

The Persian player may choose to perform an emergency troop levy. This choice is available each turn starting on turn 12, but it may only be performed once in a game.

After recruitment, the Persian player may raise 8 randomly selected non-leader land units drawn from a combined pool of both destroyed and still available units. ***Exception: This is the only time destroyed units may be returned to the board.***

The emergency troop levy is not paid with treasure; instead it lowers Persian Legitamacy by 1-6 spaces based on the result of a d6 roll.

> The symbol ✱ appears in the turn box when the Emergency Persian Levy is available.

4.6 Spartan Rebellion

Sparta rebelled after Issus. The Spartans were in secret negotiations with the Persians who were promising support and troops. Persia sent Agis III and a contingent of 8,000 Greek Hoplite Mercenaries and the rebellion was on.

Starting turn 3, roll a d6 and check below to determine if the Spartan Rebellion begins. The Persian player may choose to spend 1 treasure to add a +1 modifier to the die roll. Once triggered, no further rolls are needed.

- Turns 3-5:   6
- Turn 6:   5-6
- Turn 7:   4-6
- Turns 8+:   3-6

When this event triggers, flip the Turn marker. The Spartans are now under the command of the Persian player for the remainder of the game.

Turn Sparta Revolt

Before the revolt, Sparta is considered neutral and neither player may enter the area, move the units, etc.

4.7 Maintain Forces

At the end of each turn players must pay treasure to maintain their forces.

Armies

Persia must pay 2 treasure (pay 1 treasure if they control no port city markers). If the Persian player cannot pay the treasure, they must lose a Hoplite Mercenary. If no Hoplite Mercenary is available, a Heavy Cavalry unit is lost; if neither of those, 1 non-leader unit of the Persian player's choice must be lost. These losses can be rebuilt as they were not lost in combat.

Macedonia must pay 1 treasure. If it cannot be paid, the Macedonian War Weariness increases by 1.

Athenian Ships

The Athenian ships must be maintained every turn by the Macedonian player by paying 2 treasure. If the Macedonian player declines to pay, the ships are moved back to Athens and cannot be used.

You may pay to command the ships again on a later turn but the price will then be 3 treasure per turn. If you decline to pay them a 2nd time after taking command, they will stay in port in Athens and cannot be commanded for the remainder of the game.

When not under Macedonian command, the ships will only fight if attacked by the Persian player.

Persian Fleets

Persia must pay 1 treasure to maintain its entire fleet or lose 1 ship. If all of these cities are neutral or Macedonian, then the fleet is destroyed: Halicarnassus, Aleppo, Sardis, Athens, Tyre, Byblos, Salamis, Tanis, and Gaza. If all are neutral or Macedonian except for Salamis, Random Event number 10 is automatically activated after the Spartan roll.

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5. Game Tracks

5.1 Macedonian War Weariness

The War Weariness marker is moved along the Game Track to indicate the current Macedonian War Weariness. If the marker reaches zero (the Game Track title box) the Persian player wins.

The lower the space number, the higher the Macedonia War Weariness is.

The marker is moved immediately when any of the following happens:

-1   Alexander III's Army is in combat and the Persian Army contains at least 8 units

-1   Persia regains control of a city previously held by Macedonia

-1   Alexander III's Army is found to be out of supply when supplies are checked

-1   At end of turn if Macedonian player doesn't have enough treasure to maintain Army

-1   At end of turn if Alexander III commands a smaller Army than any other Macedonian leader

-2   When Alexander III's Army loses a combat

+2   If Macedonia controls Wilusha, Phrygia, and Libya *(Alexander must also be king if using optional setup with Philip II)*

-2   *When using Optional Starting Royalty and Philip II dies*

5.2 Persian Legitamacy

The Persian Legitamacy marker is moved along the Game Track to indicate the current legitamacy of the Persian king. This ultimately reflects the faith of the Persian people and nobility to continue standing behind Darius III as King of Persia. If the marker reaches zero (the Game Track title box) the Macedonian player wins.

