

ANCIENT WARS SYSTEM RULES

TRAJAN, ROMAN CIVIL WAR, CAESAR IN GALLIA AND GERMANIA

Designer: Joseph Miranda
Original Developer: Keith Schlesinger

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1.0 INTRODUCTION

ANCIENT WARS is a series of wargames simulating strategic and operational conflict in the era of the Roman Republic and early Empire. It includes **TRAJAN**, **ROMAN CIVIL WAR**, **CAESAR IN GALLIA** and **GERMANIA**, all published in *Strategy & Tactics* magazine. This new edition provides an update and common set of rules for all games in the series, as well as units for new scenarios. The maps link, permitting players to play on an ever-expanding stage and devise their own scenarios.

TRAJAN is a simulation of the Roman military campaign in the east in the years AD 114-17. The Romans, under the leadership of Emperor Marcus Ulpius Nerva Trajan, conquered the Parthian kingdom and extended the Roman Empire's boundaries to the Persian Gulf. One player controls the Romans, the other the Parthians.

ROMAN CIVIL WAR is a simulation of the conflict that took place between Julius Caesar and various Senatorial opponents. Those wars destroyed the Republic and paved the way for Empire. One player controls the Caesarians, the other the Senatorials. The objective of each player is to gain control of the state without destroying Rome in the process.

CAESAR IN GALLIA is a simulation of the Roman conquest of the regions which today comprise France, Belgium and Switzerland in 58-51 BC. Caesar defeated several coalitions of Gallic tribesmen, repelled a German invasion and established Gaul ("Gallia" in Latin) as one of the chief provinces of the Roman Empire during the course of this conflict. One player controls the Romans (under Julius Caesar), the other the Gauls and other barbarian forces.

GERMANIA is a simulation of Roman operations in ancient Germany in the first century of the Christian era. Those wars saw the disastrous campaign of Varus, which lost Roman control of the region, and the later attempts of Germanicus to gain revenge. One player controls the Romans, the other the Germans.

ANCIENT WARS EXPANSION integrates all four games in the series. This includes an additional set of counters and new scenarios, covering the period 74BC to 211AD.

General Course of Play:

The games are designed for two players or two teams. One side controls Rome (and Roman clients), while the other controls various external enemies (Parthians, barbarians, etc.), or rivals for the supreme control of the Roman state. Each player has military units with which he may attack enemy forces and gain control of cities. Players may also employ Stratagem markers to gain various military and political advantages.

ANCIENT WARS is intended to give players a view of warfare from the perspective of ancient generals. Consequently, game components, including the map, units and rules, are designed to reflect warfare in the ancient world. Players should approach the game from the viewpoint of a Roman general. The game system emphasizes the chaotic factors of warfare but, by clever strategy and tactics, players can bring order to the ancient world.

The rules are divided into a **Basic Game** and an **Advanced Game**. The first includes all rules needed to give players a simple but historically valid experience. The second section provides additional rules that provide a more complete simulation. Players who want to learn the game system quickly should read only the Basic Game rules. Advanced Game rules may be added later.

• These rules supercede any rules in earlier games in the series.

BASIC GAME

2.0 COMPONENTS

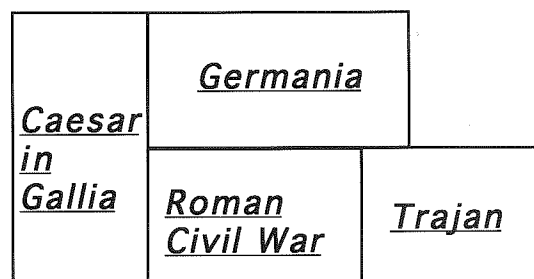
ANCIENT WARS includes these rules, four 22 x 34" maps, and die-cut cardboard playing pieces called counters, plus assorted Player Aid cards, and two dice.

2.1 Rules

The rules are organized in numbered paragraphs. References to another, related section are noted parenthetically, like this: (2.1).

2.2 Map

2.21 Strategic Map (hexagon grid): The game maps show the Roman Empire and adjoining regions. The map is overlaid with a hexagonal grid to regulate unit placement, movement and combat. All maps in the series are based on the one Claudius Ptolemy did of the Roman world in the 2nd Century AD. The maps represent that region of the world, more or less, as the Romans saw it then. The maps are arranged as follows:



• Terrain on the **GERMANIA** map is slightly different in some places from the earlier game maps. When playing **GERMANIA**, the **GERMANIA** terrain takes precedence (it represents changes that had occurred during the Augustan era).

2.22 Battle Board (square grid): This is used to resolve battles at the tactical level, should players so desire. It is printed on the **TRAJAN** map and as a separate sheet.

2.3 Combat Units

There are two general types of counters in the game: **units** and **markers**. Units represent the historical forces and leaders which participated or could have participated in the original campaigns, while markers are used to indicate various game actions.

Unit Colors:

TRAJAN

Red: Roman Army

Blue: Parthian Core (that is, central government forces)

Green: Parthian satrapy (that is, provincials)

Tan: Armenian/Arab/Alani Client

ROMAN CIVIL WAR

Red: Caesarian

Purple: Senatorial

Tan: Client

CAESAR IN GALLIA

Blue: Briton

Green: Gallic *

Red: Roman

Tan: Clients

Yellow: German

* All Barbarian Civis units are green, but those placed in British cities (with a "B") should be considered to be the same color as Briton units.

GERMANIA

Red: Roman

Tan: Clients

Purple: Revolting Civis

Yellow: German

Green: Dacian

Blue: Sarmatian

2.31 Each unit has the following information:

Legionary (Heavy) Infantry

Phalanx/Elite warbands (Heavy Infantry)

Auxiliary Infantry (Light Armed, Missile Armed)

Mixed Cohort (Light Armed, Missile Armed, Infantry and Cavalry)

Levies (Light Armed)

Warband (Heavy Armed)

Heavy Armed Cavalry or Cataphracts

Light Armed Cavalry (Equites)

Light Horse Archers (Equites Sagittarii, Missile Armed)

Camel Corps (Light Armed)

Elephants (Heavy Armed)

Chariots (Light Armed)

Civis Milites (City Militia, Light Armed, Missile Armed)

Impeditus (Light Armed, Supply Train)

Engineers (Light Armed)

Fleet (Heavy Armed, Missile Armed)

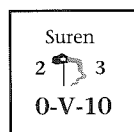
2.32 Leaders

Roman

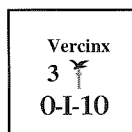
Parthian

Barbarian

Client



Parthian



Barbarian

* A Leader with a wreath symbol is that side's supreme leader.

2.33 Unit Information

Name/ID: The name of a leader, the historical unit designation or a simple numerical designation.

Unit Sizes

Roman: all "5" strength heavy infantry are legions. The "3" and "2" strength heavy infantry are vexillations (battlegroups).

Parthian: "1" strength units are "dracos;" others are hordes.

Barbarians: units of "5" or less strength are warbands; units of "6" or more strength are hordes.

Unit type: The type of troops the unit represents. The system of symbols used in the game divides all units into a number of classes. Whenever the rules or charts refer to a general class it includes all types of units within that class. For example, if a rule refers to "light

Unit types



Roman Heavy Infantry (Legions)



Auxiliary Infantry



Engineer



Mixed Cohort



Light (Equites) Cavalry



Horse Archers



Camel Corps



Elite warbands, phalanx, other heavy infantry



Levy



Roman Leader



Roman Supreme Leader



Barbarian Leader



Impeditus



Heavy Cavalry



Fleet



Civis



Court



Elephant (Heavy Armed)



Warband

Marker types



Battle Location



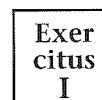
Major Roman Fortified Encampments



Roman Control



Non-Roman Control



Exercitus



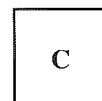
Units Within a City



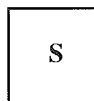
Pillage



Res Publica (Roman Civil War)



Caesarian Control (Roman Civil War)



Senatorial Control (Roman Civil War)



Military Strategem



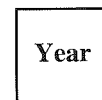
Political Strategem



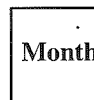
Agent Strategem



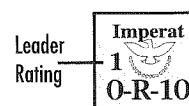
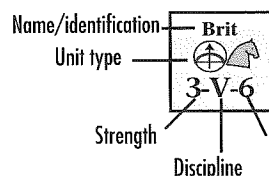
Special Strategem



Current Year



Current Month



armed cavalry," it would include both equites and horse archers. Or, as another example, if a rule referred to "heavy" units, it would apply to heavy infantry and heavy cavalry.

Unit identification: this is the name of the leader, the military title of a unit or the region from which a unit or leader came.

Combat Strength: represents a unit's size in men or ships, measured in strength points (abbreviated **SPs**).

Discipline Class: A letter rating of a unit's training and morale. There are five levels of discipline:

I: Emperor	M: Mob
V: Veteran	B: Barbarian
R: Recruit	

A unit's class is used to evaluate the effect of discipline checks (11.21).

Movement Allowance (abbreviated **MA):** The number of hexes a unit may move per normal march (10.2), expressed in movement points (abbreviated **MPs**).

Leader Rating: The leader's effectiveness, rated from 0 (lowest) to 4 (highest). The value represents the number of stratagem markers (7.0) the leader may play in a single player turn or battle.

Guard Rating: certain combat units have an asterisk, which helps negate enemy agent stratagems.

Battle Movement (TRAJAN): the small number on the right side of the **TRAJAN** counters. It is used only when resolving battle board combat. Units in other games in the series may also use the battle board, with their movement factors designated by the rules. See rule (35.6) for battle board movement factors of units in other games of the series.

Reverse of unit: this will usually have a generic symbol. This can be used to represent the unit in "fog of war" status, or to flip it over to represent disruption on the battle board. Certain units will have another unit of the same type and strength printed on the back, which is used to represent defecting units in rebellion and civil war situations.

2.4 Markers

Battle: used to mark the location of a battle.

Camps: represent major Roman fortified encampments.

City markers: indicate changes in city status (color and major city status) throughout the period covered. See rule (34.0). They are used as a reminder of changes to printed map cities and have no other effect on game play.

Control: Indicates which player controls a particular barbarian tribe on the Tribal Allegiance Track. The term "1st Player" means a force is controlled by the first player; "2nd" player means the unit is controlled by the second player (see the Sequence of Play for definition of first and second player). In **ROMAN CIVIL WAR**, the "C" markers indicate clients controlled by the Caesarian player, and "S" by the Senatorial player. In **GERMANIA**, the Roman eagle represents Roman control, and the barbarian standard represents non-Roman control.

Court (TRAJAN): represents the Parthian center of government.

Disrupted/Out of Command: used to indicate special unit statuses in combat (11.0 and 35.0).

Exercitus (TRAJAN): represents large stacks of units to reduce map congestion. Each exercitus marker has a corresponding Holding Area on the **TRAJAN** game map. "Exercitus" is Latin for "army." (28.5)

In City: indicates the presence of units within a city (as opposed to besieging it or being part of a relief force) (12.4).

Pillage: indicates a hex that has been devastated (advanced game: 27.0).

Res Publica: used in **ROMAN CIVIL WAR** to indicate various offices in the Roman state held by leaders (32.0).

Stratagem: indicates various special actions: Military, Political, Agent and Special (7.0).

Year and Month: used to determine the current turn.

2.5 Tables & Charts

Generally, all tables are common to all games in the series, unless otherwise noted.

- The **Battle & Siege Displays** can be used for resolving combat in both the Basic and Advanced Games. The displays are intended to make it easier to sort and handle units when resolving combat. Any blank space on the mapsheet or elsewhere can be used instead.
- The **Battle Combat Summary** describes the effects of loss numbers and (for the Advanced Game) different tactics.
- The **Civis Units** box contains all civis (city militia) units not currently in play.
- The **Client Forces** box contains all client units not currently in play.
- The **Discipline Table** is used to resolve discipline checks required by combat (plus other activities in the Advanced Game).
- The **Events Table** provides for random events, which are variously called "Political Events" and "Historical Events," depending on the game. The Events Table is different for each game.
- The **Formal Siege Table** resolves siege combat.
- The **Leader** boxes can hold all units currently stacked with the indicated leader.
- The **March Table** determines whether a force can move, and what special penalties and benefits occur.
- The **March Table Results** chart explains how to apply march results.
- The **Off-Map Region** boxes are used to hold units located elsewhere in the Roman world.
- The **Stratagem** boxes contain all "Expended" stratagem markers that can be selected and added to the "Available Stratagems" collection, when called for in the rules. The available stratagems are the only ones that can currently be expended by the owner for various game functions.
- The **Stratagem Markers Summary** explains how stratagem markers are used.
- The **Strategic Battle Results Table** is used to resolve combat.
- The **Terrain Effects Chart** indicates the different terrain types and their effects on movement and combat. (The different color patterns for desert on different maps have no effect; treat all desert terrain the same for movement and combat.)
- The **Tribute Table** is used to determine the outcomes of Tribute operations, that may cause units and tribes to defect.
- The **Turn Record Track** is used to determine the current year and month. Years are indicated in both Roman (AU = annum urbae, "year of the city [of Rome]") and Christian era dates. Each track is geared to the time period represented by the specific game. Players may have to construct their own "Year" section to conform to new scenarios.

- The **Unit** and **Game Markers Charts** illustrate the various units and markers used in the game and outline their purpose.

Advanced Game

- The **Advanced Game Battle Results Table** is used to resolve combat on the tactical battle board.
- The **Barbarian Council Table (CAESAR IN GALLIA)** is used by the barbarians to mobilize tribal units.
- The **Res Publica** boxes (**ROMAN CIVIL WAR**) are used to hold all Res Publica markers currently available for use by a player.
- The **Res Publica Tables & Marker Summary (ROMAN CIVIL WAR)** provide for receiving the Res Publica markers, and explain how the markers are used once they are received.
- The **SPQR Table (CAESAR IN GALLIA)** is used by the Romans to get additional support. SPQR stands for Senatus Populusque Romanus—the Senate and People of Rome.
- The **Supply Table** determines any losses for unsupplied forces.

2.6 Game Concepts & Terms

Barbarian: a general term for the enemies of Rome (regardless of their level of civilization). The tribes are grouped into nationalities for game purposes. Each nationality has its own unique unit color.

Battle Results Table (BRT): used to resolve combat (11.0). Unlike many games, there is no relative comparison of attacker and defender strengths.

Besieged Force: a garrison that is “In City” in a hex that also contains enemy combat units.

Besieging Force: friendly units not “In City” in a hex containing an enemy garrison.

Caesarian: one of two sides in **ROMAN CIVIL WAR**, representing the faction of Julius Caesar and his followers.

Chief: a barbarian leader, either major (with a name) or minor (labeled simply “Chief”).

Cities: the square symbols on the map. **Major cities** and **capitals** have four small squares, one in each corner of the symbol (and their names are boxed or are capitalized). The terms “major city” and “capital” are used interchangeably in the rules. Cities are tinted to show their nationality. Red cities are Roman, Blue/Green are non-Roman, and tan are client. White squares represent colonization sites. Cities will also have a bracketed letter code to delineate their nationality (12.0). The status of cities may change in certain scenarios; see (34.0).

Civil War Scenarios: any scenario pitting two different Roman factions against each other. Civil War scenarios are unique in that opposing Roman factions can use tribute operations (24.0) to cause opposing Roman (red and purple) units to defect/switch sides (replacing a red Roman unit with a purple or vice versa). Players should note the terms “loyal” and “rebel” Romans are used somewhat loosely given the number of switches in sides and loyalties that took place during the original campaigns.

Civis: the unit representing a city with its garrison of militia, or a colony. The color indicates which side owns a city. Control may change by flipping the unit from front to back and vice versa.

Client: various minor powers and tribes allied to one or the other players (or sometimes neutral). **TRAJAN** and **ROMAN CIVIL WAR** have client units corresponding to specific nationalities (for example: Aegyptus in **ROMAN CIVIL WAR**). **GALLIA** and **GERMANIA** have “generic” clients that can be used to represent any client power or tribe.

Colonies: new cities founded by and for veterans; a vital part of winning a following was to finance colonies and keep the soldiers happy.

Combat: an attempt to destroy or retreat enemy forces. There are two general types of combat: **battle** (11.0), in which enemy forces fight each other; and **siege** (12.5), in which an attacker attempts to negate the defensive capabilities of a city or camp.

Combat Unit: any counter with a printed combat strength of one or more. Leaders are not combat units.

Control of a City: this is when a player has a unit of any type physically occupying a city hex and the unit is “In City.” It may be under siege. Friendly client and allied units count for control as well as the player’s primary force.

Discipline Check: a requirement of combat and certain other game functions. Consult the Discipline Table and determine the results based on each unit’s discipline class (the letter in the bottom center of each unit). If a discipline check is made for a force, it affects all units in that force, with varying results depending on their discipline class. If a discipline check is made for a single unit, it affects just that one unit. A leader in a force may substitute his own discipline class for any one other friendly unit in the hex during a discipline check, which must be declared before the die is rolled; it may not be done for another leader.

Disrupted: a result of a discipline check during combat that renders a unit unable to fight and vulnerable to destruction.

Enemy: the side not performing the current player turn.

Engineers: special units that aid a force in movement and sieges.

Force: a force consists of one or more units conducting movement, combat or any other game function together. Units must be in the same hex to be part of the same force.

Friendly: the side performing the current player turn.

Garrison: all units inside a city, located beneath a civis unit or an “In City” marker.

Guard: a combat unit with an asterisk (*) to the left of its symbol; see (7.7).

Heavy Armed: soldiers possessing body armor and close order weapons; capable of charges and shock combat. Indicated by a black unit symbol.

Hex (short for “hexagon”): one of the six-sided spaces on the map that regulate placement and movement of units.

Hexside: one of six borders of a hex.

Impeditus: supply trains, camp followers and other things needed or desired by the typical ancient army on the march. In game terms, an impeditus will protect all units in its hex or off-map region from supply attrition losses.

Italy, Italian (ROMAN CIVIL WAR): the peninsula lying south of the river “Padus Flumen.” It does not include the cities of Aquileia or Mediolanum, or the island of Sicily. “Italia” includes any hex on the Italian peninsula ending with a number higher than “4” (that is, xxx5 or higher).

Leader: a named historic person (for example, Julius Caesar) or a generic commander (“Legate, “Chief”).

Leader Rating: the number of stratagems a leader may play per player turn.

Light Armed: soldiers possessing lightweight shields and little body armor; usually used for skirmishing. All units not designated heavy armed are light armed.

Loyal: in a civil war scenario, Roman units under the control of the central government, which is usually indicated by red colored units. In **ROMAN CIVIL WAR**, the Caesarians are red and the Senatorials are purple. Technically, Caesar was the rebel but, for the sake of consistency, the Caesarian forces are considered the loyalists.

Major Chief: any barbarian leader with a name. Those marked “Chief” are minor chiefs.

Major Power: one of the two sides in the game, variously representing an empire, kingdom, collection of tribes or political faction, depending on the particular situation being simulated.

Missile Armed: soldiers and “engines” capable of firing arrows, stones, javelins and other projectiles while still at some distance from the enemy; indicated by bow symbol.

Nationality: the ethnicity or other identification of a force or region. Romans are red (loyal) and purple (rebel). Barbarians have a specific color (for example, Gauls are green in **CAESAR IN GALLIA**). Certain client units have their nationality printed on them (for example, Aegyptus in **ROMAN CIVIL WAR**). City hexes have a letter code indicating their nationality, which is shown in the rules as bracketed (for example, [R] = a Roman city). See (12.0) and (14.0) for definitions of specific codes.

Neutral: not controlled by either player.

Non-Roman: a general term for all barbarian, Parthian and other “non-Roman” forces and nations.

Parthians: enemies of Rome on the eastern frontier in **TRAJAN**.

Port: any city located in a coast hex.

Promotion: upgrading the discipline class of legions through training and battlefield success.

Relief Force: all friendly units outside a friendly controlled city when the hex also contains an enemy besieging force.

Res Publica: “Public Affairs”—the political side of the game in **ROMAN CIVIL WAR**.

Rebel: all Roman units in a state of rebellion, usually indicated by purple units.

Roman: belonging to the Roman Republic or the Roman Empire. In **ROMAN CIVIL WAR**, the word applies equally to both the Caesarian and Senatorial factions.

Rome (or Roma): the capital of the Roman Republic and Empire in this era. Rome is the city in hex 3109 (**ROMAN CIVIL WAR**).

Senatorial: the faction of Gnaeus Pompeius Magnus and his supporters in the Roman Senate in **ROMAN CIVIL WAR**.

Stratagems: military, political and intelligence capabilities that leaders gather and expend during the course of play.

Tribal Centers & Mobilization Hexes: a hex with a triangle and tribal name in it. The hex with the triangle and all adjacent hexes are tribal mobilization hexes, meaning barbarian units of the same nationality may be recruited in those hexes. If two tribal mobilization hexes of two different tribes overlap into the same hex, it is considered to be a mobilization hex for both tribes.

Tribute: an operation involving the use of political stratagems to subvert and win over armies and peoples without resorting to force.

Units: leaders, military forces and civil hierarchies that participated in the wars. Combat units, leaders and civis units are all considered “units.”

Zones of Control (ZOC): the six hexes surrounding a hex that is part of the Roman frontier fortifications. ZOCs are used only when playing with Advanced Rule (30.0), **The Limes**.

2.7 Scale

Each map hex measures roughly 400 *stadia* or 50 Roman miles (74 kilometers) across. Each strength point is 1,000 men or 25-50 ships. Each turn represents one month in summer or three months in winter.

2.8 General

2.81 When a game is referred to in capitals, it means the rule applies to only that game. For example, the SPQR Segment in the sequence of play (2b) is used only in **CAESAR IN GALLIA**.

2.82 When a parenthesized four digit numeral is followed by the name of a game, it refers to a specific hex on that map. For example, “3109 **ROMAN CIVIL WAR**,” refers to the hex containing the city of Roma.

2.83 **ANCIENT WARS** covers a range of eras, armies and personalities. While the rules are thorough, they may not cover all situations. Players are encouraged to resolve any discrepancies within the spirit of the **ANCIENT WARS** system.

2.9 Errata

2.91 **Counters:** all levy infantry units should have a movement of “3” (not “4” as printed on some counters).

Expansion counters: The Prom I, II, III, Brit, Bosp and A. Vol cavalry units should not have the bow symbol. They are equites cavalry, not horse archers. The blue counters are Spanish (Hispania); the yellow counters are Illyrian.

2.92 **Map:** the hexside (3414/3513 **ROMAN CIVIL WAR**) is not a straits hexside; treat it as an all-sea hexside.

3.0 PLAYING & WINNING

The game is won by achieving one or more victory conditions.

3.1 Scenario Setup

Select one of the scenarios found in the **ANCIENT WARS** series, or create one of your own. Each side controls all the indicated units, including any friendly clients.

3.2 Victory Conditions

The player who has the higher level of victory wins the game. There are three levels of victory:

Triumphant (lowest): you get a parade in the capital and then retire to your villa.

Conquering: you become one of the leaders of your state and your statue goes up in the forum.

Optimus (highest): you are ruler of the world.

3.3 Victory conditions are provided in the scenario instructions.

3.31 “Controlling” a city means having any friendly unit “In City.” When a scenario indicates control of a city as a victory condition, it includes both printed cities and established colonies (see 18.0). City status may change depending on the era; see 34.1.

3.32 Elimination of enemy units generally refers to units destroyed in combat, not due to events, attrition or other non-combat causes, unless the scenario states otherwise.

3.4 Concession

If one player concedes, the game ends and the other player is the Optimus winner.

3.5 If neither player fulfills any victory conditions, the game ends in a draw. Stalemate also occurs if both sides fulfill the same level of victory, or the (**Roman Civil War**) side with the higher victory doesn’t meet the political requirement, if one exists.

3.6 Instant Victory

The instant one player gains all the conditions necessary for an Optimus victory, or his opponent concedes, the game ends and that player becomes the Optimus winner. **EXCEPTION:** if there is a political requirement listed. In a scenario and it's not fulfilled, or if the side currently winning lacks a supreme leader, the game must continue. If an opponent concedes, the other side wins an Optimus victory regardless of any requirements.

