



## The Hayasdan Reforms : Introduction

The first Persian Empire was that of Cyrus the Great, the Achaemenid. With the fall of Darius III Codomannus, the Achaemenid Empire was no more.



The second Persian Empire was that of Arsaces I, and it was known as the Arsacid Empire, or the Parthian Empire. These Parthians, who were once nomads, carved out an empire that lasted twice as long as the Achaemenid Empire.

But the Arsacid kings were not inheritors of the Achaemenids by blood, but by tradition. The history of the Achaemenid Empire had been lost and was replaced with myth and tradition - the relief at Bisutun was already being wrongly attributed to the legendary Queen Semiramis by the 4th century BC.

There were, however, survivors of the old dynasty of the Achaemenids , who could claim lineage to Cyrus, Darius and Artaxerxes - and, more importantly, who had the power to do so.



The Orontid dynasty (Yervanduni) of Hayasdan were one such family. Descended from Orontes I (Yervand), satrap of the 13th satrapy, and then later the 10th as well, in the 4th century BC. Orontes I was reportedly of royal Bactrian blood, but had also been wed to the daughter of Artaxerxes II, Rhodogune.

Orontes' power and respect at the Persian Court was enough to have himself pardoned of treason when he led a satrapal revolt against the Persian King.

In 272 BC, the kingdom of Hayasdan, still beneath the rule of the Orontid dynasty, was not the homogeneous kingdom that would later mark its rise to power in the Caucasus. Whilst able to withstand the political pressure of Arche Seleukeia from within her mountain fortress, the disparate tribes of Hayasdan could not pose any threat beyond the confines of that self-same fortress.



But, perhaps, had these peoples of Hayasdan been united sooner, beneath one king, the star of that kingdom in the Caucasus would have risen before the Parthians could fall upon the Hellenic Empire and claim Persia for themselves. And with the might of the Caucasus behind them, perhaps just perhaps, the second Persian Empire might not have been called Arsacid - but Orontid!



## The Pan-Caucasus Empire Reform

Hayasdan's position at the start of the game is tenuous. The only thing stopping the kings of Seleukos from marching into her lands is because the might of Arche Seleukeia is focused elsewhere. The kingdom is not united, and it will take a strong king to do so.

When Hayasdan begins now, she will start with a Type III government, and for the moment the higher level governments - Type I and Type II - will be unavailable to her. This represents the fractured and uncentralised government that must have characterised the early reigns of the first Yervanduni Kings. Hayasdan's populations are spread across the valleys and mountainsides of the Caucasus, and are impossible to travel between in winter, and difficult at most other times. It will take a strong hand and a firm grip to unite the tribes of Hayasdan and of the Caucasus beneath one strong and central rule.



This process, as represented in the game, is possible after important infrastructure is built:



Roads will be required to strengthen the pathways and passes over the mountains and between the valleys, so that even in winter the rule of one king can be felt by all.



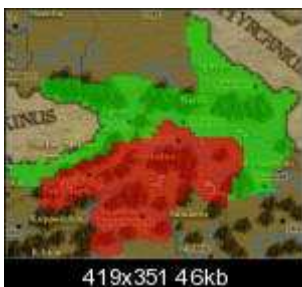
Better markets will need to be set up, to help strengthen economic ties between the valleys and enrich the populace with foreign goods and the chance to sell their wares even further abroad.



A more urbanised population will also be important, a central authority is hindered not helped by a dispersed population; large population centres will focus authority and widen its influence.



And to guard these new population centres, town garrisons will need to be set up to protect the citizens of the kingdom from attack; only without fear can a people prosper and grow.



Once authority in the Kingdom of Hayasdan is achieved, once a **Type I Government** is built in Armavir, the authority of the Hai King will be unparalleled in the Caucasus. A Pan-Caucasus Empire would offer a powerful position from which to push into Anatolia or into the Arche Seleukeia itself.

This reform will allow the player to unite the Caucasus by building Type I governments in **Hayasdan, Pokr Hayk, and Sophene**; and by building **Type II** governments in **Kartli, Egrisi, Aghvan, Adurbadegan, and Pontos Paralios**.



Uniting the Caucasus beneath one crown will give the Hai Arkah the right to call himself a King of Kings!



## The Orontid Empire Reform: Introduction

Historically, Hayasdan was never in a position to rebuild the Achaemenid Empire in her own image. Arche Seleukeia's control over Persis, Elymais and Media was, for much of its early history, not pestered by internal dissent and instability.

This was largely thanks to the policy, begun by Alexander, to work with the local aristocracy and respect the native traditions. It was only the twin pressures of the Romans and the Parthians that began the inevitable

dissolution of the Seleukid Empire.

By this time Hayasdan's economy and military had become organised under the new king Artashes, whose successes in battle helped form Hayasdan into a homogenous kingdom. Had this transition happened under an earlier king, before the rise of Parthian power in the east, and had this new, more powerful kingdom been successful in expanding into the northern lands of Arche Seleukeia, then it is entirely possible that the second Persian Empire (counting the Achaemenid as the first) could have been Orontid (Yervanduni) and not Arsacid.