The marker is moved immediately when any of the following happens:

+2   Persians win a battle against the Macedonians

+1   Persians gain control of a city

-1   Persians lose a battle

-1   Persians lose control of a city

-1   If Persian army successfully breaks off combat
-1   If Persians fail the Persian Pride roll

-5   Persepolis has a Macedonian Garrison

-5   Media has a Macedonian Garrison

-1   The king is killed in combat

Note: Tracking Movement

The reverse side of leader and ship counters are used to denote the counter has moved during the turn. After a leader or ship moves, flip the counter. At the end of the turn, flip all counters that have moved to their non-moved side.
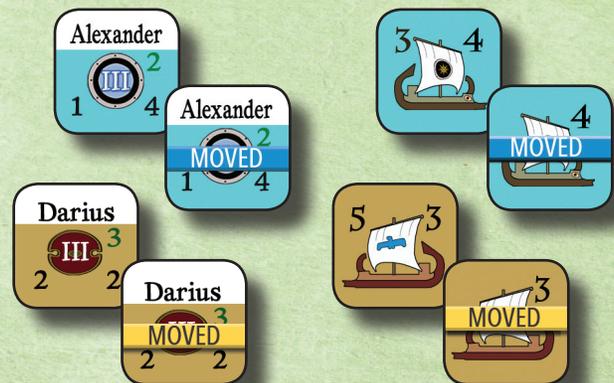
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6. Initial Setup

6.1 Macedonian Setup

Thrace * *see below*

| Alexander III | Craterus | Ptolemy | Phalanx x6 | Heavy Cavalry x1 | Light Infantry x1 |
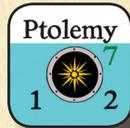
Wilusha

Parmenion | Phalanx x1 | Greek Hoplite x1

Macedonia

Antipater | Phalanx, x2 | Heavy Cavalry x1

Hellas

Corhagus | Light Infantry x2

Aegean Sea

Athenian Ship x16 | Macedonian Ship x2

Game Track

Space 10 (War Weariness) | Space 10 (Treasure)

Macedonian Controlled Areas

Place a Macedonian garrison marker in Thrace, Epirus, Macedonia, Hellas, Wilusha, Lesbos, Naxos.

Replacement Leaders
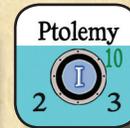
Cleitus | Hephaestion | Ptolemy

When a Leader dies randomly replace them with one of these Leaders: Cleitus, Hephaestion, Ptolemy I

Turn 5 Reinforcements

Coenus | Antigonus | Phalanx x1 | Light Infantry x1

Turn 5 reinforcements arrive with Alexander III if his Army is in supply, otherwise they begin in Macedonia.

* Thrace

The Macedonian player must choose during setup how to deal with the issue of Thrace.

If the Macedonian player chooses to pacify Thrace, then some results on the Event Table may be less harsh.

If the player chooses not to pacify Thrace, then the Macedonian player begins the game with an additional Light Infantry and Phalanx with Alexander III along with one additional treasure.

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Lydia

Arsames 8 — 3 2	Spithridates 10 — 2 2	Pharnabazus III 16 — 2 2	Memnon 15 — 2 3	3 (Greek Hoplite)	4 (Heavy Cavalry)
Arsames	Spithridates	Pharnabazus III	Memnon	Greek Hoplite x4	Heavy Cavalry x4

Kish

Darius III 3 — 2 2	Nabarzanes 6 — 1 1	6 (Light Infantry)	4 (Immortal)	4 (Heavy Cavalry)
Darius III (King of Kings)	Nabarzanes	Light Infantry x3	Immortal x1	Heavy Cavalry x1

Gasga

Orontes II 13 — 2 1	6 (Light Infantry)
Orontes II	Light Infantry x1

Media

Atropates 9 — 2 1	6 (Light Infantry)	5 (Light Cavalry)
Atropates	Light Infantry x1	Light Cavalry x1

Cyprus

5 — 3 (Ships)
Ships x20

Haphalla

Orontobates 11 — 2 1	6 (Light Infantry)
Orontobates	Light Infantry x2

Cilicia

Mazaeus 12 — 2 1	6 (Light Infantry)
Mazaeus	Light Infantry x1

Elam

4 (Immortal)
Immortal x1

Mycenae (Spartan Rebellion Army - until rebellion, units may not move and no entry into Mycenae)

Agis III 4 — 2 3	2 (Spartan Phalanx)	4 (Heavy Cavalry)	3 (Greek Hoplite)
Agis III	Spartan Phalanx x2	Heavy Cavalry x1	Greek Hoplite x2