4.0 SEQUENCE OF PLAY

ANCIENT WARS is played in a series of consecutive game turns, with each player conducting operations in his own player turn.

4.1 Game Turns

Each year consists of six monthly game turns and two winter game turns.

4.2 Player Turns

Each game turn consists of two player turns. One player is termed the "first player," which means he takes his player turn first within each game turn; the second player takes his turn second.

4.2.1 Player Order

Unless otherwise noted in the Scenarios, the Romans are always the first player, and their opponents are always the second.

4.3 Sequence

Perform the actions below in the exact sequence given.

(1) **Events Segment (6.0):** consult the Events Table for the game being played, roll two dice and apply the result.

(2) First Player Turn

(2a) **Stratagem Segment (7.0):** the first player draws the number of stratagem markers equal to his current supreme leader's rating. He may also receive stratagem markers for control of certain cities or regions.

(2b) **Recruiting Segment (8.0):** the first player receives new units. In the Advanced Game he may promote units.

- **Political Segment (ROMAN CIVIL WAR only) (32.0):** the player can expend political stratagems to roll on one or more of the Res Publica Tables.

- **SPQR Segment (GALLIA only) (8.24):** the Roman player must roll once on the SPQR Table. He may roll additional times by expending political stratagem markers.

(2c) **Movement Segment (10.0):** the first player attempts to move friendly units.

(2d) **Tribute Segment (24.0)** (Advanced Game): the first player may conduct tribute operations to cause the desertion/defection of enemy units and tribes.

(2e) **Combat Segment (11.0) & (12.5):** the first player conducts battles and sieges.

(2f) **Supply Segment (26.0):** the first player checks supply for his units and may then pillage (27.0) applicable hexes.

(2g) **Stratagem Recovery Segment (7.12):** at the conclusion of the last segment of the player turn, both players move all their stratagem markers from their Expended box to their Available box.

(3) Second Player Turn.

(3a) **Stratagem Segment (7.0):** the second player draws the number of stratagem markers equal to his current supreme leader's

rating. He may also receive stratagem markers for control of certain cities or regions.

(3b) **Recruiting Segment (8.0):** the second player receives new units. In the Advanced Game he may promote units.

- **Political Segment (ROMAN CIVIL WAR only) (32.0):** the player can expend political stratagems to roll on one or more of the Res Publica Tables.

- **Tribal Council Segment (GALLIA only) (8.24):** the Barbarian player must roll once on the Tribal Council Table. He may roll additional times by expending political stratagem markers.

(3c) **Movement Segment (10.0):** the second player attempts to move friendly units.

(3d) **Tribute Segment** (Advanced Game): the second player may conduct tribute operations to cause the desertion/defection of enemy units and tribes.

(3e) **Combat Segment (11.0 & 12.5):** the second player conducts battles and sieges.

(3f) **Supply Segment (26.):** the second player checks supply for his units and may then pillage applicable hexes.

(3g) **Stratagem Recovery Segment (7.12):** at the conclusion of the last segment of the player turn, both players move all their stratagem markers from their Expended box to their Available box.

(4) Game Turn Completion

(4a) Once both player turns are completed, the game turn ends and a new one begins. Advance the year and month markers accordingly.

(4b) If this is the end of a "Winter II" turn, all "Pillaged" markers are removed and the affected hexes returned to normal. Take any other special action called for by the rules for the end of a year.

4.4 Winter Turns

The "Winter I" (October-December) and "Winter II" (January-March) turns are conducted the same as campaign turns, except there are additional penalties for movement and supply, as noted in various rules sections.

4.5 Ending the Game

Play continues until the end of the scenario or one player resigns.

5.0 LEADERS

Leader counters represent individual politico-military figures along with their close advisers. Leaders may utilize stratagem markers (7.0), generate tactical superiority [11.1(1)] and enhance the discipline (5.42) of units with which they are stacked.

- Some of the **EXPANSION** scenarios will use named leaders from other scenarios occurring in different time periods to represent leaders of equivalent value.

5.1 Leader Boxes

All units (except civis) stacked with a leader (including other leaders) may be placed in that leader's holding box for convenience. Units in a holding box are considered to be in the same map hex as the leader counter for all game purposes.

5.2 Units of all types, including leaders, may move through hexes containing only enemy leaders without stopping. Enemy leaders are immediately eliminated if a friendly combat unit enters their hex. They are not eliminated if only an enemy leader enters their hex. Otherwise, leaders move and act like any other unit.

5.3 A leader eligible to use stratagem markers and stacked with combat units may aid their movement (7.51).

5.4 Combat

5.41 Leaders are not combat units; they never contribute to their side's combat strength. Leaders are never affected by discipline checks or loss results.

5.42 Discipline Enhancement: a leader's discipline class may be substituted for any one combat unit's in the same force when a discipline check (10.21) is required at any time in the game. The player must declare for which unit's discipline class he is substituting his leader's rating before making the discipline check die roll.

- Normally a leader may substitute his discipline class for any other unit in the same hex; however, if in a city hex, he may perform the substitution only for units in the city if he is "In City," or for units outside the city if he's not "In City."

- Example: Arminius (I class) could change the discipline class of any one German unit with which he is stacked to "I."

5.5 Supreme Leaders

Each side usually starts a scenario with one supreme leader. He functions as a normal leader, except the player gains additional stratagem markers for him (7.0). If a supreme leader is eliminated for any reason, the owner immediately loses all available stratagems, placing all of them in his Stratagems Expended box.

- The player may thereafter gain and keep stratagem markers for other reasons; this is just a one time loss representing the chaos ensuing upon the loss of the big chief.

5.51 Replacement of Supreme Leader: a player whose supreme leader has been eliminated (or is otherwise not in play) may designate any of his leaders currently in play (except a client leader, "Legate" or "Chief") as the new supreme leader. That's done during his recruiting segment by expending a political stratagem. The political marker is placed on top of the leader to indicate he is now supreme leader, and it must remain in place for the remainder of the game or until the leader is eliminated at which time it's returned to the friendly Stratagems Expended box. Such a political marker may not be played for other game functions.

- Having the new supreme leader keep the political marker he played to become the new supreme leader with him at all times simulates the political damage that resulted from the death of a dominant leader in that period. Consider how many years it took Octavian and the rest of Rome to recover from Caesar's assassination.

5.52 If a game contains **supreme leader** stratagem markers, the player may only replace a supreme leader by expending that marker, not by expending a political marker. In that case, place the supreme leader marker on the new supreme leader. Follow the procedure outlined for the particular type of supreme leader marker (*Imperator*, *Supreme Chief*, *King of Kings*) in the "Stratagem Marker Summary" of the particular game

- Since loss of the supreme leader means loss of all stratagems, the needed stratagem marker must somehow be obtained, usually by winning at least one battle or siege. That simulates the candidate's need to prove his military prowess before assuming power.

5.53 Generally, only named leaders may become supreme leaders; however, when using the **EXPANSION** counters, Legates I and II (the 0-V-10) may be named supreme leader.

5.54 A player may have only one supreme leader in play at any one time. In some circumstances more than one power with a supreme leader may be in play. For example, in a civil war scenario, if the Parthians become belligerent, the same player may have a Roman

supreme leader and the Parthian supreme leader on the map at the same time. In that case only the Roman supreme leader counts as a supreme leader. If the Roman supreme leader were to be eliminated, the Parthian supreme leader would not become that side's new supreme leader—in effect, he would be treated as an ordinary leader.

5.6 Elimination

Leaders are eliminated if at any time they are in the same hex as an enemy combat unit and there is no other friendly combat unit in the hex, or during a combat segment in which they are the only units remaining in a force after losses are inflicted. Opposing leaders never eliminate each other if they are the only units in a hex. Leaders may also be eliminated by certain random events (6.0) and stratagems (7.0).

5.61 A named leader who is eliminated is out of play for the remainder of the game (for example, Varus in **GERMANIA**). A generic leader ("Legate" or "Chief") who is eliminated may be returned to play via recruiting (8.0).

5.62 Leaders are not automatically eliminated when all combat units in their force suffer elimination due to march or supply attrition (see marker table). They are eliminated if a naval unit on which they are embarked is eliminated for any reason, including attrition.

5.7 Special Considerations

- (1) **TRAJAN:** the Roman player may not receive off-map reinforcements without a supreme leader in play.
- (2) **ROMAN CIVIL WAR:** the "Imperator" and "Dictator" markers are also removed from the friendly Res Publica box the instant a side's supreme leader is eliminated, and may only be obtained when a side has a supreme leader.
- (3) **CAESAR IN GALLIA:** none.
- (4) **GERMANIA:** the Romans have two supreme leaders in the **GERMANIA** counter mix. Varus is supreme leader in the 9 AD scenario; Germanicus in the 14-16 AD scenario. Arminius is the barbarian supreme leader in all scenarios.

6.0 EVENTS

During the Events Phase, either player rolls two dice and consults the Events Table for the scenario being played to determine which event will occur. (It is recommended players alternate die rolling.) Each game in the series has its own Random Events Table.

6.1 Determining Events

Treat one die as the tens digit, and the other as the ones digit, to produce a number between 11 and 66. Find the appropriate number on the table and apply the result. Example: a roll of "1" on the first die and "2" on the second die would be "12," indicating "Pro-Roman Omens."

- Players are advised to examine the events prior to the start of play, as some will have dramatic effects.

6.2 First Turn

Players never check for events on the first turn of a scenario, unless the scenario rules direct it.

6.3 Redundancy

Unless otherwise specified, an event may occur more than once per game.

6.4 Game Expansion

6.41 When playing one map scenarios not covered under specific games, roll once on the **EXPANSION** Random Events Table. Ignore any events that don't apply to that map. For example, if using only the **TRAJAN** map, players would ignore event 56, "Barbarian Invasion," since there are no barbarian tribal centers on the **TRAJAN** map.

6.42 When playing with more than one **ANCIENT WARS** map, players roll **twice** for events. Multiple map scenarios will explain which event tables will be used. Apply the events in the order rolled. If the same event is rolled twice in the same turn, ignore its second occurrence.

7.0 STRATAGEM MARKERS

Stratagem markers are central to the play of **ANCIENT WARS**. They represent military and political events that have an impact on the course of a campaign. Players receive stratagem markers for certain game activities, and they may expend them to perform certain actions. Each player in each game will have a set of stratagem markers. They are divided into the following types: **Military, Political, Agent, Special**.

- Certain games in the series may not employ all types of these markers.
- The Res Publica markers in **ROMAN CIVIL WAR** are not special stratagem markers.

7.1 Stratagem Markers are kept in one of three boxes: **Ready, Available and Expended**. Those in the Ready box may be played by the owning player's leaders. Those in the Available box may be selected by the player under some circumstances and moved to the Ready box. Those in the Expended box have been played and may not be selected by the player if he is allowed to choose new stratagem markers (until they have been returned to the Available box—see below). All stratagems not assigned to a side at the beginning of a scenario are placed in the friendly Expended box.

7.11 Each leader currently in the game may play a number of stratagem markers equal to his leader rating during a single player turn (friendly or enemy). The leader may only play markers from the Ready box. Once a marker has been played, place it in the Expended box. Players will have to keep track of how many markers a leader has played during the current player-turn.

7.12 **Stratagem Recovery**: during the Stratagem Recovery Segment (at the end of each player turn), both players move all markers from their Expended boxes to their Available boxes.

7.13 If there is more than one leader in a force, each leader may expend stratagem markers. For example, in a force with two leaders, each with a leader rating of "1," one leader could expend a military stratagem to conduct a forced march and the second could expend one for tactical superiority during the same turn.

7.2 Gaining Stratagem Markers

7.21 Stratagem markers are received at various times throughout the game:

- (1) **Scenario Setup**: players start certain scenarios with a designated number and type of stratagem markers.
- (2) **Events**: certain Historic Events (6.0) will call for one side or the other to receive stratagems.
- (3) **Supreme Leader**: during his Stratagem Segment, a player selects a number of stratagem markers equal to the leader rating of his current supreme leader. (If he has no supreme leader, he doesn't pick.)

- (4) **City/Region Control**: during his Stratagem Segment, the player receives one additional stratagem for achieving each of the following (assuming the locations are on the map for the particular scenario).

(a) **Supreme Leader in Rome**. If a Roman player has his Supreme Leader in the city of Rome, he receives one Stratagem.

(b) **Control of the City of Rome**. If any player has a Civis unit in the city of Rome, he receives one Stratagem. This is in addition to any Stratagem received for (a).

(c) **For each FIVE Major Cities/Provincial Capitals** the player controls with a civis unit, or fraction thereof, other than the city of Rome. For example, if a player controls three major cities, he receives one stratagem.

(d) **Control the Syria Off Map Region** (if it is in play; for example, if using the **ROMAN CIVIL WAR** map and not the **TRAJAN** map).

(e) **Control the Gallia and Hispania Off Map Regions**, together (if they are in play; that is, if using the **ROMAN CIVIL WAR** map and not the **GALLIA** map).

(f) **Control the Italia Off Map Region**: this gives two stratagems (if it is in play; that is, if using the **GALLIA** map and not the **ROMAN CIVIL WAR** map).

- Players can use pencil and paper to keep track of the number of major cities they currently hold.

- (5) **Combat**: a player gains stratagem markers if he wins a battle, siege or revolt combat. The player who wins a battle or siege gains three stratagem markers if he wins a "Major Victory," or one marker if he wins a "Minor Victory" (11.6).

- Note that taking cities via tribute doesn't count as a victory under this provision.

- (6) **Pillaging**: the instant a city hex or colonization site is pillaged (27.0), both sides select a stratagem marker. If pillaging a tribal center, only the enemy player selects one stratagem.

- Sacking cities tended to boost the side doing the deed, but it also inspired popular hatred useful to the enemy. Pillaging tribal centers tended to make the barbarians mad.

7.22 Selecting & Keeping Stratagems

- (1) Markers are chosen deliberately, unless an Event result directs they be chosen randomly. The player examines the markers in his Expended box, makes a selection, and places the markers in his Ready box. Flip markers to their reverse sides or place them in a cup before making a random choice.

- (2) Stratagems may be retained indefinitely in the Ready box.

- (3) The number of stratagem markers in a game's counter mix is a design limit. A player may not gain more than the number provided in his color.

7.3 Losing Stratagems

Certain game functions require a player to lose stratagem markers. Markers that must be lost are selected at random from those in the Ready box by the owning player and placed in his Expended box. Should a player be required to lose more stratagem markers than remain in his Ready box, there is no additional penalty.

7.31 Stratagems can be lost for the following reasons:

- (1) **Events**: certain events will call for one side or the other to give up markers.
- (2) **Defeat in Combat**: a player who loses a battle or siege gives up

three stratagem markers if his opponent wins a "Major Victory," or one marker if the opponent wins a "Minor Victory" (11.6).

- (3) **Elimination of a Supreme Leader:** all markers belonging to the player losing his supreme leader are moved from the Ready box to the Expended box.

7.4 Playing Stratagems

Only a leader may play a stratagem marker. Once used for any purpose, a stratagem is returned to that side's Expended box. It may be expended at the times in the game turn specified by the stratagem description. See the "Stratagem Marker Summary" for details.

7.41 A stratagem usually affects only units in the hex or off-map region occupied by the leader who plays the marker. Exception: **agent** stratagems, under certain circumstances, may be played against hexes one or more hexes away from the leader playing them.

7.42 **Countering Stratagems:** leaders may play stratagem markers during the enemy turn to counter play of enemy stratagem markers played against the hex containing the leader unit. That must be done immediately upon the play of the enemy stratagem. Only stratagem markers used to counter enemy stratagem markers may be played in the enemy's turn. Again, see the "Stratagem Marker Summary" for details.

7.43 Each leader may play a number of stratagem markers in each player turn (friendly or enemy) equal to his leader rating. For example: Caesar, with a leader rating of three, could play three stratagem markers in the friendly player turn, and then three more in the enemy player turn of the same monthly game turn — but the latter usually only to counter stratagems expended by the enemy.

7.5 Uses for Stratagems

This is a summary of stratagem functions; the descriptions on the Stratagem Marker Summary Chart take precedence in the event of discrepancies.

7.51 Military Stratagems

- **Forced March** (Advanced Game): allows a force to move twice in a single movement segment, with some penalties (23.0).
- **Formal Siege Enhancement:** provides for the possibility of a special result on the Formal Siege Table (12.53).
- **March:** must be played by a leader stacked with a moving force before consulting the March Table. Any results of N (no march) and S (scatter) are treated as M (normal march). Other results are unaffected.
- **Leader Rises:** allows recruiting of certain leaders without having to use another leader; see 7.8.
- **Interception** (Advanced Game): during his opponent's movement segment, this allows a player's force to move into an adjacent hex that is then being entered by a moving enemy force.
- **Tactical Superiority:** adds +1 to a tactical superiority die roll (11.1). Each player may expend a number of stratagems equal to the leader value of one leader in order to increase the tactical superiority die roll by +1 per marker.
- **Training:** played by friendly leaders to upgrade troop quality.
- **Withdrawal** (Advanced Game): allows an attacked force to retreat before combat (25.0).

7.52 Political Stratagems

- **Colonization** (18.1): played by friendly leaders in a colonization site at any time during the friendly player turn.

• **Recruiting:** the player may recruit one unit or group of tribal units per marker expended.

• **Tribute** (Advanced Game): allows the player to attempt a tribute action (24.0) in order to force the defection/desertion of enemy units and tribes.

• **Counter-Tribute** (Advanced Game): the player may negate one tribute action. This stratagem may only be played immediately after the enemy expends his marker.

• **ROMAN CIVIL WAR: Res Publica** (32.0): a friendly leader plays politics in Rome any time during the friendly player turn.

• **ROMAN CIVIL WAR: Heir:** a friendly leader becomes supreme leader any time during the friendly player turn.

7.53 Agent Stratagems

• **Assassination:** designate any one hex containing a face-up enemy leader. Roll one die: on a result of six, that leader is eliminated.

• **Intelligence** (Advanced Game): designate any one enemy hex on the map; flip face up all units in it.

• **Counter-Intelligence:** a leader may negate the effect of one agent marker played against the hex he occupies. The stratagem must be played immediately after the enemy expends his marker.

7.54 Special Stratagems

Certain games in the series have stratagem markers in addition to the usual political, military and agent stratagems. Those are explained in the special sections of the Stratagem Marker Summary charts.

7.6 Countering Stratagems

A friendly leader may play certain stratagem markers to "counter" (negate the effect of) certain enemy stratagems, usually one played against the hex or region containing the friendly leader. The "counter" must be played immediately after the enemy expends his own marker. The type used as a "counter" must exactly match the enemy's stratagem. Some stratagems may not be countered. See the "Stratagem Marker Summary" for details.

Example

The Romans have one political and two military stratagem markers. Caesar and his force are marching cross country. They enter a hex with a city occupied only by an enemy civis unit. Caesar decides to play the political marker to obtain tribute, which in this case means causing the civis marker to change sides. He rolls a -2 on the Discipline Check Table. The tribute section of the Discipline Check Results Key indicates the civis unit defects and is replaced with a Roman civis. Since the city is now Roman controlled and contains no enemy units, the Romans may resume marching if desired. At the completion of the march, the Roman player decides to have Caesar make a forced march; so he expends a military stratagem for that purpose. Caesar's force successfully force marches, entering a hex containing an enemy force. In the Combat Segment, Caesar decides to attack. He expends the remaining military stratagem marker to give him tactical superiority in the battle. Caesar can't play any more stratagems that player turn because he has expended the number of markers equal to his leader rating of three. No other leader can expend any because the Roman side has run out of stratagems. That may change if Caesar wins a victory that allows Rome to gain new markers.

7.7 Guard Units

A unit with an asterisk to the left of its unit symbol automatically counters the first enemy agent stratagem played against the hex or off-map region it occupies. No stratagem need be expended as a “counter” in that case. Only one enemy stratagem marker per hex or region may be negated in this manner during a player turn, regardless of how many guards are present in a hex. Any additional agent stratagems may only be countered with stratagem markers.

7.8 Leader Rises

This is a special use of the military stratagem, which is the same as “Recruit” (under political stratagems), except a player doesn’t need a leader to play it. Simply play this stratagem on any friendly unit and receive one legate (if Roman), chief (for barbarian or client), or satrapy leader for Parthian. Only one of these stratagems may be played per turn; otherwise, use the rules for recruiting (8.0). This may not be countered.

7.9 Generic Stratagems

The expansion kit has two markers titled *Stratagems 1 and 2*. They are used only if a particular scenario calls for them, and will represent special rules.

8.0 RECRUITING

Players receive additional units through recruiting. Units currently located in a specified type of holding box (Recruits, Civis, Client Units, etc.) may be chosen as recruits within the limits described below. Generally, the player conducting his recruiting phase must have a leader present in the hex or off-map region in which he wishes to recruit. He expends a political stratagem for the leader. A player may perform only one recruiting action in a hex per turn. If the recruiting is taking place in an off-map area, each leader in that area may recruit a maximum of one unit, though each must expend a political stratagem to do so. Certain other game events will give players additional recruits.

- Don’t confuse the “Recruit” class discipline of some units (the “R” class units) with units to be recruited.

8.1 Holding Boxes

8.11 Set Up: units (including leaders), which don’t begin the game in play according to the scenario instructions, start in the appropriate holding boxes. Client units are placed in the “Client Forces” box. Civis units go in the “Civis Units” box. All other units, including leaders, are set up in the friendly “Recruits” box.

8.12 Eliminated Units & Replacements: all units eliminated from play for any reason are immediately placed in the appropriate holding box, as described above. They may be then be recruited back into play.

Exceptions

(1) **Named Leaders** are permanently removed if eliminated. A generic leader (Roman “Legate” or barbarian “Chief”) is placed in the friendly “Recruits” box when eliminated. All other eliminated leaders are permanently out of play.

- Legates and chiefs represent a pool of aspiring officers and candidates.

(2) **Imperator Units:** always place Roman Imperator (I) class legions in the “Promotions” box at the start of a scenario and whenever they are eliminated. They are received only via promotion, never by recruiting. Exceptions will be noted below.

8.13 The number of units in the counter mix is a limit. If there are no more units available for recruiting, no recruiting may take place.

8.14 Units may never be placed in pillaged hexes.

8.15 Units may never be recruited in hexes that also contain enemy units. They may be placed in off-map regions with enemy units as long as the conditions for control are in effect.

8.16 **Siege Recruiting.** As an exception to (8.15): Leaders in besieged cities may recruit. However, roll one die after the Political stratagem has been expended. On a “1-3” the unit is recruited. On a “4-6” no unit is recruited, and no further attempt may be made in that Recruiting segment.

8.2 Recruiting

Players recruit new units by playing political stratagem markers during a friendly Recruiting Segment. Generally, units must be from the “Recruits,” “Client Forces” or “Civis Units” boxes. Units in the “Promotions” box can only be received when promotion (17.0) occurs.

8.21 Recruiting by Leaders

The leader must be located in a friendly city hex or off-map region. If in a city hex, the leader must be beneath a civis unit or “In City” marker to recruit, and there may be no enemy units in the hex. If in an off-map region, the player must control the region. The leader can expend a maximum of one political stratagem for recruiting per friendly Recruiting Segment. For each marker expended, recruit one unit of any kind from the friendly “Recruits,” “Client Forces” or “Civis Units” boxes and place it with the leader. Each unit selected must match the leader’s color and nationality. Civis units must match the recruiting side’s color (for example, Roman red, Parthian green).

- (1) A maximum of one leader per city per player turn may recruit.
- (2) An unlimited number of leaders may recruit in an off-map region (but one unit per leader maximum).
- (3) In all cases, a unit may be only recruited on a friendly controlled city of the same color:

- Roman units on red [R] cities

- Parthian units on blue [P] cities
(includes both core and satrapy)

- Gallic units only on green [G] cities

- British units on blue [B] cities

- Client units on tan cities. These must be of the same nationality as the Client unit, if any.

