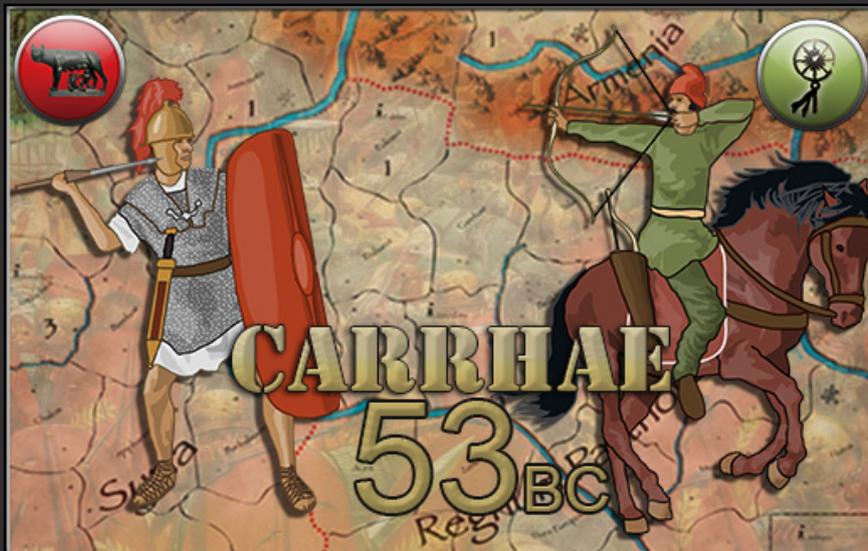


CARRHAE 53 BC



INTRODUCTION

Carrhae 53 BC, the worst Roman defeat in the East. The Legions of the wealth and ambitious Crassus must march onto Seleucia, the civil war ridden capital of the Parthians, with unreliable allies at their sides. The Great King of the Parthians, Orodes II, must crush them before they reach his capital, and his famous cavalry may prove decisive in that fight.

Carrhae 53 BC lasts 12 turns each representing about 1 month, between September 54 and August 53 BC. It sets the Romans against the Parthians, in the East.

The forces of the two sides are distinct:

- **The Romans** have strong and mighty Legions, backed by Syrian auxiliaries and numerous Armenian allies.
- **The Parthians** have less strength but the whole of their army is made of experienced cavalry

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Game Duration: 1h30

Favored Side: None

Most Difficult Side to Play: Parthia

Game lasts 12 turns (between September 54 and August 53 BC), each turn being equivalent to one month.

The **Roman player** always play first, before the **Parthian player**.



FORCES

The **Roman player** controls the units of **Rome (red)**, **Commagene (blue)**, Armenia (tan) and of **Mithridate III (dark red)**.

The **Parthian player** controls the units of **Parthia (light green)**, and the Arabs of **Rhambeia (yellow)**.

The **Osroene units (dark green)** can be controlled by one side or the other.

MAPBOARD

The map shows ancient Middle-East and northern Mesopotamia.

The map is parted into three theaters:

- **Roman Republic** (Syria and Commagene),
- **Parthian Kingdom** (Osroene, Regnum Parthorum)
- **Armenia**.



Income from the region of Samosata is worth 0 until card “*Alliance with Commagene*” has been played. Income from Tigranocerta and Amida are also equal to 0 until the card “*Alliance with Armenia*” has been played.



VICTORY

IMMEDIATE VICTORY IF AND WHEN:

- 1) The **Roman player** occupies Seleucia with leader Marcus Licinius Crassus and **Roman units (red)** at the end of a turn.
- 2) The **Parthian player** occupies Antiocheia at the end of a turn.
- 3) One side reaches or exceeds 20 VP.

Otherwise the player with the most VPs at the end of the scenario wins.

Bonus VPs:

+2 **Parthian** VP for each of the following regions: Tigranocerta / Amida / Samosata

+2 **Roman** VP for each of the following regions: Zenodotia / Edesse/ Nisibis.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players have an economic, maintenance and purchase phase to maintain their forces and buy new units.

PURCHASE COSTS OF UNITS AND EXTRA CARDS

- **Impedimenta** : \$1
- **Cataphract / Parthian and Armenian Guards / extra card**: \$3
- **Roman Legion**: \$4 (Legions VI and VII can't be bought back if destroyed).
- **Other units**: \$2

SUPPLY SOURCES

Rome : Antiocheia / Germanicia / Edessa (if controlled)

Armenia : Amida / Tigranocerta

Parthia : Seleucia / Hatra / Edessa (if controlled)



ARMENIA

The regions of **Armenia** (beyond orange borders) are closed to both sides until the card "*Alliance with Armenia*" has been played by the **Roman** player.

Similarly, those regions are closed back (and **Armenian unit** are removed from play) if the **Parthians** and **Armenia** later sign a peace (card play too).



SELEUCIA REGION

Units moving to Seleucia from connected regions and back must spend the whole of their movement points capacity.

As long as Seleucia city (**Mithridate III or Rome**) remains besieged by the **Parthian**, which is the starting situation, the region brings no income to anyone.