Game Track

|	
Legitamacy	Treasure
Legitimacy Box 25	Treasury Box 15

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Persian Controlled Areas

Place a Persian garrison marker in Lukka, Ahhiyawa, Arzawa, Zippasla, Pitasia, Cappadocia, West Taurus, East Taurus, Chalbyis, Carchemish, Canaan, Judah, Phoinicia, Syria, Hamath, Cyprus, Orontes River, Ugarit, Kizzuwatna, Mitanni, Subartu, Ashur, Eshnunna, Kish, Lagash, Karduniash, Uruk, Ur, Mari, Sumer, Urartu, Ashuguzai, Caspia, Colchis, Miskheta, Mannai, Van, Elam, North Zargoa, South Zargoa, Media, Hyrkania, Lydia, Gasga, Haphalla, Cilicia, Zamua

Turn 3 Reinforcements

Media

Bessus
Light Cavalry
x2

Elam

Ariobarzanes
Medium Infantry
x1

6.3 Neutral Areas (no Garrison marker)

Illyria, Miesia, Mycenae, Rhodes Knossos, Khania, Sinai, Libya, On, Naucratis, Ta-Mehu, Thebaid, Nubia, Au Nefud, Arabia, Kaldu, Crete

6.4 Event Chart Setup

Place the pictured counters near the Event Chart. They may not be used until the associated event is triggered.

6.5 Crete

Neutral but may activate with an event. Neither player may enter Crete or use its units until the event occurs.

6.6 Recruitment Pool

When setup is complete, each player use the remaining counter mix to form a pool of units placing the counters off-board within reach.

Philip II
Artaxerxes III
Artaxerxes IV
Bisthanes I

6.7 Optional Starting Royalty

(Must be agreed upon by both players)

Macedonian player may begin the game with Philip II as King set up in Thrace with Alexander III. Decrease Macedonian War Weariness by +1 moving marker to the right. If he dies Alexander III takes over as King and War Weariness increases by -2 moving marker to the left. Both must die to trigger automatic Persian victory.

Persian player may choose to begin game with Artaxerxes III as king of kings. He begins the game in Babylon and Persian legitimacy is +3. If so Darius III begins the game in Miskhatu with 1 light Infantry. At the start of every turn the Persian player must roll a d6 to see if Artaxerxes III dies. 1-5 he lives, 6 he dies. Add +1 to roll if he moved the previous turn. When he dies he may be succeeded by either Bisthanes I on a d6 roll of 1-2 or Artaxerxes IV on a 3-6. If both of them die, then Darius III becomes king.

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6.8 Cities

Place the cities into the game board areas shown. Non-fortress cities have a siege strength of 3. The siege strength of fortress cities is shown on the upper right of the marker.

Aleppo	Sardis	Assur	Babylon	Harran	Susa
Kizzuwatna	Lydia	Eshunna	Kish	Mittani	Khuzi

Memphis	Sais	Tanis	Byblos	Jerusalem	Salamis
Lower Egypt	Nile Delta	Zoan	Orontashiua	Canaan	Cyprus
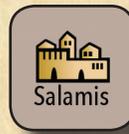
Athens	Sparta
Hellas	Mycenae

Note:

Non-fortress cities have a siege strength of 3. To siege, an Army must have at least 1 Light Infantry, Medium Infantry, Immortal, Greek Hoplite, or Phalanx.

Tyre 6	Persepolis 5	Halicarnassus 4	Pella 4	Gaza 4
Phoenicia	Elam	Lucca	Macedonia	Canaan

The five fortress cites

7. Special Rules

7.1 Leader Abilities

Alexander III: In combat he may opt to roll 4 d6 in any round, but on any rolls of 1 roll again. On a 1-5, Alexander III may not move next turn. On a roll of 6 he is killed.

Memnon: If in Sea Combat, use his combat rating. If raiding with ships he hits on a d6 roll of 5-6. However, if during a raid a ship rolls a 1, Memnon is removed.

Ariobarzanes: Cannot leave Mesopotamia or Iran.

Pharnabazus III: If in Sea Combat, use his combat rating.

Darius III: If he breaks off combat he will escape on a d6 roll of 1-4. Otherwise, he is subject to hits by pursuit rolls.

Cradle of Civilization

7.2 Persian Exceptions

Persian Rank

Units assigned to a Persian Leader may not be transferred to a Leader of lesser rank. If a Leader of lesser rank is in an area with a Leader of higher rank, they must transfer their units to the highest ranked Leader if that Leader has fewer units.