- (4) In all cases, Barbarian tribal units may be recruited only on tribal mobilization hexes (or cities) of that nationality. The Roman player may recruit Client units on tribal mobilization hexes of controlled tribes.
- (5) Additionally, scenarios will specify when recruiting can occur in a controlled off-map region.

Special cases for individual games follow.

8.22 TRAJAN

- (1) The Roman player can recruit any Roman (red) unit types.
 - (2) Parthians control two groups of forces: core (blue) and satrapy (green). A Parthian core leader inside a city can recruit one core, one civis or one satrap unit per stratagem marker. A satrap leader inside a city can recruit only one satrap or civis unit per marker. When recruiting a satrap unit, the selection is made randomly. Invert and mix the units thoroughly before drawing. Note that Parthian units are kept in separate core and satrap recruits boxes.
- The Parthian “Court” unit is a core unit, and can be obtained as a

reinforcement/replacement just like any other core unit. It is used in conjunction with the "King of Kings" special stratagem. See the stratagems explanation on the player aid card.

- (3) The player who controls the Armenian leader may recruit Armenian client units.

- Remember, you gain control of a client leader via tribute.

- (4) Either player may recruit the Arab unit. It becomes the client of whoever recruits it. The recruiting unit must be in a friendly Arabian (D) city. If eliminated, the Arab may be recruited again by either player.

- (5) The Alani unit is received only as a result of events (see event #51-53, Barbarian Invasion).

8.23 ROMAN CIVIL WAR.

- (1) The Caesarian and Senatorial players can recruit all Roman (red or purple, respectively) unit types, with the following exceptions: "V" and "I" class legions and "V" class fleets. Those units can only be received via promotion.

- (2) A player who controls a client leader may recruit client units of the same nationality. Also, a client leader may recruit client civis units.

- (3) The barbarian client unit is received only via event (see event #52, Barbarian Invasion).

8.24 GALLIA:

- (1) The Roman player can recruit all Roman (red) unit types, with the following exceptions: "V" and "I" class legions and "V" class fleets. Those units can only be received via promotion.

- (2) A recruiting Roman client "Chief" can only recruit barbarian client (tan) units. He must be inside a friendly city or tribal center. Note that Roman barbarian client units have no tribal affiliation.

- (3) A recruiting barbarian-controlled leader may recruit in cities and tribal hexes of the same nationality (Gallic, German or British).

- (4) **Special Mobilization** recruiting occurs before any normal recruiting.

- (4a) During the Roman Recruiting Segment, the Roman player must consult the SPQR Table once. During the Barbarian Recruiting Segment, the barbarian player must consult the Tribal Council Table once. Units are placed according to instructions found on the tables. Note results may call for the removal, as well as the addition of units.

- (4b) In addition to the mandatory dice roll, a side may also roll on the SPQR or Barbarian Recruiting Tables an additional time for each political stratagem its supreme leader expends. The Roman supreme leader must be in the Italia off-map region to expend a political stratagem for this purpose. The barbarian supreme chief must be inside a friendly city with civis or combat units that match his nationality color. A political stratagem is expended and the table results applied before the decision is made to expend another stratagem.

8.25 GERMANIA

- (1) The Roman player can recruit all Roman (red) unit types, with the following exceptions: "V" and "I" class legions, "V" class cavalry, "V" class auxiliary infantry and "V" class fleets. Those units can only be received via promotion.

- (2) A recruiting Roman client "Chief" can only recruit barbarian client (tan) units. He must be inside a friendly city or tribal center

in Gallia or Britannia. Note that Roman barbarian client units have no tribal affiliation.

- (3) A recruiting barbarian-controlled leader may recruit in cities and tribal hexes of the same nationality.

8.26 GAME EXPANSION

When playing with the **ANCIENT WARS EXPANSION**, players will have access to additional generic client units from **CAESARIN GALLIA** and **GERMANIA** (that is, client units with no specific nationality). Those units may be recruited only on: cities that don't have a corresponding named client force in the game; or tribal mobilization centers. Only Roman (including loyal and rebel) players may recruit the generic clients on tribal mobilization centers. The Parthian-Barbarian player would, instead, recruit using the specific tribal units for that tribe. For example, when playing the expanded **ROMAN CIVIL WAR**, a player could recruit a generic client unit on a Gallic or Judean city, but not on an Egyptian city (because Egypt has a corresponding client army).

- (1) The generic fleet may be recruited only on a client port city.
- (2) The generic engineer and impeditus units may be recruited only on client cities.
- (3) The generic legate leader may be recruited only on client cities. That unit may also be used to represent client generals and other leaders when developing new scenarios.

- Note that the generic client engineer, impeditus and legate units may not be recruited on Parthian, Gallic [G] or British [B] cities, since they are not client cities.

- (4) **TRAJAN, ROMAN CIVIL WAR:** the generic engineer, impeditus and legate units may be recruited by specific nationalities (for example, Ponticans), in which case they become part of that nationality. (Make a note of which units have been recruited.) If eliminated, they may be recruited by any other nationality.

8.3 Other Forms of Recruiting

8.31 Certain Events will allow players to recruit units at no cost in stratagem markers. See the specific events for details.

- Note that certain units can only be received by Events. See the scenarios.

8.32 Tribal reaction (31.0) may also bring in units without expending stratagem markers.

8.33 Also see (14.4) for specifics on client recruiting.

8.4 Unit Placement

Generally, units may be placed on any city or colony hex or off-map region, with the following additional restrictions.

- (1) **Leaders** are recruited like other units. A player may recruit available leaders of any discipline class. Named leaders may not be replaced if eliminated. Legate and chief leaders may be recruited if eliminated.

- (2) **Imperator (I) Class Combat Units** designated as reinforcements begin a scenario in the Promotions box. Eliminated I class legions are always placed in the Promotions box. They never enter play as recruits. *Exception:* I class units may be recruited in **TRAJAN**.

- (3) **Guards** are identified by an asterisk (*) to the left of their unit symbol. In **TRAJAN** they may be recruited normally. In other games in the series they are received only via promotion; see 17.3.

- (4) **Veteran (V) Roman Legions:** a leader may recruit a veteran legion on a civis hex located on a colony. This causes the civis

to be removed.

- (5) **Civis Units** can be recruited only in cities that have no other civis units in them.
- (6) **ROMAN CIVIL WAR, GALLIA: Veteran (V) Roman Heavy Cavalry, Light Armed Equites Cavalry & Light Armed Infantry** — place in any Roman cities except those located in Italia, the island of Sicilia, and the Italia off-map region. *These veterans represent the pool of trained mercenaries available throughout the Mediterranean world in the 1st century BC. Note the veteran cavalry and auxiliary units in these games have a lower combat strength than recruit level units, but better discipline.*
- (7) **GERMANIA: Veteran (V) Roman Heavy Cavalry, Light Armed Equites Cavalry & Light Armed Infantry** — may not be recruited. They may only be promoted from recruit (R) class units of the same type and strength.
- (8) **Light Armed Horse Archers** — place in cities located in Parthia, Asia, Pontus, the East, Arabia, Cyrenica, Africa and Numidia, plus the Syria off-map region.
- (9) **Elephants** — place in cities located in Parthia, Numidia, Africa and Cyrenica.
- (10) **Chariots** — place in cities or tribal centers located in Britannia (the island containing Londinium).
- (11) **Fleets** — place in any friendly port or off-map region containing sea terrain and under friendly control.
- (12) **Client Units (any types)** — those labeled “Alani” (**TRAJAN**) and “Barbarian” (**ROMAN CIVIL WAR**) are placed according to instructions provided by a specific event. Leaders may recruit generic client units (that is, tan colored) on tan cities or friendly tribal centers.
- (13) **National Client Units** — place inside a friendly city bearing the nationality code corresponding to the label printed on the counter. Example: in order for Cleopatra to recruit a unit, she must be located inside one of the three cities with the “E” code.
- (14) **Legions**. Legions may only be recruited on Roman [R] cities.

8.5 Barbarian Controlled Tribal Units

Barbarian controlled tribal units may be recruited only in tribal centers (including the hex with the triangle and all six adjacent hexes) or cities of the same nationality, as follows:

- (1) **TRAJAN**: there are no barbarian units in Trajan.
- (2) **ROMAN CIVIL WAR**: German tribal centers include all such hexes in rows 25xx to 41xx. Dacian tribal centers include all such hexes from hex rows 42xx to 48xx. Sarmatian tribal centers include all such hexes from the hex rows 49xx to 60xx.
- (3) **GALLIA**: British tribal centers include all such hexes in Britannia and Hibernia. Spanish (Hispania) tribal centers include all such hexes southwest of the Pirenaei Montes (Pyrenees Mountains) in Europe. Gallic tribal centers include all such hexes northwest of the Pirenaei Montes to the Rhenus Flumen (Rhine River). German tribal centers include all such hexes east of the Rhenus Flumen. Numidian units may be recruited on any “N” cities or the Garamantes hexes in North Africa.
- (4) **GERMANIA**: German units may be recruited in any tribal center hex except those marked “Sarmatae” or “Daciae.” Sarmatian and Dacian units may be recruited only on their respective mobilization center hexes.

8.51 Barbarian units can be recruited by a barbarian leader of the

same nationality, located inside a city hex or tribal hex of the same nationality (color). A barbarian recruiting action in a city recruits one unit. A recruiting action in a tribal center recruits a number of units equal to the tribe’s Mobilization Value (printed on the Tribal Allegiance Track). Players may recruit in tribal hexes that have enemy units in or adjacent to them. For example, the Cheruscii (in Germania), with a mobilization value of “3,” would provide three units for each recruiting action. That is an exception to the normal rule that only one unit can be recruited per leader per recruiting phase.

8.52 Barbarian units may not be recruited on or adjacent to pillaged Tribal Center hexes, or in pillaged cities.

8.53 **Occupation**: If a Tribal center hex is occupied by an enemy unit (or even a friendly or neutral unit of a different nationality), then the Mobilization value of that hex, and all adjacent hexes of the same tribe, is reduced by “1”. If the value is reduced to “0”, then roll one die when mobilizing: on a 1-3 nothing happens; on a 4-6 the tribe mobilizes one unit.

- For example, in **GERMANIA**, if the Romans occupied a Batavii hex, then that hex’s mobilization value (“2”) would be reduced to “1”.

- See also Rule (31.4) **Roman Assimilation**.

8.6 **Leader Rises**: see also rules section 7.8 for special leader recruiting.

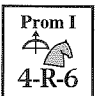
8.7 Demobilization

During any friendly Recruiting Segment, a player may remove from the map any friendly units other than leaders. That does not require a stratagem expenditure.

8.8 Promoti

The Roman player has three “Promoti” equites units. These represent the beginnings of the mobile cavalry armies which would rise to prominence in the 3rd century. These units are recruited normally with the following modifications:

They may be recruited only in scenarios beginning in 193AD or later, and only the Roman Supreme Leader may recruit them. Expend a Military stratagem and receive one “R” Class Promoti unit. This unit may be promoted to “V” class by any Roman leader normally.



9.0 STACKING

Having more than one unit in a hex is called stacking.

9.1 There is no limit to the number of units that may stack in a single hex or off-map region. Exception: there may never be more than one civis unit in a single hex.

9.2 Friendly and enemy forces may coexist in the same hex.

9.3 Forces

One or more unit moving or attacking together is called a “force.” A player may divide his units in a particular hex into any number or combination of forces.

9.4 Fog o’ War

In the Basic Game, players may freely examine enemy units anywhere on the map.

10.0 MOVEMENT

During his movement segment, a player may move all, some or none of his units, expending movement points (MPs) from the units’ movement allowances (MAs).

10.1 Procedure

- (1) Designate the force to be moved.
- (2) Designate the type of movement it will use: **Road/Trade Route**, **Cross Country**, **River**, or **Naval**. (A force's location may make some types of movement impossible.)
- (3) Roll a die. Cross-index the result on the appropriate line of the March Table and apply the result.
- (4) A leader may expend one military stratagem per march attempt. That will convert results of "N" (No March) and "S" (scatter) to "M" (March). (It must be expended prior to the march die roll.)

10.2 Types of March

- (1) **Cross Country**: a force using cross country movement may move through any type of hexes under the restrictions listed below (10.4).
- (2) **Road/Trade Route**: a force choosing this option must perform all of its movement on roads, trade routes or some combination of the two. It may only cross hexsides that contain either a road or trade route.
- (3) **River**: a force using this option may move 10 hexes. Ignore units' printed MAs. The force may only enter hexes through hexsides containing a river (that is, along the route of the river). To use river movement a force must begin its movement in either a river hex containing a friendly city or a river hex with at least one engineer unit. The engineer must remain with the force throughout the move.

(Engineers were needed to build river transport outside river ports, which would be well stocked with small craft.)

- (4) **Naval**: a force containing only fleet units, or fleets and land units being transported aboard fleets (13.1), may use naval movement, moving along any combination of all-sea and coastal hexes. Use the fleets' MA when determining the force's MA. The force may enter only sea and coast hexes. It may cross sea hexsides. See the rule 13.16 for fleet movement on rivers.

10.21 Players should note that roads and trade routes don't negate other terrain in hex unless the unit is using road/trade route march, in which case the force may only move along road/trade route hexes.

10.3 Forces

One or more units that began the movement segment in the same hex or off-map region may attempt to leave the hex or region as a single force. Other units in the same hex or box that have not moved during the segment may form their own forces and make their own movement attempts. No unit may be involved in more than one movement attempt per player turn except through forced march (Advanced Game only; see 20.0).

- Players will quickly discover the more they divide their forces, the more they must roll on the March Table, and the more likely armies will go astray.

10.31 A force begins its movement with an MA equal to the lowest MA of all units in the force. The MA indicates how many hexes a force may enter unless forced to stop by terrain or enemy units. A force may also stop at any point before it expends its entire MA, if the owner wishes. As the force moves it expends one MP for each hex entered. When executing naval movement, use the MA of the lowest naval unit in the force.

10.32 **Changing Force Composition**: while moving, a force may detach (leave behind) units in hexes it enters. No units may ever be

added to the force once it begins movement. Detaching units (even the slowest one) has no effect on a force's MA (that is, it still moves with the lowest movement factor in the force).

- These restrictions reflect the command problems of an era lacking sophisticated long distance communications. Commanders tended to take a good deal of time collecting their armies, and were careful to keep them concentrated except under unusual conditions.

10.4 Restrictions

Advanced Game: if a moving force eliminates (via attack from march), causes the defection, or gains control of, all enemy units in a hex by means of tribute, that force may resume moving without any penalty.

Coast Terrain: when a force is using naval movement, it treats a coast hex as if it were all-sea. Otherwise, the force uses whatever land features affect the type of movement it is performing. Land forces must stop, however, when entering a coastal hex containing an enemy fleet. Both fleets and land units may enter coastal hexes and fight each other there.

- Fleets tended to keep close to the shore and usually had considerable contingents of marines or armed sailors. The advantage given to fleets over land units reflects the ability of marines and landing parties to interfere with land movement.

Colony Sites: refer to other terrain in the hex, unless colonization has occurred in the Advanced Game, in which case the hex is considered to contain a city plus the terrain outside the city.

Sea: a land force may never enter an all-sea hex unless being transported by a fleet.

Restricted Terrain: a land force using cross country march must stop in the first mountain, forest, swamp or river hex it enters unless the force contains an engineer unit. A force with an engineer may continue moving up to its movement allowance. All other types of movement (road/trade route, river, naval) ignore the effects of land terrain, but are limited as per their respective rules.

Rivers: a hex containing any amount of river is considered to be a river hex. Rivers are ignored only when using road, river or naval movement. A force that begins on a river hex can exit in any direction, as long as it obeys all restrictions for the type of march it's using. Units using cross country movement, and which began their movement on a river hex, may continue moving along the same river without stopping. They may exit the river, but must stop their movement when entering another river hex, unless moving with an engineer or moving along the same river. Naval units moving via river may never enter mountain hexes.

- The engineer units represent the capability to build bridges and roads, thereby expediting movement through difficult terrain.

Ports: cities located on coastal hexes are considered ports. A fleet can end its movement "In City" in a port, or outside a port in a coast or all-sea hex. A force may remain at sea indefinitely.

Trade Routes are treated as roads for all purposes, except for the way an "M2" result is executed (see the March Table). Roads and trade routes can be used in combination or mixed in any fashion. A force using road/trade route march ignores all other terrain in the hexes and hexsides it enters or crosses.

Sea Terrain: a land unit may never enter all-sea hexes or cross all-sea hexsides except aboard a fleet. A land unit may enter coast hexes and cross straits hexsides without a fleet.

Siege: entry into, or exit out of, a city or colony site under siege is restricted. See Cities (12) and Siege Combat (12.6) for details.

Straits: a force may cross a straits hexside if it begins its movement adjacent to the strait and contains at least one engineer unit. The force moves across the strait to an adjacent land hex and ceases movement there for the turn. The engineer must accompany the force across the strait.

• The only straits in the games in the series are on the **ROMAN CIVIL WAR** map at the Hellespont (4810/4910) and the Bosphorus (5007/5107). Ancient Roman engineers were capable of building pontoon bridges across the Hellespont and Bosphorus, but strong currents made the Straits of Messina (3414/3513), as well as Tingis (1933/1934) and Gesoriacum (3413/3513) on the **GALLIA** map, too dangerous except for seagoing vessels.

Theater Boundaries (CAESAR IN GALLIA only) — In the scenarios provided with the game, forces using any type of land movement may not cross the Pyrenaei Montes to enter Hispania, or enter North Africa (Mauritania, Numidia) using any type of movement at all.

Tribal Centers (Advanced Rule 31.0) — The instant a moving force enters a hex on or adjacent to an independent or enemy tribal center, the enemy side has the option to make a mobilization check. See Special Tribal Reaction (31.0).

10.41 Enemy Units: a force using cross country, road/trade route or river movement must stop moving when it enters a hex containing any enemy combat units, land or naval. A force using naval movement must stop only when it enters a hex containing an enemy fleet or, if moving along river hexes, it enters a hex containing any enemy units. A force may always leave a hex containing enemy units at the beginning of its movement, even if moving directly into a hex containing other enemy units.

10.5 Units With an MA of zero never move.

10.6 Example: a hex contains the following friendly units: a horse archer (MA=6), a leader (MA=10), and three legions (MA=5). The owning player decides the first force moving out of the hex will contain all the units except two legions, and that it will move cross country (see 10.2). The units left behind may form one or two different forces of their own later in the Movement Segment. The moving force's MA is five, equal to its slowest unit type (the legion). The force moves a hex and drops off a legion. Rotate the legion as a reminder it can't be moved again during the same Movement Segment. After dropping off the legion, the force's MA is four. It can move a maximum of four more hexes. The force moves two of its remaining hexes and finds itself in a mountain hex. It must therefore end movement for the segment because of that terrain. Had the force contained an engineer unit, it could have continued moving.

11.0 COMBAT (BATTLE)

Combat takes place during the Combat Segment between opposing units located in the same hex. Attacking is voluntary. A player may attack with some, all or none of his units in a hex. He may not conduct more than one attack per hex per player turn. All enemy units in a hex must defend as a single force. Special rules cover combat in cities.

• Opposing units in adjacent hexes may not attack each other.

11.1 Procedure

Players should transfer units involved in combat to any convenient space on or off the map. Use the "Battle" marker to keep track of the hex in which combat is taking place. Players must execute the following for each combat in the exact order given.

(1) Determine Tactical Superiority.

(1a) Each player declares the number of military stratagems he will play. (Determine the numbers secretly and then reveal them simultaneously.) That number may be up to the leader value of one leader on each side.

(1b) Each player rolls a die. Add the leader value of one unit per hex (it must be the supreme leader if he's present). Also, for each military stratagem expended, the player adds +1 to his tactical superiority die roll. (The leader expending the military stratagems doesn't have to be the supreme leader if present.)

• This is a change to the original **ANCIENT WARS** system.

(1c) Whoever has the higher total has tactical superiority. If a tie, roll one more die each and add that to the previous total (stratagem markers may not be used for this second die roll).

(2) **Conduct three rounds of combat.** The player with tactical superiority resolves combat first in each round. Any losses he inflicts on his opponent are extracted before his opponent resolves combat.

Round 1: Missile — The players conduct combat with missile armed units only.

Round 2: Assault — The players conduct combat with all units. Heavy infantry and heavy cavalry have their combat strengths doubled.

Round 3: Pursuit — The players conduct combat with all units. Cavalry (light and heavy) have their combat strengths doubled.

(3) Determine who won the combat. The loser then (usually) must retreat.

(4) Combat is over the instant one side is completely eliminated or at the end of three complete rounds, whichever comes first. All surviving disrupted units return to good order after victory is determined.

11.2 Combat Results

Numeric (2, 5, 10, 15): The minimum number of SPs that must be eliminated from the enemy force. The owning player must select units whose total strength is at least as much as the numbered result. **Example:** if the player has only a single 10-point unit and receives a result of "5," he loses that entire unit.

C: The enemy player must make a discipline check for each and every one of his units involved in the combat.

11.21 Discipline Checks: roll one die for all units in the force. Cross-index the result with each unit's discipline class and apply the indicated result. Example: a Roman force contains two veterans and one recruit. The Roman player is required to make a discipline check. He rolls a three on the Discipline Table. For the veterans, the result is "P" (pass), but for recruits the result is "G"; so the recruit unit "goes berserk."

11.22 Discipline Check Results

P: Pass — The unit is not affected.

F: Fail — The unit is disrupted (11.23). If already disrupted, it is eliminated.

G: Go berserk — If this occurs during the Missile Round, the unit is not affected. If this occurs during the Assault Round, the unit is disrupted. If this occurs during the Pursuit Round, the unit is eliminated.

11.23 Disruption: disrupted units temporarily lose their combat effectiveness. Flip a disrupted unit to its reverse side. A disrupted

unit may not add its strength to its side's total for the remainder of the combat, but still must make any required discipline checks and may be eliminated to satisfy any required losses. A disrupted unit that suffers a second disruption is eliminated. All disrupted units are returned to good order (their front side) at the conclusion of the combat.

- There is no "rallying" of disrupted units during battle itself. At the end of a battle all disrupted units are considered rallied and flipped to their good order side.

- In earlier editions of the game, units that went berserk were eliminated after combat but could still fight. This is changed to the outcome now given on the Discipline Table.

11.3 Doubling of Strength

Units "doubled" for a particular round have their combat strength doubled for considerations of both total combat strength and extraction of numeric losses. For example, a 5 SP legion would be worth 10 SPs in the assault round for total combat strength, and could be eliminated to satisfy 10 points of losses.

11.4 Leaders

Leaders contribute nothing to their side's combat strength (that is, to the numeric values). Each leader may change the discipline level of one friendly unit to his own discipline level prior to making a required discipline check (11.21). Leaders ignore discipline check results; they are eliminated only if all other friendly combat units in their hex are eliminated in the combat. Leaders retreat with other friendly units.

11.5 Terrain

Certain types of terrain affect combat. If there is more than one type of terrain in the hex, use all applicable effects. Terrain affects both players during combat.

Terrain Effects

- (1) **River:** heavy armed units are not doubled during assault rounds.
- (2) **Forest/Swamp:** heavy armed units are not doubled during assault rounds. Cavalry units are not doubled during pursuit rounds.
- (3) **Mountain:** cavalry units are not doubled during pursuit rounds.
- (4) **Desert:** no effect on combat.
- (5) **City:** combat must be resolved as siege (11.4) for units defending inside the city (ignore other terrain in the hex). For units defending outside the city, use other terrain.
- (6) **Coast:** use the other terrain in the hex, except when all units involved are fleets or are aboard fleets. In that case ignore terrain entirely.
- (7) **All-Sea** has no effect on combat.

11.6 Winning & Losing Battles

At the end of the third round of combat, players determine who won the battle. A player wins the battle if either (or both) of the following occur:

- 1) his opponent lost at least twice as many SPs eliminated as the player did and the loss represents at least a quarter (25 percent) of his opponent's total strength prior to battle; or
- 2) all the opponent's surviving units (except leaders) are disrupted and at least 50 percent of friendly surviving units are not disrupted.

A draw occurs when: 1) neither side achieves either of the above conditions; or 2) each side achieves one condition.