Could it have been possible? Could Hayasdan, with the weight of the Caucasus behind her, have forged Persia, Media and Mesopotamia once more into an Empire that spanned from the lands of Bactria to the lands of Syria, and - beyond?



When Hayasdan first moves into the lands of Mesopotamia, Syria and Media she will only be able to build Type III or Type IV governments. These represent the continuation of an Hellenic elite in the province and will allow the recruitment of soldiers armed and trained in the Hellenic style, alongside low-level eastern troops.

But if the Hai Arkah comes to Persis and Elymais, and the cities of Persepolis and Susa, as a conqueror and law-maker, then he may make a claim to the throne of the Achaemenid Empire.

The Persian Kingship is one shrouded in tradition and myth. The traits of a Persian King are marked upon the many reliefs throughout the old Achaemenid Kingdom.



He must be favoured by the gods, manifest in his success in battle. He must be a righter of wrongs, and bring peace and order to the land. He must proclaim himself to be of the Aryans, so that the people know that he is one of their own. His history must be one of hardship and toil as an ordinary man destined for great things, just as Cyrus and Arsaces were robbers according to legend. He must claim descent from past authority in Persia.

All these things paint the image of a just and mighty ruler, fit for the throne of Persia!



## The Orontid Empire Reform: Processes

The process, as represented in game, is a complex one.



Firstly, the Hai Arkah must arrive in Persis with the blessings of Ahura Mazda, or Aramazd in the Armenian Pantheon. Great battles have been fought, and the enemies of good righteous people been vanquished; the cities of Mesopotamia, Media and Elymais must have been grasped from the iron rule of Arche Seleukeia.



The Hai Arkah must also have show his work by uniting the Caucasus Mountains beneath one king (see the **Pan-Caucasus Empire Reform** above).

These newly acquired provinces must also be placed under the rule of a suitable and loyal subject; a satrap of either Hellenic, Persian or Armenian stock - a **Type III Government**.

The people of Elymais and of Persis will be the first to welcome their new King with open arms.

The transition from a **Type III Government** to a **Type II Government** in Persis and Elymais follows the same

path for all provinces in the **Orontid Empire Reform** area, so explaining it for one province explains it for all.



The first step is to build the policy building called **Royal Administration**, the precursor to a full-scale transition from a Type III Government to a Type II Government in the the province. In a perfect world the Satrapal system would need very little central

interference, but power corrupts and the massive distances and decentralised authority of an Empire can mean that Satraps or local governors may defy the Suzerain and King.



In the provinces within the **Orontid Empire Reform** zone a new policy building will now be available. **The Conquerer Comes ...** begins the process of removing the Hellenic settlers and ruling elite from the land and returning control to the old Persian clans and local rulers - who enjoyed power under the

Achaemenid Empire - as well as introducing loyal Armenian clans. This process of political and social reform will take years and cause much unrest amongst the population.



A script will now check a set of conditions in other provinces (see map below), if the conditions return true then after a couple of turns it will create the **Expansion Precursor** building in the province, which will allow the construction of a Type II Government.



The building of the **Type II Government** (after destroying the Type III and rebuilding the Government Precursor) is not the end of the transition, as the population are still not peaceful nor are the new powers in the province safely seated upon their thrones - the land is too unstable. What is required is the building of the military infrastructure to solidify the rule of the new Persian King.



The construction of the **Town Barracks and Stables** represents much more than a simple upgrading of the military infrastructure of a region, the time taken to build the MIC level up this high also represents the settling of the region under its new rulers and beneath the crown of a new Persian King.



The final stage of this process is the removal of the penalties that represented the unrest and civil disorder resulting from the political and social reforms in the province. Now these changes are over (for the most part), the building, ... **and Brings Peace and Order**, can be built, which returns the penalties back to

normal. Once this building is constructed the process can begin in the next tier of the reforms (see below).



The Orontid Empire Reforms are tiered, and the process is one of consolidation before expansion. Provinces within the reform zone are grouped into 3s and 4s and only once each province within the group has been fully reformed (by constructing the policy building ... **and Brings Peace and Order**) can the next group of provinces begin the process of being reformed. Also, all provinces in the tier must have started the process of being reformed before the script will place the Expansion Precursor in any one of them.

In addition the centre of the reform zone are the two provinces Elymais and Persis. The reform tiers to the east and west are completely separate, and focusing on either of the directions to the detriment of the other is entirely possible. In other words, reforming provinces in the east would not require doing any reforms in the west and vice versa.



**Tier 1:** Persis, Elymais

**Tier 2W:** Media, Mesopotamia, Babylonia, Charax Spasinou

**Tier 3W:** Adiabene, Assyrie, Tadmor

**Tier 4W:** Syria, Syria Koile, Kilikia

**Tier 2Ea:** Hyrkania, Khoarene, Gabiene

**Tier 2Eb:** Gabiene, Karmania

**Tier 3Ea:** Astauene, Parthyaia, Aria

**Tier 3Eb:** Aria, Drangiane, Arachosia, Gedrosia

**Tier 4E:** Margiane, Baktria, Paropamisadai

In the Eastward Expansion, two of the tiers have been split up into Part A and Part B. The individual parts can be reformed separately, but both Part A and Part B must be reformed before the next tier can be reformed.