Persian Pride

If a Persian Leader successfully breaks off combat, roll 3d6. If the total is greater than his rank, then the Persians reduce Persian Legitimacy by an additional -1.

Persian Gate and Uxian Defile

In Elam, the Persians ignore the first 4 Macedonian hits in the first round of combat.

Egyptian Revolt

The Persians do not have to roll for sieges when they enter the areas with Tanis, Sais, Memphis, and Thebes. These areas will fall without a siege.

Designer Notes

The idea for this game was born out of a moment of gaming frustration. In all my readings and studies on history and warfare I've found at least one historical truth: war is messy and its outcome uncertain. Alexander the Great is always held in such a certain esteem among military historians for his bravery and daring. He pulled off one of the most ambitious invasions in history and succeeded. His victory over the Persian empire is stunning in its entirety. Yet, Alexander's victory is almost seen as inevitable. Persia is in disarray. Darius lacks military skill and daring. The Phalanx is dominate in the field. Therein lies a contradiction: How is Alexander's victory over Persia simultaneously a great military endeavor and inevitable?

I think many would agree that it was far from inevitable. Yet, many games I have played that simulate Alexander's victories the Persians almost never have a chance to win. Designers often have to skew the victory conditions in order to give the Persian player a chance to win the game. Some, on the other hand, do not even bother to help Persia. These games are not necessarily bad, but they seem to perpetuate Alexander's success as historically inevitable. On a tactical level I have never played a game (perhaps one exists but I have never played it) based on this conflict where the Persians have a chance.

The way around this, I think, is to make a game where victory isn't necessarily measured by battlefield victory alone. Also, give the Persian player a chance to prosecute the war in a different way. Make the player playing Alexander take bold risks and chances and most of all put Alexander on the clock. Alexander's army mutinied after the campaign in the Hydapses. Who is to say it would not have happened sooner if supplies were not forthcoming? Maybe the rebellion of the Spartans could have worked out in Persia's favor. All of these factors have to be considered.

The player playing Alexander should be bold and aggressive but understand the tentative nature of the situation. Also, Alexander should be aware of the board situation and be flexible. Alexander's ability to roll 4 dice in combat can be a life-saver and was often used in play-testing but it can make the game end in sudden death. Nothing in this design feels more like something Alexander himself would have wanted.

The player paying Darius should be prudent and know when it is time to fight and when to back off. You only have to outlast your opponent not necessarily defeat Alexander decisively. This is your best advantage. However, the empire has its problems. Manage the board well and you can find yourself on the winning side. Also, raid with your navy whenever possible. The Greek Memnon in Persian service recommended a scorched earth campaign against Alexander's invasion. Memnon wanted to control the sea and cut his supplies. Memnon's counsel was never heeded and he died never seeing the end of the war.

The design of this game was kept simple and accessible in order for it to be picked up quickly. The design of the battles are also kept simple, but also very bloody in its losses. I wanted a game that was fast enough to make sure almost every decision you make matters and must be weighed carefully but not too carefully. Playing it too safe will not win you the game. I hope I have succeeded in doing that and I also hope you enjoy this game.

As Alexander himself said "I am not afraid of an army of lions led by sheep; I am afraid of an army of sheep led by a lion."

Daniel Chick

Alexander Versus Darius

Roll	Event

2 — Crete Aids Alexander III
Alexander III receives 1 Light Infantry and 2 ships. Place the 2 ships at the closest friendly port if Alexander is at a land locked province or is in a coastal space with an enemy fleet present. Crete converts to Macedonian control. If rolled again increase Persian legitimacy; move marker right 1 space.

3 — Spitamenes Arrives
Place Spitamenes in Medea with 3 Light Cavalry and 1 Light Infantry. If rolled again or 'Porus Invades' has occurred, increase Persian legitimacy; move marker right 1 space.

4 — Philotes
Philip II is removed from the game. Alexander III replaces him. If Philip II is dead or not being used then kill Parmenion and replace him with a leader from the leader pool. Macedonian player also loses 1 treasure. Persian legitimacy +1. If rolled again increase Persian legitimacy; move marker right 1 space.