11.61 **Magnitude of Victory** is determined by the number of SPs the losing side lost (had eliminated) in the battle:

Major Victory = 20 or more

Minor Victory = 5-19

Skirmish = 0-4

Count the number of SPs actually lost: if a requirement to lose five SPs was satisfied by eliminating a 10-point unit, count the loss as 10 SPs. Likewise, if a 5-point heavy unit was eliminated to satisfy a 10-point loss during the assault round, count the loss as 5 SPs.

11.62 **Stratagem Markers:** the winner picks new markers from his Expended Stratagems box. The loser must select markers from his Ready box and return them to his Expended Stratagems box. The number given up is determined by the size of the victory:

Major Victory = three markers.

Minor Victory = one marker.

Skirmish = no markers.

11.63 **Retreat:** a losing force must retreat. The losing player moves all his surviving units into an adjacent hex. The hex may not be prohibited to the movement of retreating units. If unable to retreat, a defeated force is eliminated.

(1) A force may retreat into a hex containing enemy units with the following penalty: eliminate a number of strength points at least equal to the total strength of the units into whose hex the retreating force retreated. A defending force that retreats may be attacked again during the same Combat Segment if the hex into which they retreat contains enemy units that have not yet attacked.

(2) **Cities:** units defending in or attacking out of cities never retreat.

11.7 Mixed Cohorts

The Roman mixed cohort units (in the Expansion Set) represent auxiliary units that contained both infantry and cavalry. They are treated as auxiliary infantry for all purposes, except they double their combat strength during pursuit rounds. They may also conduct reconnaissance (see the Intelligence rule, 28.0).



11.8 Combat Example (GERMANIA)

A Roman force of one 5-point legion, two 4-point auxiliary infantry and four 2-point light cavalry (all veteran) is attacking a barbarian force of two 4-point auxiliaries (recruit), one 10-point levy (barbarian), and the leader Arminius (leader value = 2). The German player expends two military stratagems to enhance his tactical superiority die roll. He rolls a one, which is modified to a five. The Roman player can't expend military stratagems because he has no leader; however, he rolls a six and therefore has tactical superiority and thus resolves his attack first.

During the Missile Round, the Roman player has a total of eight strength points (the two auxiliaries). He rolls on the "3" line of the BRT (result = 0), which results in no losses. The Germans have a total of eight strength points (their two auxiliaries), and roll a six (result = 2), which means the Romans must lose two SPs. The Roman player decides to lose one of his cavalry units.

During the assault round the Roman has a total of 24 strength points (the heavy armed legion is doubled). He rolls a four and checks the "20-29" line (result = 0 C). The Barbarians must make a discipline check. Since Arminius is an emperor (I) leader, he decides to raise the discipline class of the levy unit to I. The discipline check die roll is two, which yields "P" for the levy unit

and “F” for the auxiliaries. The (temporarily) imperator-class levy is unscathed, but the recruits are disrupted. That leaves 10 points of barbarians, who roll a four on the 10-14 line (result = 0) and have no effect against the Romans.

In the pursuit round, the Roman player attacks with a total SP of 25 (the cavalry are doubled). The die roll is one (0 C), which means the Germans take no losses but must make another discipline check. The Germans use Arminius to raise the discipline class of one of the disrupted auxiliaries to imperator. The die roll is five. The auxiliary whose morale was raised to imperator is not affected; however, it remains disrupted. The recruit auxiliary passes; the barbarian class levy goes berserk and, since this is the third round of combat, is eliminated.

The battle ends with all the German units disrupted/eliminated (other than the leader), while the majority of the Roman force is intact. Therefore the Romans have won the battle, and the Germans must retreat.

11.9 Unit Participation

Once battle commences, all units in the hex must participate fully, with the following exceptions:

- (1) **Civis Units** may not attack in battle, but participate normally in defense.
- (2) **Impeditus & Engineers** don’t contribute to the attacker’s combat total, but are still affected by discipline checks if they are part of an attacking force. They contribute normally to the defender’s combat total. An impeditus unit with a “0” combat strength is eliminated the instant all other types of friendly combat units in its hex or off-map region are eliminated.
- (3) **Leaders** have no strength points to contribute, and are not affected by discipline checks. Each leader can change the discipline class of one friendly unit in its hex or off-map region. All leaders are eliminated the instant all friendly combat units in the hex or region they are in are eliminated.
- (4) **Fleets** are considered heavy armed infantry with missile capability for combat purposes.

12.0 CITIES & SIEGE COMBAT

Control of cities is one of the keys to victory. To control a city, a player must have at least one unit (even a lone leader) inside the city. When only one player has units in a city hex, all the units are assumed to be inside. When both players have units in the same city hex, the force that was there first is considered to be inside while its enemy is outside. Place all units inside a city beneath the friendly civis unit or (if it’s not present) beneath an “In City” marker.

12.1 There are several types of cities that appear in the **ANCIENT WARS** series of games.

Roman cities are red.

Colonies (potential Roman cities) are in white.

Gallic and Parthian cities are green.

Briton cities are blue.

Client cities are tan.

Each client city has its own nationality code printed with its name:

[A] = Armenia

[AS] = Asia

[B] = British

[D] = Arabia (for Arabia Deserta)

[E] = Aegyptus (Egypt)

[G] = Gallic

[J] = Judean (none are printed, but certain cities on the **TRAJAN** map may be designated as such by scenario rules)

[M] = Mauritania

[N] = Numidia

[P] = Pontus (**ROMAN CIVIL WAR** map)

[P] = Parthian (**TRAJAN** map)

[R] = Roman

[T] = Thracia

Colonization sites are printed in white; they are not considered cities unless the hex has been colonized. When colonized, they become [R] cities; see 18.0.

12.2 Control

- (1) A city is controlled by the side that currently has a friendly civis unit in the hex, or at least one friendly unit beneath an “In City” marker. A player maintains control of a city that is under siege as long as he has at least one unit in the city.
- (2) A city is considered independent if a unit belonging to a client not controlled by either side is present in the hex.
- (3) A city is uncontrolled when no units occupy the hex.

• Cities without Civis units remain under the control of whatever units currently are “In City.” Cities with no units at all are considered abandoned, and can be occupied by the first force that moves into the city. A player does not need a civis unit to control a city or for non-civis units to be considered inside the city, as long as his units occupy the city. If a player has a civis unit in a city hex it will automatically be “In City,” and no civis unit can be recruited unless it can be placed “In City.”

12.3 Civis Units

12.31 Civis units represent the organic militia, bureaucracy and political factions needed to govern a city. Civis units must be kept visible at all times and on their correct side to indicate control of the city, and they never move. They may not attack except during a revolt (12.6).

• Note that the city is the printed symbol on the map. It is not the Civis unit per se.

12.32 Civis units are printed in one color on the front and an opposing color on the reverse. Use the applicable side to indicate who controls the unit.

(1) A red civis indicates loyal Roman control. Purple indicates rebel Roman control. Gallic and Parthian civis are green. Client civis are tan on the front and either red or purple on the reverse. Players are free to shift around Civis units in order to get the proper color required.

12.4 Garrisons

12.41 A player may, at any time during his Movement Phase, determine which units are inside a city. That’s done by placing the units under a friendly civis unit or the “In City” marker; however, he may only do that if there are no enemy units in the hex. It costs no movement points and does not require a March Table roll. If there are any enemy units in the hex, see Siege (12.5). The player may not have his units enter the city if it is occupied by enemy or neutral combat units. If the only enemy unit in the city is a leader (and no civis), the player may enter the city with combat units and eliminate the leader.

12.42 Other than the civis unit itself, the owning player is never

required to place any units in the garrison. Any units beneath a civis unit or "In City" marker, plus the civis unit itself, are the garrison. Units in a garrison may not move outside the city until all enemy units leave the hex. If units inside a city initiate combat, it's resolved as a battle (11.0). Unless the garrison (which is now the attacker) wins a victory, those units must remain inside the city.

- It is possible for the side occupying a city hex but lacking a civis simply to remain outside and abandon the city, in which case the opponent may immediately garrison it if in the hex. If both sides choose to abandon a city, all units are considered to be outside and are stacked on top of an "In City" marker. Either side may then garrison the city by later on being the first to move or retreat units inside.

- To clarify, units in a friendly controlled or unoccupied city may enter or exit the city itself without leaving the hex at no movement point cost. Note that friendly units may not move into or out of a city that is besieged by enemy units. Garrison units can't leave a besieged city, but they can attack besieging units (12.5). The "Sortie" result on the Siege Table is not the same as exiting the city to fight a battle. Simply apply the results as indicated on the table.

12.5 Siege

A siege occurs when one player has units inside a city (the besieged force) and the other has units in the same hex (the besieging force). Sieges are resolved in the Combat Segment.

12.51 Relief Force: all units friendly to a garrison but stacked on top of the civis unit or "In City" marker are the relief force. They are outside the city but in the same hex. Relief force units may freely enter or leave the city hex but not the city itself. No units from the relief force may enter the city until all enemy units leave the hex or are defeated in battle. If the relief force wins a victory by attacking the besieging force, some or all of its units may immediately enter the city at the instant the combat ends. Any other result requires the relief force to remain outside the city (but in the same hex).

12.52 A besieging force may attack the garrison using siege combat, or attack the relief force using battle combat, but not both. The besieging force must include at least one combat unit. Fleets on both sides may participate.

12.53 Types of Siege: there are three types of siege situations.

- (1) **Blockade.** No combat occurs, but the continued presence of the besieging force increases the chance of attrition (26.3) in the garrison.
- (2) **Storm.** Resolve as a battle (11.0) with the following special restrictions: there is no pursuit round and treat all numeric combat results against the garrison as zero. All discipline checks are resolved normally. Surviving garrison defenders never retreat, regardless of the level of any besieging force victory.
- (3) **Formal Siege.** If the besieging force includes at least one engineer or one "I" or "V" class "5" strength legion, it may roll on the Formal Siege Table just prior to initiating a storm combat. Roll once on the table, regardless of how many applicable units are present, using the engineer line if engineer units are present, or the Legion line if "I" and/or "V" legions are present (but no engineers). A "Breach" result means the combat is resolved as a battle (11.0), except defending units don't retreat. A breach lasts only for the current combat. If the garrison survives, the attacker would have to obtain another breach in order to attack in a subsequent turn. If the attacker doesn't achieve a breach he may still storm the city in the same Combat Segment. A player may have a leader in the hex expend a military stratagem, in which case the special "L" result is applied.

- There may be a maximum of one formal siege attack against a city per player turn. Formal sieges may not be made during an attack from march (23.0).

- The choice of which of the three siege options to use is made by the attacker at the instant of combat. A blockade continues until all besieging units are removed from the hex or the city is captured.

12.54 If a garrison (including the civis) is eliminated in combat, all, some or none of the besieging force may enter the city at the owning player's choice. That decision must be made at the instant the battle is over. If an enemy relief force is present, it becomes a besieging force against the new garrison. If the besieging player sends no units into the city, his opponent may immediately move all, some or none of the relief force into the now abandoned city.

12.55 A besieging force may be attacked twice in the same enemy combat segment: once by the garrison and once by the relief force. The garrison and relief force must attack a besieging force separately. This is the only situation in which a force may be attacked twice in the same hex in one combat segment.

12.56 Winning/Losing Storms: a force attacking a city is not considered to have won a siege attack unless all defending units have been eliminated and at least one attacking unit has entered the city (12.54). Otherwise the battle is considered a draw unless, of course, the attacking force was defeated, in which case it would also be required to retreat.

12.6 Revolt occurs when a civis (regardless of who controls it) changes sides due to an event (6.0), the play of a political stratagem for tribute (24.0), or any other game action, and there are garrison units inside the city. (Note that the garrison was formerly friendly to the civis.) A revolt is indicated by flipping the civis from one side to the other. Certain client civis are backprinted in red and purple; use whatever colors are necessary.

12.61 When a revolt occurs, the civis must immediately attack the garrison, whatever segment is currently underway. Resolve that attack as a battle (11.0), with the following exceptions: 1) only the civis and garrison are involved in combat; ignore other units; 2) If the only garrison units are leaders, those leaders are immediately eliminated; 3) If the civis loses the battle, it is eliminated; and 4) If the civis survives, all garrison units are retreated outside the city and begin a siege. The player controlling the civis now controls the city, and all his units outside the city become a relief force.

- Remember, revolt is resolved as a battle, not a siege.

12.7 Winning Sieges & Revolts

Determine which player wins a siege (storm or formal) or revolt battle and the magnitude of the victory (including acquisition or loss of stratagem markers) in the same manner as a battle (10.61), with the following modification: all enemy units must be removed from the hex (eliminated or retreated) in order to claim victory. Otherwise it's a draw.

13.0 FLEETS & NAVAL MOVEMENT

13.1 Naval Transport

Each fleet may transport up to 10 SPs of land units. When calculating SP limits for naval transport, use a unit's printed value, except for impeditus units, which count as 5 SPs each. Leaders count as zero SPs. Each unit must be carried by a single fleet; it may not be split up between two or more fleets. Civis and camp units may never be transported by fleets. Units aboard fleets are eliminated if the fleet they are aboard is eliminated.

13.11 Loading: a fleet and the land units it will transport must begin their movement together in the same coast or port hex or off map box. Place the land units beneath the fleet carrying them.

13.12 Unloading: transported land units may unload if the fleet carrying them ends its movement in a coast hex or port. Units may embark and disembark in hexes containing enemy land and naval units. Place disembarked land units on top of all friendly fleet counters in the hex. The fleet and all units on board must end their movement together in the same hex; they may not move any farther that turn.

13.13 Naval Forces: a fleet may be dropped off from a force of moving fleets as long as a fleet and its passengers aren't separated. Such a force would move at the MA of the fleets with the fewest MPs remaining.

13.14 Sieges: a fleet may load units from inside a friendly besieged city and unload units into a friendly besieged city. They may not do so if there are any enemy fleets in the same hex.

13.15 Ports & Landing Capacity

- (1) Fleets may load and unload any number of land units at a friendly controlled port. Fleets may load and unload a total of 20 SPs of land units per friendly player turn in a single coast hex lacking a friendly controlled port.
- (2) There is no movement cost to load or unload units from a port. A fleet that embarks units from a coastal hex may not move any farther that turn (that is, it takes a complete movement segment to load a force from a coastal hex). There is no movement cost to unload units on coastal hexes.
- (3). Loading only occurs at the start of movement, and unloading only at the end of movement. A fleet may not load or unload land units during movement. That is, a fleet may not drop off units and keep moving.

13.16 Naval River Movement: a force containing only fleets, or fleets and land units being transported aboard fleets, may move along river hexes. That is performed in the same manner as naval movement along coasts, but the force must start in and enter only river hexes. A force moving via river movement may never enter a mountain hex. Note that fleet units use the naval column on the March Table to initiate movement, not the river column. Also, note the "X" result is ignored.

13.2 Naval Combat

Fleets conduct combat exactly as land units. Fleets may attack enemy fleets (and units they transport) in sea hexes. Fleets may attack and be attacked by enemy land and naval units on coastal hexes.

- In the Roman era, naval warfare was considered an extension of land operations.

13.21 Fleets located inside a port are treated as part of the besieged force during siege combat (12.5). They also take part in defense against a revolting civis unit (12.6) when part of the garrison inside a city.

13.22 Fleets are considered heavy armed infantry with missile capability for combat purposes.

13.23 Infantry units being transported by fleet units may add their SPs to fleet actions. They may also be disrupted or eliminated to satisfy loss requirements. They may also add their strength if the fleet is conducting combat against land units in the same hex without having to disembark.

13.24 For purposes of determining the level of victory in naval battles, don't count the strength points of units being transported.

13.25 If a fleet is eliminated, all units aboard are lost with it.

13.3 Leaders stacked with fleets may play stratagems and enhance discipline in the same manner as for land forces with which they are stacked.

14.0 CLIENT FORCES

Client forces represent independent or semi-independent nations that tended to come under the control of one major power faction or another. Most clients have a leader and some mobile units. Client civis units are tan and are deployed at the beginning of a scenario in tan independent client cities. The following are the client nations represented in the games, along with the codes used on the map to identify client cities.

A = Armenia

AS = Asia

D = Arabia

E = Aegyptus

M = Mauritania

N = Numidia

P = Pontus (**ROMAN CIVIL WAR** map; P cities in **TRAJAN** are Parthian)

T = Thracia

14.1 Control of Clients

14.11 In **TRAJAN** and **ROMAN CIVIL WAR**, client units have specific nationalities printed on them. In **GALLIA** and **GERMANIA**, there are generic barbarian client units. Client civis units have no nationality printed on them; their nationality is the same as the city they occupy.

14.12 Client units either begin the game controlled by one side or are independent (that is, neutral). Place a client face down to indicate it's neutral; flip it face up to show it's player-controlled.

14.13 Use the control markers ("C" and "S" markers in **ROMAN CIVIL WAR**, the Roman and Tribal Control markers in **GERMANIA**) to keep track of which side controls which client units.

14.14 Independent client civis units are tan. When a client civis comes under the control of a player, replace it with a civis of the color of the player. If a client reverts to neutrality, replace those civis units with tan units and resolve any revolt combat, if necessary.

- Players should use the tan client units from other games in the series to indicate neutral client cities in **TRAJAN**.

- Players can also use the control markers (14.13) to indicate controlled civis.

14.15 Controlled client units are treated in all respects like friendly units. A client leader or unit is used exactly the same way as other friendly leaders and units. Exceptions are noted in the rules.

14.2 Individual games.

14.21 TRAJAN & ROMAN CIVIL WAR National Forces. Each player may attempt to gain control of each nationality of client forces (Egyptian, Asian, Pontican, Armenian, Numidian). That's done via tribute operations against their respective leaders. If a successful defection result occurs, the player gains control of that leader, all forces of the same nationality and all civis in cities of that nationality. Use control markers to show control of leaders and

units, and exchange a friendly civis for other civis units, resolving possible revolt combat (12.6). No other client units except leaders may be targeted by tribute (so it's all or nothing).

- (1) If a named client leader is eliminated, all client units of that nationality revert to independence. Remove any control markers. Replace all civis with Independent civis, resolving possible revolt combat (12.6).

• This refers only to the named client leaders in **TRAJAN** and **ROMAN CIVIL WAR**. It does not apply to generic chief leaders, nor to named client leaders in **GALLIA** and **GERMANIA**.

- (2) If a named client leader is eliminated, all combat units are immediately picked up by the former owner and placed on any civis units in cities of that nationality; see (1) above. If no such civis exist, they are removed by the player.
- (3) Once a named client leader has been eliminated, the units of his nationality may be recruited in the same manner as generic client units (14.4) and placed under a friendly control marker. Also, individual units of that client may be subject to tribute attacks normally (that is, individual units may defect).

14.22 **TRAJAN & ROMAN CIVIL WAR** Other Forces.

- (1) The **TRAJAN** Arab unit is recruited if a player controls an Arabian [D] city.
- (2) The **TRAJAN** Alani unit is received via Event.
- (3) The **ROMAN CIVIL WAR** barbarian client unit is brought on by way of the Historical Events Table. Control of the barbarian unit is determined by a die roll when the unit is first brought onto the map. If the barbarian unit is eliminated and then brought back by another historic event, roll again to see who controls it. This barbarian unit is not subject to tribal mobilization (15.0).

14.23 GALLIA & GERMANIA: Only the Roman player can control client forces, which actually represent allied barbarian tribes. That is done by first gaining control of a tribe, then recruiting client units in its mobilization centers. If a client unit defects for any reason it is replaced by a barbarian unit of the same type and strength. It must be of the same nationality as the region in which the unit defects (Gallia, Britannia, Germania, etc.). For example: even if a client unit was recruited in Gallia, it would convert to a German force if defecting in a hex in Germania.

14.24 **Expansion**

- (1) When playing **TRAJAN**, if a client starts as a neutral, place independent client civis on its cities.
- (2) In certain scenarios, various Roman [R] cities may be designated as clients. For example, certain cities are designated as Pontican on the **TRAJAN** map during the Late Republic. In that case, treat them in all ways as part of the client nationality. Alternatively, they may be generic client cities, in which case players may conduct tribute against them on a one for one basis and recruit generic client units in them (for example, the Judean cities).

14.3 **Entry of Independent Clients**

14.21 Client forces may come under the control of a player under certain circumstances. When that occurs, all client units and cities with the client's nationality code (12.1) that contain a civis unit also change sides.

- (1) **Invasion:** if any civis or combat unit belonging to an independent client is attacked by one side, the client immediately becomes controlled by the opponent. That includes all units

marked with the client's name. Replace each client civis in play with one bearing the controlling side's color. Use a city's printed nationality code (12.1) to determine which civis units must be changed.

- (2) **Event:** when a specific Event calls for it.
- (3) **Assassination:** when a side conducts an assassination attempt against a client leader using an agent stratagem (7.53). Regardless of the outcome, the client immediately joins the opposing side.
- (4) **Tribute (Advanced Game):** a side can also gain control of client units or even the entire client state by having a friendly leader perform tribute (24.0) against client combat units, civis units or the client leader. Once a client unit joins a side, it's treated like any other friendly unit. A client unit's loyalty (as well as that of its entire state) may change again as the result of specific instructions provided in certain events, or due to another tribute.

• Generally, if a client nation has a named leader, tribute can only be performed against him and, if he defects, all units defect with him. If a client nation, force or unit has no leader, or if using generic client units from **GALLIA** and **GERMANIA**, each force or unit can be targeted by tribute or may otherwise defect individually. This provision doesn't generally apply to civis units, which may defect regardless of leader status. See the individual scenarios for details.

14.4 **Recruiting Client Units**

14.41 A player may recruit client units under the following circumstances.

- (1) Any friendly leader inside a friendly controlled client city may play a recruiting political stratagem and recruit one client unit in that city. If the city is of the same nationality as units in a client force in the game (for example: Egyptian units in **ROMAN CIVIL WAR**), the player may recruit only units of that nationality. Otherwise the player may recruit from the generic client units provided in **GALLIA** and **GERMANIA**.
- (2) A leader may recruit a civis unit of his same color on any client city (for example: loyal Romans could recruit a red civis on a client city). If, however, a player has a Roman or Parthian civis on a city, he may still recruit only client units there. Therefore the only type of non-client unit that may be recruited on a client city is a civis.
- (3) Any friendly leader on a tribal center of a tribe controlled by the player may, by playing a recruiting political stratagem, recruit one client unit in that hex.
- (4) If a nationality has a named leader in play, only the player who controls that nationality may recruit units in cities of the same nationality. This applies only to Armenian, Asian, Egyptian, Numidian and Pontican units when they have a leader in play, but also see 14.21.

• A player can recruit only client units (tan) on client cities (tan, or designated as client by the period or scenario). That is so even if the player has a civis unit of his own color there. For example, a Roman leader occupying the city of Panticapaeum (5802, **ROMAN CIVIL WAR**) could recruit a generic client unit there, but not a Roman legion.

14.5 **Operating Clients**

The side controlling a client leader or unit may use it in exactly the same way as other leaders and units. A client leader can command any units friendly to the controlling side. Any friendly leader can command a client's units. If a client leader conducts a successful tribute operation against an enemy civis, replace it with

a civis unit belonging to the side that controls the client leader, not with a client civis unit. A client leader may never become a player's supreme leader.

14.6 Eliminating Client Leaders

In addition to normal elimination by assassination using an agent Stratagem (7.53), a client leader is eliminated if the friendly side seeks tribute from him and the result requires him to defect.

- It may prove useful to eliminate an unreliable ally to keep him out of enemy hands. That is especially the case in **TRAJAN**, where elimination of the Armenian king permanently removes all Armenian forces from play.

14.7 Rebels

Certain scenarios and events will designate non-Roman rebel forces. They are represented by client forces with a control marker to designate which player controls them. Depending on the scenario, rebels may be represented by purple units or, in some cases, by flipping civis units to their non-Roman side.

14.8 System Notes

When playing individual games in the **ANCIENT WARS** series, players should use only the client forces for that game unless otherwise noted. When playing the **EXPANSION** scenarios, players should use the generic client units from **GERMANIA** to represent all types of client forces, unless otherwise noted. Specific nationality client units can be used if playing a multi-map scenario set in the same time period as the original game on that game's map.

- For example: if playing a multi-map game of the Roman Civil War era, players could use the Egyptian, etc., units from the **ROMAN CIVIL WAR** era on the **ROMAN CIVIL WAR** portion of the map, and the generic client units from **GERMANIA** for the other maps. Players, of course, are free to experiment with other combinations given the multitude of possible scenarios.

15.0 BARBARIAN TRIBES & NATIONS

In **CAESAR IN GALLIA** and **GERMANIA**, the barbarian player may control the units of one or more barbarian nations. Scenario instructions will provide details. The following applies to all games in the series. This rules section applies only to those forces specifically noted as barbarian. It does not apply to civilized opponents of the Romans, such as Parthians and Egyptians, nor to client forces.

15.1 Barbarian Nations & Tribes

Barbarians are divided into nations (same color) and tribes (indicated by the tribal center hexes on the map). All barbarians of the same nation use the same counters. The tribal distinction is used only for recruiting.

15.11 There are three barbarian nations in **GALLIA**: Gauls (green counters), Britons (blue counters) and Germans (yellow counters).

15.12 There are three barbarian nations in **GERMANIA**: Germans (yellow counters), Dacians (green counters), and Sarmatians (blue counters). The Germans consists of the Chatti, Cheruscii, etc.

15.13 **GALLIA** and **GERMANIA**: Barbarian-controlled civis units (purple) are considered a separate nation as well. They represent revolting cities.

- Remember, the purple civis in **ROMAN CIVIL WAR** represent senatorial control.

15.2 Inter-Barbarian Hostility

(1) Mixing barbarian units of different nationalities (Germans and Galls, for example) is restricted, as per (2) below. This restriction

applies even if one barbarian force is In City and the other is the Relief Force. This restriction applies only to barbarian units on the same side. It is not triggered when barbarian units controlled by enemy players are in the same hex.

- (2) If at the end of any point in a turn there are barbarian units of different nations stacked in the same hex, the barbarian player must make a discipline check (11.21) for all barbarian units in that hex. On a result of "G" or "F" the unit is eliminated. On a roll of "P" the unit is retreated into an adjacent hex by the owner.
- (3) This rule doesn't apply to Roman controlled barbarian client units. Also, it doesn't apply to barbarian and non-barbarian units in the same force. For example, a Parthian unit could co-exist in the same hex as a Sarmatian unit.

15.3 Control of Tribes

Barbarian tribes are either barbarian controlled, Roman controlled, or neutral. Scenario instructions will dictate which player (if any) controls which tribes at the start of the game. Tribal allegiance is recorded on the Tribal Allegiance Track. Place the appropriate marker on the space corresponding to the tribe. If a tribe is neutral, no marker is placed.

15.31 If a player controls a barbarian tribe, he may recruit on that tribe's mobilization center hexes. The recruits must be of the same nationality. The Roman player recruits tan client barbarian units on tribal center hexes no matter what their nationality.

15.32 If a tribe is neutral, neither player may recruit on any of its mobilization center hexes.

15.4 Changing Allegiance

Certain historic events will cause a change of tribal allegiance. In the Advanced Game, a tribe may also change allegiance via tribute operations. Note a change of tribal allegiance has no effect on units already in play, only on the future recruitment of units in that tribe's mobilization centers.

15.5 Tribal Mobilization Centers

Units may enter and move through tribal center hexes without penalty. Occupation of mobilization hexes has no effect on tribal allegiance; however, see Advanced Game rule on tribal mobilization (31.0) and the Historical Events Chart for exceptions.

15.6 Tribal Mobilization

Certain game actions will call for tribal mobilization. That's done by rolling a die and comparing it to the tribe's mobilization value on the Tribe Display. If the die roll is less than or equal to the tribe's mobilization value, mobilization occurs; if the die roll is greater than the tribe's mobilization value, there is no effect.

- Generally, if a tribe mobilizes, it becomes allied to the side indicated by the action and that player receives a number of units equal to the tribe's mobilization value. A tribe makes a single mobilization check, even if it has more than one tribal mobilization center. Check the particular game action for details. (And remember, that is a check per each tribe, not for the entire nation.)

- For example, the Batavii (Germans, mobilization value = 2) make a mobilization check. The player rolls a one and the Batavii mobilize. The player gaining control of the Batavii can now place two German units on any Batavii mobilization centers.

16.0 OFF MAP REGIONS

Off map regions represent portions of the Roman Empire adjacent to the edge of the map.

TRAJAN: Roman units (only) in the Roman "Off-Map Forces"

box can enter or exit from any Roman road hex on the west edge, or any Roman controlled city adjacent to either the Pontus Euxinus or Mare Internum.

ROMAN CIVIL WAR: any units may enter or exit Gallia on the west edge or north of hex 2519; Hispania on the west edge, but only by sea using fleets; Syria on the east edge, with units coming or going from Cyprus by sea using fleets. Moving between regions is permitted from the Gallia to Hispania box and the reverse. The force is assumed to be using road march. If the force receives anything other than "No March," it transfers from one region to the other and moves no farther that turn. Any attrition results apply.

GALLIA: Roman and Roman client units (only) may enter or exit Italia on the east edge between 4222 and 4236, inclusive. Units coming or going to Corsica must go by sea on fleets.

GERMANIA: The Gallia box is considered adjacent to all hexes on the western map edge.

• This rule is not used when combining maps.

16.1 Off Map Movement

16.11 Only Roman units may exit the map. To enter an off-map box, a force must start the movement segment in a hex on the appropriate edge of the map. Make a march attempt and, if the result allows any kind of movement, units may enter the off map box. Treat scatter results as march. All March Table attrition results apply.

16.12 To exit an off map box and re-enter the game map, roll for the force on the March Table and apply all results. If anything other than a "No March" result occurs, the force is placed in any hex on the appropriate edge of the map and may move no farther that turn. Ignore scatter results. The entry hex may contain enemy units.

16.13 A unit may not both enter and exit an off map box in the same Movement Phase.

16.14 Roman units on the map may retreat into off-map boxes.

16.15 **Fleets** may enter or exit an off-map box at the cost of 10 MPs.

16.2 Control

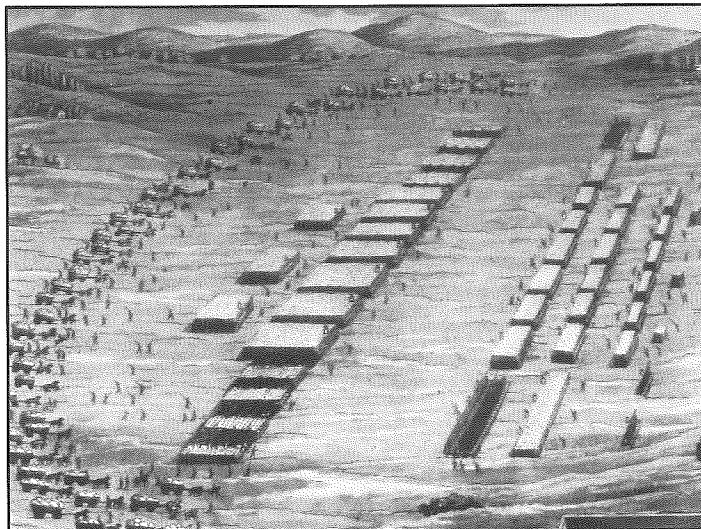
(1) If both sides can enter an off-map box, then a side controls an off-map region if it has at least five strength points worth of units in the box. Further, it must have at least three times as many strength points in the region box as the opponent.

(2) If only one side can enter a region, that side automatically controls the region at all times even if no units are present there.

16.3 Combat

All friendly units in an off map box form a single force for combat. Combat results: all results except retreat apply.

16.4 Players may never place civis units in an off map box.



ADVANCED GAME

Players may use the Advanced Game rules as they see fit in order to provide additional realism, complexity or play balance. All Basic Game rules remain in effect except where superseded by material found in the Advanced Game sections.

17.0 ROMAN PROMOTION

In certain games, certain Roman "R" class units may be upgraded to "V" class, and "V" class units to "I," via promotion.

17.1 Procedure

During the Roman Recruiting Segment, that player must have a leader in the same hex as the unit to be promoted. The leader expends a military stratagem. Replace the unit with another unit of the same type and combat strength and the next highest discipline class.

17.2 Limitations

If the Roman player doesn't have the appropriate higher-class unit available (which must be the same strength and type), the promotion doesn't occur. A unit may not be recruited and promoted in the same turn. A unit may not be promoted more than once per turn.

- (1) **TRAJAN:** no promotions are allowed.
- (2) **ROMAN CIVIL WAR:** Roman "5" strength legions may be promoted.
- (3) **GALLIA:** Roman "5" strength legions may be promoted.
- (4) **GERMANIA:** Roman "5" strength legions, "4" strength auxiliary infantry, "2" strength equites cavalry, "2" strength heavy cavalry, "3" strength mixed cohorts may be promoted.
- (5) **EXPANSION:** legates may be promoted as follows: 0-R-10(1) legates are promoted to 0-V-10(1) legates; 0-V-10(1) legates are promoted to 0-V-10(2) legates.
- (6) **EXPANSION:** in all scenarios before 30BC, Roman "5" strength legions may be promoted.
- (7) **EXPANSION:** in all scenarios starting in 30BC or later, use the same promotion parameters in (4) **GERMANIA**.
- (8) In all scenarios, Roman 5-R-20 fleets may be promoted to 5-V-20 fleets.

17.3 Guard Units

“I” class units with an asterisk are received only via promotion. A guard unit is created via promotion of a veteran legion, but the leader must expend both a political and an agent stratagem in order to receive the unit. **Exception:** guard units may be recruited in **TRAJAN** without expending an agent.

18.0 COLONIES

Certain hexes on the map are colonization sites. They represent locations where the Romans founded or could have founded cities. The Roman player may create civis units in colonization sites under certain circumstances.

18.1 Procedure

During his Recruiting segment, the Roman player may create a Civis unit in a colonization site. He must have a leader, a “V” or “I” class legion (5 SPs) and an Impeditus. The Leader must expend one Political stratagem. Roll one die. If a “1-3” is rolled, then a Colony is placed in the hex. If a colony is placed in a hex, remove the legion and impeditus (returning them to the recruit/promotion boxes) and places a Civis unit in the hex. If a “4-6” is rolled, then there is no effect. Only one colonization attempt may be made per hex per player turn. There may be no enemy units in the same hex during the segment in which the colony is established. The hex may be pillaged.”

18.2 Only the Roman player may create colonies.

18.3 Effects

As long as there is a civis unit in the colony hex, it functions as a Roman controlled city for all game purposes. At the instant the civis is eliminated, the hex reverts to the former terrain in the hex.

18.4 A colonization site may be converted into a colony or be destroyed any number of times in a game.

18.5 Roman civis units on colonization sites that rebel become enemy controlled. If eliminated, only the Romans may re-colonize the site.

18.6 Colonies may not be created in off-map boxes.

18.7 Colony Recruiting

Roman leader may recruit one veteran legion by expending a military stratagem marker instead of a political marker in a colony. All other normal recruitment rules apply. Place the recruit with the leader. Special veteran recruitment causes the civis unit to be expended (removed and placed in the Recruits Available box).

18.8 Colonizing Non-Roman Cities

The Roman player may convert a Gallic (G), Briton (B) or client (tan) city to a full Roman city (red) by conducting colonization in the hex. Don’t place a colony marker; instead, make a note the city is now considered to be a full Roman (red) city (not a colony). Parthian cities may not be colonized.

18.81 If a city was colonized during the course of a scenario, it remains a (red) city until pillaged, at which time it reverts to its original status.

18.82 If a city was colonized prior to the start of a scenario, it is considered a Roman (R) city permanently even if pillaged.

18.9 Colony sites printed on the map can’t be destroyed, but only those containing a civis unit are considered to be cities.

19.0 ROMAN CAMPS

The Roman player may construct fortified camps under certain circumstances. Camps give occupying forces defensive benefits.

- Camps represent major fortified establishments, such as the siege works Caesar built outside Alesia, not the routine encampment of a Roman army. They include missile engines constructed to defend particular sites. The camp also represents a base for offensive operations into which the builders can fall back in an emergency.

19.1 Construction

The Roman player constructs camps in his Recruiting Segment. He must have at least one engineer unit or “5” strength “V” or “I” legion in the hex. A camp may be constructed in any type of land hex or off map region. It doesn’t require the play of a stratagem; however, the constructing unit may not move in the ensuing Movement Phase. City garrisons may never build camps; besieging forces may build camps. Place a camp marker in the hex or region to indicate a camp has been constructed.

19.2 No more than one camp may be present in a single hex. In **ROMAN CIVIL WAR**, if one player builds a camp in a hex, the other player may not.

- Otherwise there is no limit to the number of camps a Roman player may construct. Players may make additional camp markers or take them from other games in the **ANCIENT WARS** series if they wish.

19.3 Coverage

All friendly units in a hex or off map region are considered to be in the camp except those inside cities. That includes besieging or relief forces if the camp is friendly to them.

19.4 Combat

19.41 Units inside a camp may attack, though the camp itself may not participate, either by contributing its strength or by absorbing losses. If the attacking force loses the battle, that force doesn’t retreat. Instead, it remains in the camp. Forces inside a camp may not retreat even if the attacker otherwise wanted to retreat them.

19.42 If a force beneath a camp marker is attacked, treat all numeric combat losses against the defender (only) as zero. The camp’s printed SPs may be used during the Missile Segment (only). Defending units inside the camp don’t retreat.

19.43 Camps have no discipline class and are not affected by discipline checks.

19.5 Siege

An attacker with an engineer or “V” or “I” class legion may attack a camp by using the Formal Siege Table (12.53). A breach result eliminates the camp and battle (11.0) is then resolved. A sortie result eliminates one attacking unit (owner’s choice). Treat “N” results as no effect.

- While they may be attacked via the Formal Siege Table, camps otherwise are not treated as besieged cities.

19.6 Movement

19.61 Camps never move.

19.62 The presence of enemy units in a camp’s hex never prevents friendly units from entering or exiting the camp.

19.63 Camp markers don’t suffer attrition, though all other units with a camp must check for supply normally.

19.7 Destroying Camps

Camps are never affected by combat results (other than on the Formal Siege Table), but can be eliminated by other means. Camps

may never be captured and used by the enemy. Eliminated camps don't count toward either combat victory or game victory determination.

19.71 **Abandonment**: should all friendly units leave the hex, move out of the camp and into a city in the same hex, or exit the off-map region, the camp is immediately removed from play.

19.72 **Dismantling**: the player who controls the camp may destroy it by removing it from the map during his Recruiting Segment.

19.73 **Force Annihilation**: if all friendly units inside the camp are eliminated, the camp marker is also eliminated.

20.0 FORCED MARCH

Forced march allows a player to move a force twice in one Movement Segment.

20.1 Procedure

Immediately after a force concludes its march, a leader stacked with that force may expend a military stratagem. That allows the force to roll a second time on the March Table. The force is then subject to forced march attrition results on the table.

20.2 A force may make any number of forced marches in a Movement Segment as long as the player can expend the needed military stratagems.

20.3 A player may combine a forced march with a march stratagem in order to negate any "N" or "S" results. That requires the expenditure of two military stratagems, which may be expended by two separate leaders or one with a "2" or higher rating.

21.0 INTERCEPTION

Units may conduct interception whenever an enemy force enters a hex adjacent to them. Interception requires a player to expend a military stratagem.

21.1 Procedure

The instant an enemy force enters a hex adjacent to a hex containing a leader and combat units, the friendly player may declare interception. The leader expends a military stratagem and must move into the hex with at least one combat unit with which he is stacked. The intercepting force may only enter a hex it could normally enter via movement.

21.2 The moving force must stop and move no farther during that segment. However, intercepted units may attempt a forced march to leave the hex. Interception has no further effect on movement or combat.

21.3 Besieged units may not conduct interception.

21.4 An intercepting force may not be intercepted.

22.0 WITHDRAWAL

Prior to the initiation of any combat, the defending player may attempt to move his units out of the hex.

22.1 Procedure

The force attempting to withdraw must include a leader. Expend one military stratagem and the units may move one hex in any direction.

22.2 Which Forces Withdraw

(1) **Cavalry superiority**: a force with twice or more cavalry SPs than the enemy force may always withdraw.

(2) **Light troops**: a force composed entirely of mixed cohorts and/or auxiliary infantry may withdraw if located in mountains, swamp or forest if the enemy has fewer mixed cohorts and/or

auxiliary infantry SPs.

(3) **Naval Units** may always withdraw.

(4) **Leaders** may withdraw if stacked with any of the forces above. If alone in a hex, however, they may then not withdraw.

22.3 Units may not withdraw into a hex containing enemy units.

22.4 Besieged units and units in camps may not withdraw.

23.0 ATTACK FROM MARCH

Attack from march is a special type of combat that takes place during movement.

23.1 Procedure

When entering a hex containing enemy units, the moving player may declare an **attack from march**. The force must contain a leader, who must expend a military stratagem. Play stops temporarily and combat is resolved. Following completion of the attack from march, the moving force may continue its movement provided it won the battle. If it lost or was stalemated, it ends its movement for the turn. A force may conduct more than one attack from march per turn as long as the player can expend one military stratagem per attack.

23.2 Only moving units may conduct an attack from march. The player may not add other units that were in the hex but did not participate in the movement.

23.3 A player may conduct attack from march against an enemy city, but it's resolved as a storm. Formal siege attacks may never be made as an attack from march.

23.4 Should a player start a march in a hex containing enemy units, he may conduct an attack from march against them and continue moving if he wins.

23.5 **Tribute**: see rule 24.12.

24.0 TRIBUTE

A side may use **tribute** operations to change the allegiance of tribes and enemy units (including civis). A force conducting tribute must contain at least one leader and expend a political marker.

24.1 Tribute is normally conducted during the friendly Tribute Phase (but see 24.12). Designate the force conducting tribute and the target, which must be in the same hex. A player may target only one enemy unit or tribal mobilization center hex per tribute attempt. The leader in the force expends a **political** stratagem, rolls the die, consults the Tribute Table and applies the result.

24.11 A leader may make more than one tribute attack in a single Tribute Phase, as long as he expends one political stratagem per attempt.

• This is unlike combat, where only one attack is allowed per Combat Phase.

24.12 **Tribute while Marching**: A player may also conduct Tribute while moving. Simply expend a Political marker when the force enters a hex with a Tribute target. If the Tribute succeeds in eliminating or causing the defection of all enemy/neutral units in the hex, the force may continue moving.

24.2 Effects

The targeted unit/tribal mobilization center must make a discipline check (11.21). Tribal mobilization centers have a discipline class of B. The outcome is interpreted using the Tribute Table. Targeted units will either remain loyal, desert (be eliminated) or defect. Civis and some other units may change sides. Elimination of units through tribute doesn't count as a victory in combat.

Defection of a civis may also bring about a revolt (12.6).

24.21 Fleets: tribute operations may not be made against enemy fleets in all-sea hexes. They may be conducted against enemy fleets in coastal hexes. Any result applied against the fleet is also applied against units it is carrying (except leaders: if a fleet deserts or defects, the leader is eliminated).

24.22 Tribes & Tribute (GALLIA, GERMANIA): a player may use tribute to target an enemy or independent barbarian tribe. A friendly leader must be on or adjacent to any of the tribe's tribal center hexes. Perform tribute normally, refer to the Tribute Table and check the "Tribal Center" line. Results may include gaining control of the tribe and receiving reinforcements via tribal mobilization (see the Tribute Table). Tribute operations may not be made in a pillaged tribal mobilization center.

24.23 Parthian Client King (TRAJAN)

The Roman player may perform tribute against core (blue) Parthian leaders until one of them receives a "Desert" result. Once that occurs, no other Parthian leaders may be targeted for tribute regardless of what happens to the deserting leader.

- (1) The deserting leader is not eliminated, as is usually the case. Instead, he becomes the Roman "Client King of Parthia," and as such functions as a friendly Roman leader in all respects except recruitment (see below).
- (2) At the instant the Parthian leader deserts, the client king can also bring with him any one satrap (green) unit in his hex except another leader, if the Roman player wishes. If not, the client king may later obtain a single non-leader satrap unit while located in a Parthian (green) city currently friendly to Rome. Follow all other normal recruiting procedures, including random satrap unit selection.
- (3) The Roman-controlled satrap unit must remain with the client king leader at all times. As long as the client king has a satrap unit with him, he may not recruit another. The client king may never recruit any other type of unit besides a satrap unit.
- (4) If the client king's satrap unit is eliminated and the client king survives, he may recruit another. If the client king is eliminated and the satrap unit survives, it instantly reverts to Parthian control.

24.3 Mass Defection

If the tribute operation is directed against a major city, it may affect other cities. See the Tribute Table results for an explanation.

- And no, you can't launch a tribute operation against a civis you already control in order to try to trigger a mass defection.

24.4 Counter-Tribute

Immediately after a player expends a political stratagem for a tribute operation, but before the die is rolled, the enemy player may expend a political stratagem to negate it. The leader expending a marker for counter-tribute must occupy the same hex as the target unit or any tribal mobilization center of the target tribe.

25.0 SPECIAL COMBAT TACTICS

There are four special tactics players may choose to employ in combat: **phalanx**, **assault**, **skirmish** and **maneuver**. A player may always select the phalanx tactic. The other three are considered extra special tactics.

This rule does not affect the Basic Game battle execution procedure. You still have three rounds of combat: Missile, Assault and Pursuit. The Special Tactics markers are used to modify the

strengths of units at certain points in each battle.

- This rule refers to combat using rule (11.0), not to the Battle Board (35.0). The special tactics markers are in the **ROMAN CIVIL WAR** set, but players may make them from blank counters, or note tactics to be used on a piece of paper.

25.1 Choosing a Tactic

During the course of an entire battle, a side may play a number of assault, skirmish or maneuver chits equal to the leader rating of any one friendly leader involved in that battle. (Players must keep a record of this.) A player selects one tactic prior to consulting the BRT during each round of battle. A player can always choose the phalanx tactic, which doesn't count against the total he may choose, and phalanx may be chosen even if he doesn't have a leader in the battle. If a special tactic is chosen and takes effect, the result may restrict the enemy's next selection of a tactic. The selected special tactic takes effect when a colored or shaded result is received on the Strategic BRT. See BRT results in the Advanced Battle Combat Summary.

- (1) A player makes the decision to choose a special tactic prior to rolling on the BRT.
- (2) A player may play a maximum of one special tactic per round of combat.

- For example, Caesar, with a leadership rating of three, could play one special tactic per combat round to a maximum of three. A legate with a leadership rating of one could play just one special tactic in an entire battle.

- Special tactics don't count against the total of stratagem markers a player may play in a turn.

25.2 Terrain Effects

Mountain — Neither side may play the maneuver tactic, plus reduce the printed loss number on the BRT by five (-5). Change 15 to 10, 10 to 5, 5 or less to 0.

Swamp — Same as mountain.

Forest — Neither side may play the maneuver or skirmish tactic.

River — Neither side may use the assault tactic.

City — Besieging and relief force units use other terrain in the hex; those defending inside are subject to siege combat.

Sea/Coast — Terrain does not apply if all engaged units are naval.

26.0 SUPPLY & ATTRITION

During his Supply Segment, a player must check to see which of his forces will suffer attrition. For supply purposes a force is defined as all units located in a hex. Roll once on the Supply Table for each force not in automatic supply.

26.1 Automatic Supply

Certain units are always in supply and therefore don't suffer the effects listed in the Supply Table. If all units in a force are supplied there is no need to roll on the table. The following units are always in supply.

- (1) Leaders at all times.
- (2) Camp markers (22.0) (units in camps check supply normally) at all times.
- (3) All units in an off-map region at all times.
- (4) **Impeditus Supply:** if an impeditus (supply unit) is in a hex, all friendly units, land or sea, are in supply except in winter. An impeditus transported aboard a naval unit provides supply to all friendly units in that hex, including land units on coastal and

river hexes. Impeditus units are not expended by providing supply.