5 — Thracian Raids into Macedonia
If Alexander III pacified Thrace, then Macedonia loses 1 treasure. If Alexander III did not pacify Thrace, raise Syrmus with 4 Light Infantry in Miesia. They move 1 space per turn for free. They cannot cross the Hellespont. If this event is rolled again and Syrmus is in play he receives 1 Light Infantry as a reinforcement. If Syrmus is not in play, than further rolls of this event reduce the Macedonian treasure by 1.

6 — Illyrian Raids
Reduce Macedonian treasure by 2. Otherwise if Antipater is in Pella with at least 1 unit then reduce Macedonian treasure by 1 instead.

7 — Egypt in Revolt
Persia loses 3 treasure. No effect if any area with a city in Egypt is Macedonian controlled or uncontrolled.

8 — Persian Court Intrigue
Reduce Persian legitimacy, move marker left 1 space. If Darius III is king and Persian legitimacy is a 5 or less, than remove Darius III from the game and replace him with Bessus as the new king, or Ariobarzanes IV if Bessus is dead. If these 2 possible heirs are not alive, then Persian legitimacy has collapsed, Persia has lost, and the game is over.

9 — Scythian Raids
Reduce Persian treasury by 1.

10 — Cyprus Rebels
Cyprus becomes Macedonian. Roll one D6, Macedonians gain that many ships in Cyprus and Persia loses that many ships from the map. Macedonians can only gain up to the number of ships Persia has available to steal. If rolled again increase Persian legitimacy; move marker right 1 space.

11 — Persian Training
Convert 1 Persian Light Infantry on the map to Heavy and 1 Persian Light Cavalry to Heavy.

12 — Poris Invades
Reduce Persian Treasury 1. If this is rolled than Spitamenes Arrives event can no longer happen. If Spitamenes is in play remove him along with 3 Persian Light Infantry from anywhere on the map. If rolled again reduce Persian treasury by 1.

Cradle of Civilization

Example of Land Combat

Athena is the Macedonian player. Ares is the Persian player.

Athena has an Army with 5 leaders and 6 land units. She attacks a Persian Army that has 1 leader and 5 land units. There is no city in the area but it does have a Persian garrison marker.

Ares is defending so he has an opportunity to attempt to avoid battle and any legitimacy penalties by making a Retreat Check before any combat begins. Ares wants battle so he elects not to make the Retreat Check.

The first of a possible three Combat Rounds begin.

At most 4 leaders may participate in combat. Each leader may lead at most 6 land units. One of Athena's leaders may not take part in the combat because she has five. The highest ranking leaders must fight, so she sets aside the lowest ranked leader in the Army. Note that if they were present, because there are 4 leaders, up to 24 land units (4 leaders x 6) could battle for Athena in the combat. Too bad she only has 6 land units. She is ready for combat.

Ares has 1 leader and 5 land units. He is ready for combat since a leader can command up to 6 land units.

The two players will roll 1d6 for each leader and land unit in their Army. Athena will roll 10 dice (4 leaders and 6 units) and Ares will roll 6 dice (1 leader and 5 land units). Either player can roll more than one die at a time as long as the 'to hit' number needed is the same for each die rolled.

Both players roll their dice and total their hits. Combat is simultaneous. Each player must apply the hits scored against them in any manner they desire to their Army. Units requiring more than one hit to destroy may only take one hit in a round. Any hits that cannot be applied are lost.

Before the second round begins, first Ares has the choice to attempt to break off combat, but it is not in his nature so he refuses to. Then Athena has the choice. Since things are going well so far, she declines.

The second Combat Round is waged.

Because of losses in the first round, Athena rolls 8 dice and Ares rolls 2 dice. After hits are applied, Athena has 7 units remaining and Ares has none; he has been completely defeated. He has lost his entire Army. Athena is victorious.

Because all enemy units were destroyed, not only does Athena flip the garrison marker in the combat area to the Macedonian side, if there is an adjacent area that only has a Persian garrison marker, it too is flipped to the Macedonian side. Only an attacker may flip the adacent marker and only one adjacent garrison marker may be flipped. If more than one qualify, Athena gets to choose which one.

The Persian Legitamacy marker is reduced by 1 because of the defeat. The Macedonians gain 3 Treasure (6/3=2 for the units destroyed, and 1 for the killed leader).

Lastly 2d6 are rolled on the Event Table because a combat has concluded.