- (5) **City Supply:** units inside a friendly city with a civis or impeditus unit, and which isn't under siege and is unpillaged, have this type of supply (even in winter). Units outside the city (that is, besieging and relief forces) must use the line corresponding to the type of terrain surrounding the city. A besieged port is always in supply unless there is an enemy fleet in the same hex, but units outside such a city still require normal supply.
- (6) **Overland Supply:** units in a land hex connected by no more than two contiguous land hexes free of enemy units to a hex that provides city supply (see above) have overland supply. The source of the line of supply and the hex through which it is traced may not be enemy occupied, but the hex which contains the unit to be supplied may have an enemy unit in it.
 - So what that means is there can be no more than one intervening hex between a unit and its supply source if tracing overland.
- (7) **Road Supply:** Roman and Roman-controlled units in a land hex connected by a continuous line of no more than four road/trade route hexes to a hex that has city supply (see above) have road supply. This is traced in the same way as overland supply (above) except the maximum number of intervening hexes can be no more than three, and all must be traced via contiguous roads/trade route hexes (including the hexes the unit and the city are in).
- (8) **River Supply:** Roman controlled units in a river hex connected by a continuous line of no more than ten (10) river hexes free of enemy units to a hex that has city supply (see above) have river supply. Non-Roman units trace a continuous line of no more than five (5) river hexes (as above). The hex occupied by the units tracing supply may contain enemy units.
- (9) Overland, road and river supply don't apply during winter turns. Overland, road and river supply routes may not be combined. A force can use only one of them per turn.

26.2 Terrain Effects

If a unit is not automatically in supply, determine the type of terrain it occupies. Hexes that contain a river are treated as river. Coast hexes are judged by the type of land terrain found there. (Naval units use any land terrain in a coastal hex to determine supply.)

26.3 Special Conditions

- (1) **Fleets** check supply normally. If a fleet is located in a coastal hex, use the land terrain in it to determine what line to use on the Supply Table. A fleet in a port would use one of the "Friendly City" lines, depending on whether the city was under siege. A fleet in a sea hex must use the "Sea" line.
- (2) **Pillage:** forces in pillaged hexes (27.0) must use the "Pillaged" line on the Supply Table, regardless of other considerations.
- (3) **Siege:** besieging and relief forces use the other terrain located in the city hex to determine supply. Besieged units use the "Besieged" line.
- (4) **Winter:** during their supply segment of a winter game turn, all units must use the "Winter" line on the Supply Table, regardless of terrain, impeditus units or any other considerations (except units that qualify for automatic supply). Units in a city or an off map region are in automatic supply during Winter.

- Impeditus units do not provide supply in winter turns.

26.4 Unit Elimination

If attrition occurs, units equal to at least half of all SPs in the unsupplied force (excluding units in automatic supply) must be eliminated (round up all remainders).

26.41 The total strength of lost units must at least equal the required SP loss, and may exceed it if there is no other way to extract losses or if the player decides to eliminate a larger unit in place of a smaller for any reason. Units must be eliminated completely; they may not be exchanged for weaker units. Within those limits, the owning player decides which units are lost.

26.42 **Fleets & Transported Units:** units aboard fleets are counted when determining the total strength of a force prior to attrition. If a fleet is eliminated in a sea hex, all units aboard are eliminated. If a fleet is eliminated in a coastal hex, the units are placed ashore in that hex, and may even be placed inside a friendly city if there are no enemy fleets present.

27.0 PILLAGE

A force may pillage certain hexes at the conclusion of its Supply Segment. If the hex qualifies, pillage occurs immediately. No die rolling is required. Place a "Pillaged" marker in the hex. In addition to adverse supply effects, pillaging also prevents either side from recruiting in the hex.

27.1 Eligible Hexes

- (1) Any land hex containing a friendly combat unit, including engineers, impeditus and fleets but not leaders or camps, may be pillaged. If there is an unpillaged city in a pillaged hex, place the "Pillaged" marker on top of the civis or "In City" marker to indicate only the terrain around the city is pillaged and not the city itself.
- (2) A city or colony may be pillaged if it's controlled by the pillaging side and there is a combat unit inside the city. The unit can be a civis. Place the "Pillaged" marker under the civis or "In City" marker to indicate only the city is affected.
- (3) It's possible a city hex may contain two "Pillaged" markers, one for the city and one for the surrounding terrain.

27.2 Effects

- (1) Use the "Pillaged" line on the Supply Table for units in a pillaged hex, regardless of other terrain. (Determine separately for inside and outside a City.)
- (2) No type of recruiting is permitted in a pillaged hex or the portion of a city hex that is pillaged. Promotion and the building of camps are not affected by pillage. Additionally, no barbarian tribal units may be recruited in a hex containing or adjacent to a pillaged tribal center.
- (3) A hex with a pillaged marker may not be pillaged again until the marker has been removed.
- (4) When a city is pillaged, each side chooses one stratagem marker.
 - This represents loot for the pillagers, and general hostility against the looters.
- (5) When a tribal center is pillaged, the side **not** performing the pillage chooses one stratagem marker. The pillaging player does not choose one.
 - Outrage among the clans at the burning of fields and atrocities against civilians.

27.3 Duration

A hex remains pillaged until the end of a campaign year. Remove all pillaged markers at the end of each Winter II turn.

28.0 INTELLIGENCE

In the Advanced Game a unit should normally be inverted (turned face down), with only its side's symbol showing. That is a unit's "concealed" side. The exceptions are civis units, which may not be concealed.

28.1 Examining Enemy Units

A player may not examine enemy units unless at least one of the following conditions apply: 1) a friendly unit enters or currently occupies the hex or region containing enemy units; or 2) a player plays an agent stratagem for intelligence and the enemy doesn't counter it (in that case, reveal all units in any one hex or off map region on the map); or 3) as a result of a successful reconnaissance (see below); or 4) his opponent voluntarily decides to reveal the units.

• Obviously, during combat all opposing units in the same hex or region are revealed.

28.2 Reconnaissance

At any time in the friendly Movement Segment, a player may have a force containing at least one cavalry or mixed cohort unit declare a reconnaissance. The "recon" units must be adjacent to the "reconned" hex.

- (1) Total the number of strength points of cavalry, camel troops and mixed cohorts in the force conducting the reconnaissance (they must be revealed). Additionally, double the number of strength points of all equites, camel troops and horse archer cavalry. That is the "Reconnaissance Total."
- (2) If that reconnaissance total is greater than the reconnaissance total of the enemy force (determined the same way), the player conducting the reconnaissance may examine all units in the defender's hex. Otherwise, he may not.
- (3) The player conducting the reconnaissance must use at least one qualified cavalry, camel troop or mixed cohort unit; the defender may choose to use some, all or none in his force.
- (4) Additionally, if the defender is in a city, forest, swamp or mountain hex, he automatically adds "5" to his recon total even if he otherwise has no reconnaissance-qualified units.

28.3 All units in hexes and regions that don't contain any enemy units may be flipped to their concealed side at the beginning of each friendly player turn.

28.4 If an enemy leader is revealed, all units in his holding box may also be examined. Units in Recruits boxes and markers in Stratagem boxes may never be examined. Civis units may never be concealed.

28.5 Exercitus (Army) Markers (TRAJAN)

Each side has three exercitus markers, which are used as substitute counters. A player may at any time in his turn replace a force on the map with an exercitus marker, and place those units in the correspondingly numbered Exercitus Holding Area of his side. The enemy may not examine the contents of an Exercitus Holding Area unless the conditions of 28.1 or 28.2 apply.

28.51 Any friendly unit may be represented by an exercitus marker. Exception: civis units may not be part of an exercitus..

28.52 An exercitus marker must always contain at least one unit.

• Players can use the exercitus markers for other games in the series.

29.0 VEXILLATIONS (ROMAN BREAKDOWN UNITS)

It was common practice in this period for the Romans to deploy only part of a legion for operations while the remainder would occupy the legion's base camp. The Roman player may break down his legions into two smaller units, called "vexillations." Vexillations may be recombined into full strength legions. Vexillations are represented by Roman (red) heavy infantry with a strength of three or two.



29.1 VEXILLATIONS may be used only in scenarios starting in 30BC or later. When playing **TRAJAN**, players may use the vexillations from **GERMANIA**. The **TRAJAN** Roman "2-V-5" legions can also be used as 2-strength vexillations. (They were actually detachments from legions elsewhere in the empire.)

29.2 Only Roman heavy infantry units with a strength of "5" may break down into vexillations (one "3" and one "2" unit). Legions may be broken down and rebuilt at the beginning of the Roman Movement Segment. Legions may break down, and vexillations recombine, only if inside a city or camp. They may not break down or recombine at any other times or locations. Otherwise, it costs no movement points and does not require a March Table roll.

29.3 Units that build up or break down are replaced by friendly units of the same total strength and discipline class.

29.4 Vexillation units that aren't in play, and the full strength legions they have replaced, are placed in the Vexillation box on the map. Units in the vexillation box are not available for recruiting. If a vexillation is eliminated while on the map, it is placed in the Roman Recruit box. The unit from which it was broken down may not be recruited unless rebuilt and later eliminated. Exception: When playing **TRAJAN** without any other game maps, the 2-V-5 legion vexillations provided with the game are available for recruiting.

29.5 The Roman player can begin a scenario with units broken down into Vexillations if he is otherwise allowed to use them in that scenario.

• Legions may not be broken down for attrition or any other game function other than those given above. What that means is, if a Roman player anticipates attrition due to march or some other game function, he needs to break down units ahead of time to absorb losses.

29.6 Note that vexillations, since they are not "5" strength legions, may not conduct Formal Siege attacks [12.53(3)], create colonies [18.1], build camps [19.1], nor any other action which requires a full strength legion.

30.0 THE LIMES

In all scenarios starting in AD 80 or later, the Romans receive the benefit of the "Limes" (pronounced "leem-ez", that is, the "limits"), their extensive frontier fortification network. The limes were used to slow down invading forces. In the game an enemy unit

must stop when moving directly from one limes controlled hex to another.

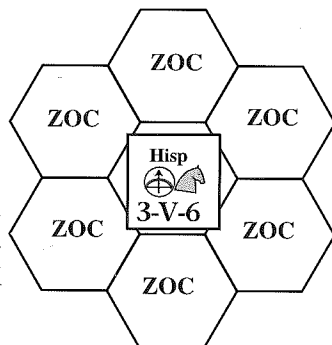
30.1 Extent

The Limes consist of the following hexes:

- (1) All Roman camps.
- (2) All Roman occupied cities on the Rhenus (Rhine) and Danuvius (Danube) Rivers. They are known as "frontier cities." (This does not apply to cities on tributaries of those rivers, only the major course of the rivers from their sources hexes to their coastal deltas.)

30.2 Zones of Control

Roman camps and frontier cities have a limited zone of control. This zone of control extends into the six hexes adjacent to the hex as well as the hex itself. Zones of control extend through all types of terrain except all-sea. Zone of control is hereafter abbreviated as ZOC.



30.3 Effects

30.31 Movement: a force must stop its movement when moving directly from one enemy ZOC to another. It stops its movement in the second such hex entered.

- (1) A force is not affected the first time in a march it enters a hex containing an enemy ZOC, but it must stop upon entering a second ZOC in the same march if that second hex is adjacent to the first ZOC hex.
- (2) A force that starts its movement in an enemy ZOC counts that ZOC for 30.31(1).
- (3) A force that's been stopped by an enemy ZOC may move again in the same movement segment by conducting a forced march.
- (4) Restrictions on moving through enemy ZOCs apply even if the first such zone is generated by a Roman unit in one hex and the second by a Roman unit in another hex.

• The effects above are in addition to regular movement restrictions. So, for example, enemy units would still have to stop the instant that they entered a hex containing a Roman unit.

30.32 Supply: overland, road and river supply may not be traced out of or through enemy ZOCs. They may be traced into the first such hex, but they then terminate in that hex. ZOCs don't affect forage or automatic supply within a hex.

30.33 ZOCs don't affect retreat or any other game function.

30.34 A camp or city is considered to be part of the limes even if the hex is pillaged. ZOCs are not negated by the presence of enemy units. Note, though, the removal of all Roman units from a frontier city or camp that generates the ZOC eliminates that ZOC.

30.35 In Civil War scenarios, both players may utilize the limes. Also Roman forces include Roman controlled client units in all scenarios.

• So, for example, on the **GERMANIA** map, let's say the city of Augusta Vindelicorum (0627) is Roman occupied and is part of the limes. A barbarian unit starting its movement in hex 0625, two hexes to the city's north, could enter 0626, in Augusta Vindelicorum's ZOC, and keep moving, as that is the first ZOC it entered, but would have to stop if it moved directly to 0527 or 0727, since those hexes are in the ZOC. If it entered 0626, it could then move to 0526 (not in a ZOC); if it entered the Augusta Vindelicorum hex (0627), it would have to stop regardless, as it is Roman occupied.

31.0 TRIBAL REACTION

When a force containing at least one combat unit moves on or adjacent to an unpillaged tribal center belonging to an independent tribe, a "Tribal Reaction Check" occurs. That may bring the tribe into play.

31.1 Procedure

The moving force must temporarily cease its movement while the enemy player rolls a die and compares that result to the tribe's mobilization value (found on the Tribes Display). If the die roll is greater than that value, nothing happens and the force resumes moving normally. If it is equal to or less than that value, the tribe mobilizes.

- (1) A mobilized tribe becomes controlled by the enemy (non-moving) player.
- (2) The player gaining control of the tribe recruits (at no cost in stratagem markers) a number of units equal to the chosen tribe's mobilization value printed, if available. Any combat units or leaders, except major chiefs, may be chosen. Place each unit on or adjacent to any unpillaged tribal center for that tribe. If all the tribe's centers are currently pillaged, or there are no units of the appropriate nationality in the Recruits box, none are received.

31.11 If the tribe becomes barbarian-controlled, recruited units must belong to the tribe's nationality. If the tribe becomes Roman-controlled, recruited units are clients.

31.12 This rule does not affect tribes already controlled by one or another player. It is triggered only by moving forces, not by forces that remain in a hex.

31.13 Recruited units, in this case, may be placed in hexes containing enemy units. They may not be placed in or adjacent to a pillaged hex.

31.14 The adjacency requirement is met even if the moving unit is a naval unit or a unit across an all-sea hexside.

• The proximity of potentially hostile forces, even a naval or reconnaissance expedition, would get the tribes up in arms.

Example: In **GALLIA**, the Nervii are neutral and the Romans enter a hex adjacent to a Nervii tribal center hex. The Nervii have a mobilization value of "3". If the Roman rolls a one, two or three, the Nervii immediately join the barbarians. In that case, the barbarian player may place any three Gallic units in or adjacent to any Nervii mobilization hex (in accordance with placement rules).

31.2 Once a tribe checks for special mobilization, it may not do so again for the remainder of the Movement Segment.

31.3 If a force enters a hex on or adjacent to more than one tribe's center, the enemy player may resolve any or all possible mobilization checks, one per tribe.

• And, yes, barbarians of one nationality may push barbarians of another nationality into supporting the Romans (as well as the Romans pushing more barbarians into open belligerence). That reflects the tribal infighting endemic to the era.

31.4 Roman Assimilation

When using this rule, add the following to rule (18.0) **Colonies**: during his Recruiting Segment, the Roman player may also create a civis unit in tribal center hexes (hexes with a tribal triangle symbol).

31.41 Follow the procedure under [18.1].

31.42 The barbarian player may never recruit units for any reason, including normal recruiting, tribal reaction, and for events in tribal

hexes containing or adjacent to a civis unit.

31.43 The civis unit isn't treated as a city. It functions normally except if forced to retreat it's eliminated instead.

32.0 POLITICS (ROMAN CIVIL WAR)

The politics of late republican Rome were complex, but this rules section provides a simplified model of the overall situation, especially as it related to the conduct of the Civil War itself. Both the Optimates and Populares were led by members of the upper classes (Patricians and Equestrians); the difference was the Populares appealed to the broad populace, while the Optimates appealed to the more traditional elements of the oligarchy. Caesar tended toward the Populares, while Pompey ended in the camp of the Optimates. In the background there was always the army, which, while not a political faction *per se*, had the deciding vote.

There are three **Res Publica** (Public Affairs) Tables, representing the major political groupings of the later Roman republic: **Optimates** (oligarchs), **Populares** (reformers and demagogues), and **Exercitus** (the army). Each player may roll on one or more of those tables in his Res Publica Segment. That will result in certain events, as well as the possibility of the players gaining Res Publica office markers. Players use Res Publica markers to gain certain political advantages, outlined in the Res Publica Summary. Holding a certain number of offices also fulfills the political requirements for winning the game. Rolling on the Res Publica Tables is in addition to the normal events die roll that takes place in the Events Segment.

• Note: Don't confuse the Exercitus Table in **ROMAN CIVIL WAR** with the exercitus markers in **TRAJAN**.

32.1 Procedure

During a friendly Political Segment, the friendly player indicates which table he will consult, if any. If the conditions are met, expend a political stratagem, roll two dice, total the outcomes, consult the selected table and immediately apply the results. The player may continue to roll on the Res Publica Table as long as he desires and can meet the conditions.

32.2 Conditions for Using the Tables

Optimates Table: may be used when at least one of the following is true:

- (1) there is a friendly leader inside Rome who expends a political stratagem marker; OR
- (2) that side holds a senator and has a leader located anywhere on the map who expends a political stratagem marker.

Populares Table: may be used when at least one of the following is true:

- (1) there is a friendly leader inside Rome who expends a political stratagem marker; OR
- (2) that side holds a senator and has a leader located anywhere on the map who expends a political stratagem marker.

Exercitus Table: that side's supreme leader must be in the same hex as at least one friendly legion unit, and he expends a political stratagem.

32.3 Res Publica Markers

A set of nine Res Publica markers represent various offices within the Roman state. A player may receive those offices through the Res Publica Table. If a player is awarded an office by one of the three Res Publica Tables, simply take the appropriate marker (if it is available) and place it in the friendly Res Publica box. If it isn't

available, the player does not receive it. Their use is explained on the **ROMAN CIVIL WAR** player aid card.

32.31 Res Publica markers are not stratagem markers. They are not expended after use, unlike stratagem markers. They can be lost due to a Res Publica Table event. A player loses the **IMPERATOR**, **DICTATOR** and **TRIBUNES** markers if his supreme leader is eliminated; otherwise, follow the instructions on the tables.

32.32 **IMPERATOR** and **DICTATOR** markers may never be received by a player who currently lacks a supreme leader.

33.0 MULTIPLE MAP SCENARIOS

Two or more of the game maps in the series can be linked to form a larger playing surface. There is one hex row of overlap along each map edge. Players will need to trim the map edges if a perfect match is desired. The following rules modifications are intended to permit play of multi-map campaigns using the existing scenarios.

33.1 Map

33.11 **Frontier:** generally, when playing scenarios prior to 1 AD, the **GALLIA** and **ROMAN CIVIL WAR** maps should overlap the **GERMANIA** map. When playing scenarios from 1 AD and later, the **GERMANIA** map should overlap the **GALLIA** and **ROMAN CIVIL WAR** maps. (So you have the Roman [R] cities showing in 1AD+.)

33.12 See 34.1 for further changes to cities.

33.2 Parthia

If Parthia begins the scenario as a belligerent, the controlling player will be designated by the scenario. If it begins the scenario as a neutral, control is determined as follows:

33.21 **If Playing a Romans vs. Non-Romans Scenario:** Parthia is always controlled by the non-Roman player (who will usually be referred to as the "Parthian-Barbarian player").

33.22 **When Playing a Civil War Scenario:**

- (1) Parthia enters play if an event calls for Parthian belligerency. In that case, roll a die. A one through three means the first player has control of Parthia. A four through six means the second player has control of Parthia. If any Roman or Roman client unit attacks or conducts tribute or pillage against any Parthian city or unit, the other player gains control of Parthia.
- (2) Parthia behaves as a normal client, controlled by the player who didn't conduct the attack/tribute/pillage. Tribute against the Parthian supreme leader in this case causes all Parthian units to defect. Individual Parthian cities may also defect if a successful tribute is played against them.
- (3) Parthia changes to independent again if a random event that would otherwise bring Parthia into belligerency occurs a subsequent time, or the side that attacks Parthia controls any one Parthian capital city. At that time, remove all satrap (green) units from play. The former owner places all core (blue) units in one or more surviving Parthian capitals. Parthia may re-enter the war if called for by a subsequent attack or Random Event. The attacker retains control of all occupied Parthian cities.

34.0 GAME EXPANSION

This edition of **ANCIENT WARS** includes a set of counters and rules for developing scenarios in the period 100 BC – 220 AD.

34.1 General Notes on the Empire

When developing their own scenarios, players should use the following considerations. See also the **DEPLOYMENT NOTES**

in the Scenarios for more information.

34.11 Geography (see Scenarios for definition of geographic regions)

General: Roman [R] cities not noted below are part of the Late Republic and Early Empire throughout the period of the **ANCIENT WARS** series.

Hispania: the Roman [R] cities in Hispania are part of the Late Republic.

Britannia: the Romans began the conquest of Britannia in 40 AD. Starting in 70 AD, Britannia on or south of the Legio-Eboracum line (3008-3108-3208-3308-3408, **CAESAR IN GALLIA**) is part of the Roman Empire. All [B] cities within those frontiers are considered [R] cities by 70 AD. By 142 AD all Britannia on or south of the line 3206-3306 is part of the empire.

Gallia: the Roman [R] cities in southern Gallia are part of the Late Republic. Central and northern Gaul, including the Rhine frontier (except Arae Flaviae) were conquered in 58-51 BC. All [G] cities are considered [R] cities by 1 AD.

Arae Flaviae: starting in 73 AD Arae Flaviae (0328, **GERMANIA**) is Roman controlled. Treat it as a Roman controlled colony.

Germania Magna (Germany between the Rhenus and Albus Rivers): the Romans conquered the region by 7 BC. They lost control due to Arminius' revolt in 9 AD.

Danube Frontier: this region became Roman controlled by 9 BC.

Dacia: starting with 107 AD all three Dacian cities (Sarmixegutas (4303), Apulum (4402), and Poitassa (4400), along with the trade route connecting them, are part of the empire. They are treated as Roman controlled colonies.

Thrace had quasi-independence as a client state throughout the Late Republic. By 27 BC it was under Roman domination. Starting with 46 AD, all Thracian cities [T] are full Roman [R] cities instead of clients.

Bosporus. Starting with 63 BC, Panticapaeum (5804, **ROMAN CIVIL WAR**) is Roman controlled. Treat it as a Roman occupied client city.

Pontus was an independent kingdom during the Late Republic. By 47 BC it had come under Roman domination. Prior to 17 BC, Phasis (1600), Trapezus (1502), and Satala (1604) are part of Pontus [P] as tan client cities. All Pontican cities became Roman [R] cities in 17 AD.

• **Historical Note:** Caesar sent his famous message, "Veni, vidi, vici," ("I came; I saw; I conquered") after his brief campaign against Pontus in 47 BC.

Asia. Prior to 17 BC Mazacus (1206) and Melitene (1607) are part of Asia [As] as tan client cities. Starting with 17 BC all Asian cities become Roman [R] cities.

Armenia was at various times an independent state, a Parthian client, or a Roman client.

Syria was the last remnant of the once mighty Seleucid Kingdom of Alexander's Successors. The Romans conquered it 64 BC. Prior to 63 BC, Samosata, Zeugma, Alexandria, Antioch, Apamea, Tripolis, Tyre, Damascus (**TRAJAN**) form Syria [S] as tan client cities. Starting in 63 BC, all Syrian cities become Roman [R] cities.

Judea had a brief period of independence until conquered by the Romans in 64 BC. Prior to 44 AD, Caesarea (1115) and Jerusalem (1116) form Judea [J] as tan client cities. They become Roman [R]

cities in 44 AD. Starting with 44 AD, all Judean cities [J] are full Roman (red) cities instead of clients.

Arabia. Prior to 107 AD, Aelena, Petra, Bostra and Palmyra (1118, 1218, 1516, 1614, **TRAJAN**) are Arabian [D] client cities and were usually under Roman control. Starting with 107 AD they become Roman [R] cities. Egra, Thaema and Dumaetha (**TRAJAN**) are always [D] cities.

Mesopotamia. Starting with 165 AD, Edessa, Thapsacus, Carrhae and Dura Europa (1810, 1812, 1910, 2113, **TRAJAN**) are Roman controlled. Don't treat them as Roman cities; they are Roman occupied Parthian cities.

Egypt was another successor state, this one of the Ptolemies. The Romans gained *de facto* control in 47 BC. Starting with 1 AD all Egyptian cities [E] are full Roman [R] cities instead of clients.

Numidia: the Romans conquered Numidia in 106 BC; however, it had a brief period of revival during the Civil Wars. Starting in 17 BC, the Numidian [N] city becomes a Roman [R] city instead of a client.

Mauritania. Starting with 44 AD, the Mauritanian city [M] is a Roman [R] city.

Trade Routes: all trade routes within the boundaries of the empire during a specific period are treated as Roman roads.

Tribal Centers (Gallia & Hispania): starting in 1 AD, all Gallic and Hispanic tribal centers within the Empire's Rhenus and Danuvius boundaries cease to exist. Gallic and Hispanic barbarian units may not be recruited.

Tribal Centers (Illyria): starting in 20 AD, all Illyrian tribal centers within the Empire's Rhenus and Danuvius boundaries cease to exist. Illyrian barbarian units may not be recruited.

Tribal Centers (Britannia): starting in 70 AD, all tribal centers in Roman controlled Britannia cease to exist, with the exception of those north of the Roman frontier. British barbarian units may not be recruited in Roman controlled Britannia. They may be recruited elsewhere in Britannia as well as in Hibernia.

Colonies are placed within the boundaries of the empire as designated in the scenarios. Unless specifically stated below, a colonization site is not treated as a city.

(1) Starting with 1 AD, all colonies within and including the Rhenus and Danuvius boundaries of the empire, and in North Africa, are treated as full Roman [R] cities.

(2) Starting with 70 AD, all colonies in Roman Britannia are treated as full Roman [R] cities.

Major Cities. The following cities become major cities starting with the date indicated:

1AD, Burdugala (2921, **CAESAR IN GALLIA**)

1AD, Lutetia (3517, **CAESAR IN GALLIA**)

1AD, Lugdunum (3721, **CAESAR IN GALLIA**)

70AD, Londinium (3311, **CAESAR IN GALLIA**)

70 AD, Augusta Vindelicorum (0627, **GERMANIA**)

• Scenarios may provide additional modifications to 34.1.

34.2 Expansion Counters

The set of expansion counters includes the following units:

34.21 Romans

(1) All legions that served during the Early Roman Empire, c. 30 BC – 220 AD.

(2) Auxiliaries representing the various forces the Romans raised in

the early empire.

- While many of the auxiliaries have regional names, they may be recruited and deployed on any applicable hexes.

- (3) Leader counters representing most of the major leaders of the period.
- (4) **Engineers:** the Roman player adds engineer units to his **TRAJAN** and **ROMAN CIVIL WAR** orders of battle. A Roman player receives a number of engineer units in each scenario equal to the number of impeditus units deployed in the scenario set up. Place in the same location as the impeditus units. Players are free to use additional engineer and impeditus units from other games in the series to supplement the ones in the expansion set; however, if playing a one map scenario, a player may never have more than three engineers in play.

34.22 Loyalists & Rebels

- (1) Roman units are printed red on the front and purple on the back. The reverse side is used to indicate the same unit in a state of rebellion. When a unit joins a rebellion or goes back to the loyal side, flip it to the appropriate side of the counter. Loyalists may recruit only loyal units, and rebels only rebel units.
- (2) There will be two general cases for using the purple (rebel) side: in Civil War scenarios, the purple forces represent the rebel side. In non-Civil War scenarios, the purple side represents rebelling forces controlled by the barbarian or Parthian player. Barbarian or Parthian players may recruit (or receive via event) additional rebel forces in rebel cities. They are placed on rebelling civis. In all cases, red Roman units represent loyal forces.
- (3) During battle resolution use a blank marker to indicate disruption. For limited intelligence, don't flip units over, instead use leader boxes.
- (4) **Civil War Recruit Pools:** when playing a Civil War scenario, all Roman units are placed in a common pool. Whichever side recruits a unit first gains controls of it.
- (5) Fleets, engineers and impeditus units may defect from red to purple and vice versa. When that happens, replace them with a unit of the same type and strength but of the appropriate color (rather than flipping them over, since enough of those units are not included in the expansion set).
- (6) **City hex markers.** These are used to indicate changes to printed cities in different periods. Place the marker in the indicated city hexes as a reminder. They have no other effect on play. In the course of a scenario, they may not be converted from their red to tan side or vice versa, nor may they ever be destroyed.

34.3 Playing New Scenarios

34.31 In **Roman Republic** scenarios (100 BC-31 BC), the following guidelines should be followed:

- (1) Legions may be recruited (as "R" class) and promoted (to "V" and "I") normally.
- (2) The Romans can recruit only the auxiliaries in **ROMAN CIVIL WAR** and **CAESAR IN GALLIA** games; additionally, they may recruit any "R" class auxiliary infantry and cavalry (not mixed cohorts) from the expansion set. Auxiliary units may never be promoted in Republic scenarios.
- (3) Fleets are recruited as "R" class and then promoted to "V" class.
- (4) Impeditus and engineer units may always be recruited.

34.32 In **Early Roman Empire** scenarios (30 BC-220 AD), the following guidelines should be followed:

- (1) Legions are recruited (as "R" class) and promoted (to "V" and "I") normally.
 - (2) The Romans can only recruit "R" class auxiliary infantry, mixed cohorts and cavalry. "R" class auxiliary units may be promoted to "V" class. Roman players can recruit auxiliary infantry, equites cavalry, heavy cavalry and horse archer units from the **GERMANIA** set, in addition to the **EXPANSION** auxiliaries; however, if such units are part of a rebel force in a Civil War scenario, or defect from loyal to rebel, replace them with purple units or place a rebel control marker on them.
 - (3) Fleets are recruited as "R" class and then promoted to "V" class.
 - (4) Impeditus and engineer units may always be recruited.
- Scenarios may provide exceptions to 34.3.

34.33 Roman Leaders.

- (1) The Emperor leader counter represents various mediocre to abysmal Roman emperors. In scenarios where the Emperor counter is used, the emperor is the supreme commander of the Roman side.
- (2) Named leaders may not be recruited unless they are listed as being available in a scenario.
- (3) Legates may be used to represent any of the leaders of this era. Only "R" class legates may be recruited. They may be promoted to "V" class via the promotion rule.

34.4 Non-Roman Forces

- (1) **Caratacus** and **Boudicca** are British leaders. They are used in scenarios taking place in the mid-1st century AD.
- (2) **Tigranes** is an Armenian leader. He is used in mid-1st century BC scenarios.
- (3) **Decebalus** is a Dacian leader. He was Trajan's opponent in the Dacian Wars, 101-107 AD.
- (4) **Spartacus** was the leader of the great slave rebellion of the 1st century BC.
- (5) **Ptolemy** represents several Egyptian leaders prior to Cleopatra.
- (6) The **Hispania** (blue) units are used if a Spanish tribal mobilization occurs. They appear on or adjacent to any Hispania mobilization hexes.
- (7) The **Illyrian** (yellow) units are used if an Illyrian tribal mobilization occurs. They appear on or adjacent to any Illyrian mobilization hexes.
- (8) The **Client Impeditus**, **Engineer** and **Fleet** units may be recruited as per normal rules.

34.5 Roman Markers

34.51 When playing scenarios of the Roman Republic, use the **ROMAN CIVIL WAR** Res Publica markers.

34.52 When playing scenarios of the Roman Empire, use the **TRAJAN** Emperor, Pontifex Maximus and Triumph stratagem markers, with the changes noted on the Stratagem Marker Summary. Those markers should be used only if the maps represent the entire empire, or if the leader representing the emperor is in play.

34.53 **Client Forces:** see 34.60.

34.54 Roman Republic

In Roman Republic scenarios, the Roman player may recruit the **ROMAN CIVIL WAR** and **GALLIA** client units according to the rules for those scenarios. **ROMAN CIVIL WAR** clients may be recruited only on the **ROMAN CIVIL WAR** map (and in the appropriate national locations), and **GALLIA** clients on the

GALLIA map. The Romans may also recruit the client units from **GERMANIA** within the restrictions listed below.

34.55 Roman Empire: in Roman Empire scenarios, the Roman player may use only the **GALLIA** and **GERMANIA** client units. Client units may be recruited on any tribal mobilization hexes or non-Roman cities.

34.56 Restrictions: generally, a player may recruit any type of client units, with the following exceptions.

- (1) Named leaders may only be recruited in scenarios calling for their use.
- (2) Horse archers may be recruited only on the **TRAJAN** map, on Sarmatae mobilization centers and in North Africa.
- (3) Both players may otherwise recruit client units anywhere, but will need to keep track of who controls each one individually.

34.57 Orders of Battle: Generally, players should use the units from **ROMAN CIVIL WAR** and **GALLIA** for scenarios of the Late Republic (to about 31 BC), and the units from **GERMANIA** and **TRAJAN** for the Early Empire (30 BC and later).

34.58 Legions: see the Legion Deployment Chart in the Expansion scenarios for a listing of where Legions were deployed by region. There was the equivalent of one Praetorian Guard legion (5-I-5) stationed in Italy from the reign of Augustus to the civil war of 69 AD. Thereafter, there were the equivalent of two such units.

34.59 Auxiliaries

- (1) **The Republic:** auxiliaries were generally mercenaries or irregulars. Auxiliary units seem to have been army level formations with no particular relationship to individual legions. There might have been large numbers of "4-R" poorly trained forces, or smaller numbers of more experienced "2-V" troops (as per **ROMAN CIVIL WAR** and **CAESAR IN GALLIA**).

• Remember, those units don't promote, unlike the auxiliaries of the empire.

- (2) **The Empire:** auxiliaries were trained and properly enlisted regulars. Generally, each legion would have accompanying it the equivalent of one "4" strength auxiliary or one "3" strength mixed cohort. There would also be one "2" strength cavalry unit per two legions. Horse archer units would be more likely to be found in the east or North Africa, and the camel corps (Dromedary) were used exclusively in those regions. Roman heavy cavalry was scarce throughout the Early Empire, other than in guard units. Starting with the reign of Domitian (81-96 AD) that arm increased in strength, though it would not be until the 3rd century that Roman heavy cavalry would become a unique force.

• The titles on the auxiliary units in the **EXPANSION** set are for informational purposes only. Players need not recruit and deploy them in the same region as the title.

34.60 Clients: until the mid-1st century AD, the Roman Empire maintained several client states within its frontiers. Their governments provided troops to fight alongside the Roman Empire's. By the latter 1st century AD, those states were absorbed into the empire proper and their troops converted into regular auxiliaries. When playing scenarios in that era, players may recruit only the following client units from the designated nationalities.

Mauritania & Garamantes (northwest Africa): "Chief" leader, light cavalry, auxiliary infantry, levy infantry.

Thracia: "Chief" leader, heavy infantry, auxiliary infantry, equites cavalry, levy infantry.

Bosporus: "Chief" leader, auxiliary infantry, levy infantry.

Pontus & Asia: "Chief" leader, heavy cavalry, equites cavalry, heavy infantry, auxiliary infantry, levy infantry.

Judea: "Chief" leader, heavy infantry, auxiliary infantry, levy infantry.

Arabia Felix: on cities part of Arabia prior to 107 AD (see Arabia under 34.11), Aelena, Petra, Bostra and Palmyra (1118, 1218, 1516, 1614, **TRAJAN**): "Chief" leader, equites cavalry, horse archer, auxiliary infantry (but not the Arab unit from **TRAJAN**). Additionally, heavy cavalry may be recruited on Palmyra (1614, **TRAJAN**).

Spanish, Gallic, British, German, Illyrian & Dacian Tribes: "Chief" leader, equites cavalry, heavy infantry, auxiliary infantry, levy infantry.

Sarmatian Tribes: "Chief" leader, heavy cavalry, horse archers, levy infantry.

Client States

- (1) Players can recruit named client nationality units (from **TRAJAN** and **ROMAN CIVIL WAR**) only on cities of the same nationality. No other units may be recruited on those cities (for example, only Egyptian client units may be recruited on Egyptian cities).
- (2) If in **TRAJAN** or **ROMAN CIVIL WAR** a client nation leader has been eliminated, players may recruit units of his nationality on its cities if they have a friendly civis in the city. Use a control marker to determine who controls the unit.
- (3) Additionally, a player may recruit a generic "Chief" or legate leader in a client state whose named leader has been eliminated.

34.61 Fleets: under the Early Empire, major fleets were responsible for the Black Sea and the Mediterranean. Claudius (41-54 AD) created a fleet based in Gaul to support the invasion of Britain.

34.62 Support Forces: generally, each major Roman field army would have the equivalent of at least one impeditus and one engineer in support.

34.63 Numeri: the empire also made some use of barbarian mercenaries enrolled to fight under their tribal standards. They were sometimes called numeri, though the term later came to mean a regular auxiliary unit. Anyway, the Romans can deploy client units from controlled tribes (such as the Batavii).

34.7 Recruits Available in Civil War Scenarios. In Civil War scenarios in which the **EXPANSION** counters are used, place all Roman units (the ones tinted red on the front and purple on the back) in a common pool. They may be recruited by either player.

35.0 BATTLE BOARD & TACTICAL COMBAT

Players may transfer their units engaged in battle to the **TRAJAN** Battle Map (the square grid) to resolve combat instead of using the procedures given in 11.0. This procedure applies only to battles, not to sieges (including attacks on camps) or revolts. Transferring to the Battle Board is purely at the option of the players, and may be done according to whatever agreement players reach. That is, the players may agree all battles be resolved on the Battle Board, or just those that one or both desire.

35.1 Procedure

- (1) Transfer all units involved in a particular combat to the Battle Board.
- (2) Conduct the battle. Each battle lasts 10 battle turns.

(3) Determine who was the winner.

(4) Return survivors to the game map.

35.2 The Battle Board consists of 81 squares, representing an abstracted battlefield. It is used to resolve battles by giving the players the opportunity to control tactical movement and combat of their units.

- The terrain printed as a background on the Battle Board has no effect on play. It is simply there to make the Battle Board more visually interesting.

35.21 The Roman (first player) side of the Battle Board is the 27 squares on the side with the Roman Camp square (that is, the first three rows of hexes on that side).

35.22 The Parthian (second player) side of the Battle Board is the 27 squares on the side with the Parthian Camp square (that is, the first three rows of hexes on that side).

35.23 Battle Board Stacking: generally, a player may never have more than one unit per Battle Board square at any time (for the exceptions, see leaders and camps).

(1) Friendly units on the Battle Board may never move through each other (exception: leaders).

(2) Leaders may stack with other units on the Battle Board. There may be an unlimited number of leaders in a single Battle Board square. Leaders may move through each other and other friendly units and vice versa.

(3) There is no limit to the number of units that may stack in a friendly camp square (it actually represents a larger off-map area). Units must, however, end their movement when they enter a camp square; they may move out the next turn.

(4) Friendly and enemy units may never stack together on the Battle Board.

35.24 Battle Board Intelligence

(1) Units are always deployed face up on the Battle Board (that is, there is no limited intelligence on the battle map). On the Battle Board the reverse side of the units is used to represent the unit in its disrupted state, not limited intelligence.

- When using the backprinted **EXPANSION** counters, use a blank marker or rotate units 180 degrees in a square to show disruption.

(2) Exercitus markers may not be deployed on the battle map; if an exercitus engages in combat, its component units are placed on the Battle Board.

35.3 Set Up: players set up their forces on the Battle Board as follows:

(1) Each player designates one of his own leaders to be commander for the battle.

(2) Determine who has tactical superiority: that's done the same way as in Basic Game combat. The player with tactical superiority is the attacker. The other player is the defender.

(3) The player without tactical superiority sets up first.

(4) The player with tactical superiority sets up second.

- Note that means the player with tactical superiority will see the enemy's deployment and can then deploy his own forces accordingly. The designation of a leader as commander only affects determination of tactical superiority. Commanders are treated exactly like other leaders for all other purposes while on the battle board.

(5) Players set up their units anywhere on their side of the Battle Board within stacking restrictions.

(6) Execute the battle.

35.4 Battle Board Sequence of Play

a. Attacker Battle Turn

(1) **Command Segment:** the attacker makes a command check for all friendly units; that will determine command control for the turn.

(2) **Battle Movement Segment:** the attacker moves any of his units he desires on the Battle Board.

(3) **Enemy Defensive Fire Segment:** the defender conducts combat with any of his units capable of defensive fire.

(4) **Friendly Combat Segment:** the attacker has any of his capable units conduct combat.

(5) **Rally Segment:** both players make discipline checks for each friendly disrupted unit; that will rally certain units.

b. Defender Battle Turn

(1) **Command Segment:** the defender makes a command check for all friendly units; that will determine command control for the turn.

(2) **Battle Movement Segment:** the defender moves any of his units he desires on the Battle Board.

(3) **Enemy Defensive Fire Segment:** the attacker conducts combat with any of his units capable of defensive fire

(4) **Friendly Combat Segment:** the defender has any of his capable units conduct combat.

(5) **Rally Segment:** both players make discipline checks for each friendly disrupted unit; that will rally certain units.

c. End of Turn: check off one turn; at the end of ten turns the battle comes to an end.

35.5 Command Check

The player whose battle turn is in progress makes a command check for all his side's units on the Battle Board. The command check is mandatory.

35.51 Procedure

(1) Roll one die and consult the Discipline Table. That one die roll will be used for the command check for all friendly units.

(2) Cross index the die roll result with the discipline categories. That will give one of three different results: **P**, **F** or **G**, for each category of discipline (I, V, R, M, B). Those results are then applied to all friendly units on the map. The result is the degree of command control for the player's units for that turn.

- That is, you make one die roll that affects all the units in your army.

35.52 Results

P: Units are In Command — units move and attack normally.

F: Units are Out of Command — units of this discipline category may not move this turn. They may conduct combat if adjacent to an enemy unit.

G: Units Go Berserk — all units of this discipline category must (in the Battle Movement Segment) move toward the nearest enemy unit. If there is more than one enemy unit at an equal distance, resolve by die roll. Units may not violate stacking limits due to this movement. Berserk units may move at any time during the friendly Battle Movement Segment. Units that go berserk must attack if they are adjacent to at least one enemy unit. (The player who controls the berserk unit may choose which enemy unit to attack.) Units capable of a skirmish move may move in any direction for the skirmish move.

• **Example:** the Parthian player has a veteran and a mob unit involved in a battle. He rolls a three on the Discipline Table for command control. That indicates a result of **P** for the veteran unit and **F** for the mob unit. The veteran, therefore, is in command control, while the mob is out of command control.

35.53 Leaders are always in command. Leaders may change how command control results are applied to other units; see below.

35.54 The results of command checks may be changed when a force panics (see Panic Rule below).

35.6 Movement

Each unit has a battle movement factor. In **TRAJAN**, the battle movement factor is printed on the units in small print on their right sides. In all other games in the series, battle movement factors are as follows:

- (1) All leaders = 3.
- (2) All cavalry, camel corps and chariots = 2.
- (3) All infantry, elephants and engineer = 1.
- (4) Impeditus, court = 0.

• Civis units never appear on the Battle Board, so their battle movement is irrelevant, since the only times they engage in combat are siege and revolt, and neither uses the Battle Board.

• In **TRAJAN**, the Arab and Alani cavalry units both have a battle movement of "2" (it was left off the counters).

35.61 Units may move up to the limit of their battle movement factor. Each square moved into costs one battle movement factor. Only undisrupted units may move. There may be other movement limitations on undisrupted units due to command control.

35.62 Units don't have to stop upon moving adjacent to an enemy combat unit. Units do not exert zones of control. Combat units can enter squares containing only enemy leaders. All enemy leaders in the square are immediately eliminated when that occurs.

35.63 Direction of Movement

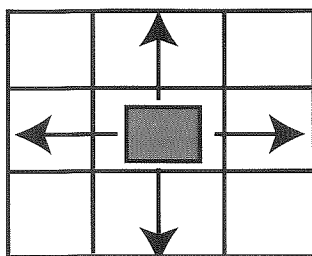
- (1) Generally, units may only move across the sides of the squares, not diagonally (that is, they may not move through the vertices).
- (2) **Exception:** the following units may move across the vertices: leaders, equites cavalry, horse archers and auxiliary infantry. They may move across a vertex only if at least one square adjoining the vertex has no unit in it other than leaders. That refers to the two squares adjacent to the starting hex and the hex entered.

35.64 Units may move anywhere on the Battle Board.

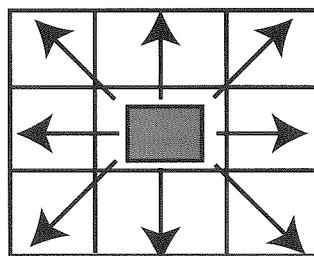
• A friendly unit may capture the enemy camp by moving into it.

35.65 Generally, units may not move off the Battle Board (exception: see Panic rule).

35.66 Disrupted units may not normally move (exception: see Panic rule).



35.63 (1)



36.63(2)

35.67 There is no facing on the Battle Board as in many other tactical games. Units may move into any adjacent square, not just the frontal one. There is no cost to change direction of movement.

35.7 Defensive Fire

In this segment, the enemy player may have his units capable of defensive fire roll on the defensive fire line of the Advance Game Combat Results Table (see combat rules below for the explanation of how to conduct combat). The results are applied immediately.

• Note that only defensive fire may be employed in the Defensive Fire Segment, even if units are capable of other tactics. Offensive fire takes place at any time in the friendly Combat Segment.

35.71 Certain units may use offensive fire but not defensive fire.

35.72 Defensive fire is conducted exactly as other forms of combat (see below).

35.73 Units don't have to be in command control to conduct defensive fire.

35.8 Combat

35.81 Procedure:

- (1) The player designates the attacking unit and the unit to be attacked.
- (2) The player selects a tactic.
- (3) The player rolls a number of dice up to the strength of the unit (for example, a "5" strength unit would roll five dice).
- (4) Check the appropriate line for the tactic chosen, and apply all applicable results.

35.82 Combat is voluntary. The friendly player conducts combat with any or all of his qualified units.

- (1) Each unit attacks individually. There is no combining of units for attacks.
- (2) A unit that is attacked must defend.
- (3) Disrupted units may not attack. If an attacking unit becomes disrupted as the result of an "A" result, it may not make any more die rolls that turn. It may attack only one unit per turn.

35.83 Units that desire to conduct combat must be adjacent to the units they are attacking (this includes missile armed units).

(1) Units may only attack the sides of adjacent squares, not vertices, with the following exception: missile armed units may attack across vertices, even if there are units on either side.

• There are no facing requirements for attacking as there are in other tactical games — given the game scale, they wouldn't make much sense.

35.84 A unit may roll a number of dice up to its combat strength factor for its selected tactic. It may roll up to that number of dice, but may select to roll fewer dice. (For example, a unit with a strength of two could roll zero, one or two dice.)

• A player may decide to roll fewer dice than his combat strength in order to avoid adverse "A" (attacker disrupted) results.

- (1) The result of each die rolled is applied separately before the next die is rolled. Note that means a single unit may inflict multiple disruption/break results, thereby eliminating an enemy unit.
- (2) A single unit may attack only a single enemy occupied square, even if it is adjacent to more than one enemy unit.

35.85 Selection of Tactics

- (1) Each tactic may only be used by certain unit types. Those unit types are listed on the Tactical BRT, with the abbreviations for the unit types indicated on each applicable tactic line.
- (2) A single unit may select only one tactic per turn, regardless of

its strength.

- Example: a Roman legion (combat strength of 5) attacks a Parthian levy infantry. The Roman declares a wedge attack. His first die roll is a five, no effect; his second die roll is a one ("B"), which indicates the levy infantry is disrupted; his third die roll is again one, which indicates that, since the levy infantry is already disrupted, it is now eliminated.

- Note these tactics are not related to the special tactics of rule 25.0 (phalanx, assault, skirmish and maneuver).

35.86 **Combat Results** are on the player aid card next to the Advanced Game Combat Results Table.

35.87 **Advance After Combat**: if an attacking unit completely eliminates all enemy units in a square, it may advance after combat into that square. Any leaders stacked with the attacking unit may also advance into the square.

(1) If the attacking unit eliminates a defender as a result of a B/A, it may still advance after combat; the attacker's disruption goes into effect after the advance. (Exception, (2) below).

(2) There is no advance after combat if the enemy unit is eliminated due to defensive missile fire.

35.9 Rally

In each Rally Segment, both players may make a discipline check for each of their disrupted units on the Battle Board. That is done at the option of each player for each of his units.

35.91 Procedure

(1) Roll one die per disrupted unit and consult the Discipline Table. (That is, check rally for each disrupted unit individually.)

(2) Cross index the die roll with the unit's discipline category. That will give one of three different results: P, F or G, for the category of discipline (I, V, R, M, B). Those results are then applied to the units on the map.

35.92 Results

P: Unit Rallies — disrupted unit becomes undisrupted.

F: Unit Fails Discipline Check — the unit remains disrupted.

G: Unit Rallies — the unit becomes undisrupted.

- Example: the Roman player attempts to rally a disrupted veteran legion. He rolls a six (P). That results in the unit rallying, and it's flipped to its undisrupted side.

35.93 The results of rally checks are changed when a force panics (see Panic rule below).

35.10 Panic

An army on the Battle Board panics when:

(1) 25 percent of its total strength is eliminated; OR

(2) 50 percent or more of its total strength is disrupted or eliminated at the end of either player's battle turn; OR

(3) its camp (if on the Battle Board) is captured by the enemy.

- Round up remainders when calculating panic levels. Example: a force of nine SPs would have a 25 percent panic level of three, and a 50 percent panic level of five.

35.101 Panic has the following effects:

(1) Command checks.

P: Units In Command — undisrupted units function normally

F: Units Out of Command — undisrupted units of this discipline category may not conduct combat, including defensive fire in the immediately following enemy battle turn. Undisrupted units may not move.

G: Units Disrupt — all undisrupted units of this discipline

category are immediately disrupted. Disrupted units of this discipline category remain disrupted unless they rally. Any unit of a panicked army that subsequently disrupts is also considered routed unless it rallies.

(2) **Rally** — check results when panicked:

P: disrupted unit undisrupts.

F: disrupted unit remains disrupted.

G: disrupted unit eliminated.

(3) All disrupted units of an army that panics, **rout**.

(4) Units of an army that panics may leave the Battle Board (see below).

35.102 **Rout** has the following effects.

(1) **Movement** — units that rout must move toward the friendly map edge (the side with their camp) every friendly movement segment. If they reach the map edge they must move off by expending an additional movement point. The units follow the normal rules of movement, except the player must move them toward and off the friendly map edge.

- This is an exception to the rule that states disrupted units may not move.

(a) Routed units are moved prior to other friendly units being moved. (Should there be some conflict over which unit moves first, use a die roll to resolve it.)

(b) Should a routing unit's movement path be into a square containing another friendly unit, that friendly unit must make a discipline check. If it fails, it too is disrupted and routs (and is then immediately moved, allowing the first unit to move into its square).

(c) Routed units must move even if they are out of command control.

(2) **Combat** — routed units may not attack or conduct defensive fire, obviously (because they are already disrupted). They defend normally.

(3) Units with "0" battle movement don't move when routed; they are immediately eliminated.

- Remember units may be undisrupted by rally (and hence are no longer affected by rout), and note leaders may rally units by increasing their discipline level (see below). Also note only disrupted units in a panicked army rout; undisrupted units never rout.

(4) Once panic is in effect, it remains so for that side for the remainder of the battle, even if the player is able to change the conditions that caused it (for example, by recapturing his camp).

(5) Note both sides may panic in the same battle.

(6) The leader values of all friendly leaders are counted as part of the total strength points for panic determination.

- Playability note: players should figure before initiating a battle their total strength points and the number of points necessary to reach their panic levels. As units are eliminated/disrupted, players should keep a running total so they will know when they have reached their panic level.

35.11 Ending Battles

(1) At the end of the 10th battle turn the battle comes to an end, and units are transferred back to the strategic hex in which the battle actually took place.

(2) Victory is determined (see below).

(3) Units disrupted at the end of a battle are automatically undisrupted.

35.12 Winning Battles

35.121 A player wins a battle if the following conditions are in

effect:

- (1) he has caused the enemy to reach his panic level; and
- (2) He has eliminated at least twice as many enemy strength points as he has lost (Also count the value of leader factors.)

• Note that it's possible for neither player to win a battle. Also note the above conditions apply only to battles fought on the Battle Board, not to the Basic Game Battle rules.

35.122 The extent of victory is determined in the same way as in the Basic Game (that is, major, minor or skirmish).

35.123 The gain and loss of stratagem markers for winning or losing a battle is done in the same way as in the Basic Game for minor and major battles.

35.124 The loser of a battle is retreated one hexagon, as in the Basic Game, after forces are returned to the strategic map.

35.13 Leaders & Battle

- (1) Friendly combat units may move into hexes containing only enemy leaders. That automatically eliminates those enemy leaders.
- (2) Friendly leaders may not move into hexes containing enemy units of any type.
- (3) Leaders are not affected by the results of combat, except as follows: if all other units in a square are eliminated, any leaders in the square are also eliminated. Leaders will never be disrupted.

(4) Leaders & Command Checks

(a) Leaders are always in command. They are not affected by command control checks.

(b) Each leader may temporarily change the discipline factor of any friendly units in or adjacent to the square he is in for command checks (through sides and diagonally). That applies at the instant of the command check and, obviously, can change as leaders and units move. Use of Leaders for command checks is entirely at the player's option; however, it must be declared prior to the command dice roll. A player may choose to selectively determine which units will be affected by this rule.

• So, for example, Trajan (discipline class I) is stacked with an R class unit. In the command check the Roman rolls a two. Normally that would cause the R class unit to fail the check; however, since a "2" on the I line of the Discipline Table is a P, the R class unit passes and is in command.

(c) A leader may not increase the discipline value of another leader for command control purposes.

(5) Leaders & Rallying:

(a) Leaders are never disrupted.

(b) Each leader may temporarily change the discipline factor of any one unit in the same square he is in. So, for example, Trajan could change the discipline value of a unit he is stacked with to I class. That is entirely at the player's option and applies at the instant of the rally.

(c) A leader may not increase the discipline value of another leader.

(6) **Leaders & Rout:** leaders never panic or rout.

(7) Should more than one leader be able to exert his influence on a particular square, the player must select only one for a particular command or rally check.

(8) Leaders only affect friendly units for command and rally checks. They never affect enemy units.

• Note that for command purposes a leader affects all units in and adjacent to his square; for rally purposes, only a unit in his square.

35.14 Special Tactics

(1) **Flank Attack:** if an enemy unit is attacked from more than one square, the strengths of any attacking units after the first unit are doubled. (That is, they may roll up to twice as many dice). Flank attacks must be resolved immediately to gain the bonus. Units defending in camps are not affected by flank attacks.

• For example, a "3" strength auxiliary and a "5" strength legion attack a Parthian unit from two different sides. The auxiliary attacks first, rolling three dice. When the legion attacks, it rolls 10 dice.

(2) Skirmish Movement

(a) Friendly light troops (cavalry and infantry) may move after completing an offensive fire attack. That is in addition to their normal movement and uses normal movement rules, except it is conducted in the friendly Combat Segment of the battle turn. It must be conducted immediately upon completion of the attack. Command control effects apply to units making a skirmish move, but use the requisite effect for combat and not movement (since, technically, skirmish movement is part of combat and not movement). That is, if a unit can conduct combat, it can also conduct a skirmish move (and if a berserk result has been rolled, it can move in any direction).

(b) Leaders who are stacked with units making a skirmish move may move with those units but no farther.

• Note the light unit in question must complete an offensive fire attack against an enemy unit in order to make a skirmish move. It doesn't make a difference if the attack succeeds, or what the result was. That means only those light troops capable of conducting offensive fire have the potential to conduct skirmish movement. So, for example, auxiliary infantry can conduct skirmish movement, but levies can't.

(3) **Testudo ("Tortoise"):** the Roman player may have his legionary heavy infantry and auxiliary infantry units declare a testudo (wherein the troops would overlap their shields to enhance their defensive capabilities). That gives them several advantages. Testudo in the game is actually a combination of several different specialized formations, including the tortoise, orbis (circle), hollow square, etc. The Roman player declares a testudo at the beginning of his battle turn for the specified units. The effects last through the end of the immediately following enemy battle turn (that is, for one complete battle turn).

(a) Effects of Testudo

Units in Testudo may only use the testudo tactic line on the Advanced Game BRT.

Enemy wedge attacks can't be made against a unit in testudo.

Enemy defensive fire can't be conducted against units in testudo (offensive fire can).

Units in testudo may not be flank attacked.

Units in testudo may not advance after combat

(b) A testudo lasts for only one battle turn. On the turn following, the player may declare it again. The player may declare a testudo for some, any or all applicable units.

(c) Disrupted units may not use testudo. If a unit becomes disrupted it is no longer in testudo.

(d) Leaders stacked with units in testudo receive all benefits of the testudo.

(e) Testudo may not be formed in a camp square.

• Indicate the units in testudo on a separate sheet of paper, or by placing

a blank marker on them.

(4) Relief of Line

(a) Undisrupted units may relieve adjacent friendly units. That results in the relieving and relieved units exchanging places. Relief takes place in the movement segment. The units must be adjacent to each other. The relieving unit must be undisrupted. The relieved unit may be either disrupted or undisrupted. Any unit types can conduct relief or be relieved, with the exception of leaders and units with 0 battle movement. Relief expends all the relieving and relieved units' movement for that Movement Segment, regardless of the outcome; however, both may engage in combat normally. A unit may conduct only one relief per turn, and a unit may only be relieved once per turn.

(b) Procedure

[1] Designate the relieving unit and the unit to be relieved.

[2] Make a discipline check for the relieving unit.

Results are as follows:

P: relief accomplished;

F: relief fails;

G: relief fails and the relieving unit is disrupted.

[3] If successful, the relieving unit is placed in the relieved unit's square and vice versa. Otherwise the units remain in place.

(c) A leader in the same hex as the relieving unit may change that unit's discipline value to his own for purpose of relief, and if successful must move into the relieved unit's hex. The leader may conduct no other movement that turn. Also, a leader stacked with a unit that has been relieved may move into the relieving unit's square, which consumes all his movement.

(d) Units may not relieve from or into a camp square.

(5) **Legionary Missile Fire:** Roman legions ("5" strength Roman heavy infantry only, not vexillations) have a special missile fire strength of one that may be used only for offensive fire. That missile fire may be used in addition to other legion tactics.

• Legionary missile fire represents Roman pilum and the missile engines attached to each legion.

35.15 Exiting the Battle Board

(1) Units may not exit the Battle Board unless their side panics. Units may then exit the Battle Board, but roll a die for all non-leader units: 1-3 they are eliminated; 4-6 they survive, return them to the strategic map. Leaders automatically survive when leaving the Battle Board.

(2) Units may exit only through the friendly map edge. That is, the side on which their camp is printed — any of the nine squares can be used to exit.

(3) Units eliminated as a result of trying to exit the Battle Board count for determining the extent of victory for the battle.

(4) Note undisrupted, routing and undisrupted units of a panicking army may exit the map.

35.16 Camps (printed)

(1) Each player has a camp printed on the Battle Board. Each player gets certain benefits for his camp. They apply only to the player for his own camp.

(2) The friendly player may capture an enemy camp by moving a non-leader into the camp, at which time it loses all its special characteristics (even if the camp is later recaptured).

(3) There is no limit to the number of units that may be stacked in

a camp, since it actually represents a larger space.

(4) Units defending in their own camp are never flanked.

(5) Up to three units inside a camp may conduct combat by attacking outward, one per side.

(6) When losses are inflicted on defending units in a enemy camp, the defender can choose which of his units in the camp will be affected. Leaders may not be eliminated by attacks on camps unless all other friendly units in the camp are eliminated, or the enemy advances into a camp containing only leader units.

(7) Only one defending unit in a camp per attacking unit may be affected by combat results. The same defending unit must receive all combat results inflicted by a single attacking unit. If an attacking unit eliminates a defending unit but still has combat strength points left, it may not attack another unit.

(8) Each leader in a camp may change the discipline class of one other friendly unit stacked with him to his own discipline class.

(9) **Roman Camps:** the Romans get the following additional benefits for their camp:

(a) The enemy player may not use defensive fire against a Roman camp.

(b) Enemy units may not use the Wedge tactic when attacking a Roman camp.

(c) Roman units in their camp never panic.

(10) If an interception or attack from march military stratagem were played, neither side would receive a camp, since this represents a meeting engagement where neither side has had a chance to build one.

• The camp markers used on the strategic map have no impact on the presence of camps on the Battle Board. A player may not use the Battle Board if attacking an enemy unit defending in a camp marker on it (though he could do so if the camp were destroyed).

35.17 Effects of Terrain

(1) Mountains

(a) Play is restricted to the center three files of the Battle Board (that is, the file of squares running from the Parthian camp to the Roman, and the two immediately adjacent files); no units may ever move onto the three files on the far right and far left. (In effect, the battle is taking place in a mountain pass.)

(b) Non-leader units have a maximum battle movement of one.

(c) Players may not use the wedge or charge tactics.

(d) Cavalry may not make a skirmish move.

(2) Swamps

(a) All units have a maximum battle movement of one.

(b) Players may not use the wedge, defensive fire or charge tactics.

(c) Cavalry may not make a skirmish move.

(3) Forest

(a) All units have a maximum battle movement of one.

(b) Players may not use wedge, defensive fire or charge tactics.

(c) Cavalry may not make a skirmish move.

(4) **Rivers:** the center line of squares (that is, the nine squares halfway between each player's side of the Battle Board) is considered to be the river. Units in river squares are affected as follows.

(a) All units must stop when they enter a river square; they may move in their next movement phase. If moving out of the river, they move at their normal movement rate; if they enter

another river square, they must immediately stop again.

(b) Units may not use wedge or offensive/defensive fire tactics when in river squares (they may be attacked by such tactics).

(5) **Cities:** if the battle is an attack on a city, use siege resolution procedures. If it is an attack from a city's garrison against besieging units, use the Basic Game battle procedure. Otherwise use the other terrain in the hex.

(6) **Clear, Deserts:** no special rules.

(7) **Roads/Trade Routes/Coast:** use other terrain in the hex.

35.18 **Fleets.** When fleets are present in a situation which also involves land combat (i.e., on a coastal or river hex), follow these guidelines.

(1) Fleets have a Tactical Movement of "2".

(2) If this is a River hex, then the center row of squares are water (as above).

(3) If this is a coastal hex, roll one die. On a 1-3 the left row of squares (from the perspective of the Roman camp) are water. On a 4-6 the right are water. In this case, land units may not enter water squares. A hex that is both river and coast combines the effects of (2) and (3).

(4) Fleets may engage in combat. They conduct offensive and defensive fire with a range of two squares, any direction, including diagonals.

(5) Land units may not attack fleet units on the Battle Board and vice versa.

(6) **Amphibious landings.** If fleets on the hex map include transported land units, then the owning player must deploy them on the fleet units on the Battle Board. The land units may be disembarked during any Battle Movement segment. The fleet plus transported unit must be adjacent to a land hex which the land unit could normally enter. Move the land unit onto the shore. Neither the fleet nor the land unit may conduct any other movement during this segment. Units may also be re-embarked by following this procedure in reverse.

(7) If the battle is fought in an all sea hex, then all squares are water. Transported units may conduct combat if they are normally able to add their combat strength to naval combat. Transported land units do not defend; instead, if the fleet unit on which they are embarked receives a combat result, all transported units receive that result.



36.0 ANCIENT WARS: DESIGNER'S NOTES

The objective behind **ANCIENT WARS** was to design a wargame from the perspective of the Romans and other classical peoples. The game system allows players to make decisions ancient generals had to make, rather than approaching things from a 21st century viewpoint. The game map, which is based on Claudius Ptolemy's 150 AD geography of the world, has a different perspective from modern satellite photographic maps. You are forced to use what Caesar, Germanicus and Trajan themselves had to utilize. Anomalies between the map and real terrain are handled by the march rules. Road movement is fairly exact, because road distances were well known at the time. Off-road movement is a different matter. Then there is the Events table. It produces not only random events, but gives the overall cultural parameters the Romans and their enemies considered important — hence the events for omens and such.

The classification of units into categories of heavy and light armed represents the Roman military system. It's more a question of function than armament. For example, during this period Roman auxiliary infantry and cavalry wore armor, but in the game they are considered light-armed. That's because their battlefield role was maneuver and pursuit. I grouped some unit types together because of the scale. The heavy armed cavalry includes both the eastern cataphracts and the less completely armored Roman equites singulares. Again, it was a question of the level of the game (strategic with grand tactical battle resolution). The Roman auxiliary infantry is a mix of various types, including light infantry and archer/slinger types, as they fought together on the battlefield. Roman auxiliaries got heavier throughout the Early Empire, and that's reflected in the unit strengths.

The combat system emphasizes discipline over numbers. That reflects the commentaries of most ancient military historians, such as Julius Caesar, Ammianus Marcellinus, Onasander and Frontinus, as well as the realities of ancient battle. Small, well disciplined forces continually defeated larger, less organized forces. On the other hand, sometimes unexpected reverses could occur, as Crassus found out at Carrhae in 53 BC. Discipline is not really a quantifiable matter; so I rated it with letter designators rather than numbers. The "Go Berserk" discipline result

reflects the varying morale of barbarian and other less well trained troops. They would begin a battle with much elan, but break down under the strain of adversity.

Leaders are the driving force in the game. Again, that represents the ancient outlook. Most contemporary Roman military histories are really the histories of great (and not-so-great) leaders and how they won or lost their campaigns. In the game it is leaders who play the vital stratagem markers and enhance discipline.

Control of cities is critical. Players can either take cities by storm or use political means to win them over. That is, tribute. Cities would frequently defect to whoever had an army outside their walls and was winning the war. The ancients tended to think more in terms of controlling peoples rather than controlling terrain. You have to have either a friendly faction to control a city or maintain garrisons. Several of the cities shown as Roman controlled (such as Palmyra in **TRAJAN**) were more properly semi-independent Roman clients at the time, but to simplify things start with a Roman civis unit on them.

Stratagem markers allow **ANCIENT WARS** to include a wide range of military and political actions without a lot of special rules and charts. Stratagem markers also represent the overall morale of each side. The higher your morale, the more your side can mobilize and take action. One of the primary means of gaining stratagem markers is winning battles. That forces both players to be more cautious about fighting, or to take a chance when there is the possibility of inflicting a political reverse. It also represents the tremendous political and psychological changes brought about by winning and losing battles in that era, shifts that were often out of all proportion to the actual losses sustained. For example, the Roman Empire was thrown into a panic by the destruction of Varus' three legions in Germany in 9 AD.

Stratagem markers have another purpose in the design, and that is to represent the limited span of control possessed by ancient leaders. Fighting more than one campaign simultaneously was difficult because of limited communications and the need to keep upstart generals under control. That becomes especially evident in the four-map scenarios where, even with the resources of an entire empire, there is only so much that can be done. That makes the better leaders more critical for launching wars simply because they can gain and expend more stratagems per turn.

The march rules integrate the functions of movement, command control and attrition in one table. That has always been a sticking point with me, because in pre-radio days coordinating armies was extremely difficult.

The orders of battle came from several sources. The legions that participated in the campaigns are fairly well known. The auxiliary cavalry and infantry are shown as groupings of cohorts and alae rather than individual units owing to the game scale. Non-Roman forces represent their general proportion and qualities of troops. The Romans get *impeditus* and engineer units as they had a fairly regularized military system with supporting branches.

Unit factors were based as follows: strength was the easiest, as fairly good records survive, at least for the Romans. I had to extrapolate for their enemies from what they usually fielded. Movement factors were based on historical march rates. Legions could make 30 miles a day, even with their heavy equipment. Less well trained forces have their movement appropriately lower. So lighter troops are often slower. Cavalry has only a marginally higher movement than infantry. That's because at the scale of the game (monthly/strategic) cavalry really isn't all that much faster than infantry. Horses have to be rested, and much time is spent hunting for forage. Camelry get the highest movement because they have better cross country endurance. The discipline ratings were somewhat subjective, but based on actual performance. The Romans were at their peak in this era. Non-Roman forces often trade off larger numbers for lower discipline.

The combat system shows the realities of ancient battles. Combat could not be resolved by a single die roll, even with modifiers. There were too many tactical factors, with different arms each having a role. So I developed the multi-round system used in the Basic Game, and the complete battle system in the Advanced. Again, I factored discipline into combat. What caused most ancient armies to be defeated in battle was not so much casualties but the inability to maintain their cohesion in the face of multiple shocks. Usually in ancient combat the winner would lose only 10 percent of his force, while the defender would be annihilated. That's reflected in the Basic Game combat system via multiple morale failures causing elimination.

Morale checks, which can rout an entire army in a single die roll, may seem extreme but, again, that reflects the reality of ancient warfare. For example, outnumbered Roman armies inflicted several major defeats on Pontican and Armenian armies in the 1st century BC. In those battles, the legions would attack a critical part of the enemy line, and once one enemy unit had begun to panic and flee they would carry away the rest of the army with them.

The Advanced Game Battle Board system emphasizes command control and proper selection of tactics. A better trained force will be able to function effectively on the battlefield, while a mob will just stand around waiting to be massacred. Note when selecting tactics the higher a chance of that tactic causing an enemy unit elimination, the greater the chance of the unit utilizing it becoming disrupted. Archery and other missile fires can't eliminate an enemy unit by itself (multiple **D** results cannot cause elimination). As was true historically, fire combat is used to disrupt a foe; you have to close in with melee assault to get results capable of destroying a unit. The **A** result, disrupting the attacker, represents the loss of cohesion to a unit from making sustained attacks, as well as effects of short range defensive missile fire from javelins and such. The selection of tactics a unit may use is historical, though it was abstracted a bit — the phalanx, for example represents the general sort of mass formation in which everyone was capable of fighting, while the *quincunx* was the Roman system of checkerboard lines.

The three types of siege combat (blockade, assault, formal) represent the three classifications the Romans used in their military manuals. Why didn't I have an Advanced Siege system similar to the Advanced Battle System? The problem was one of scale: sieges were conducted over a longer period of time (as well as space) than a battle. It really couldn't be worked into the framework of the battle system. Incidentally, we placed a battle movement factor on the civis units in **TRAJAN** even though they are never placed on the Battle Board — if we do work out a tactical siege system, those units can be utilized.

The supply rules are somewhat abstract. The numbers of *impeditus* units represent the capabilities, in general, of each side to maintain independent field forces. Engineers are also important. They allow movement through rough terrain at the normal rate because engineers would clear paths and build roads and bridges. The Roman's engineer and logistical capabilities were a vital part of their ability to take the offensive.

One thing we have found is that the **ANCIENT WARS** series has held up in the years it's been in print. I made a few minor changes to the system. Leaders now can provide a tactical superiority die roll modifier without having to play a stratagem marker. The reason for that change was it was too easy for an otherwise good leader to be rendered unrealistically useless in combat owing to a lack of stratagems. Legions now can make a formal siege attempt, representing their inherent engineering capabilities. And I added a few more stratagem operations. I also added in the mass defection effect for tribute operations to speed up the game a bit — otherwise it was too easy for a string of civis units to unrealistically hold up an advancing army. Historically, taking a major city would have a considerable effect in causing an entire region to capitulate.

From the start we planned to extend the map system so one grand game of the Roman Empire could be played. We finally got it all into one package, and here it is.

37.0 ANCIENT WARS PLAYERS' NOTES

In **ANCIENT WARS** a player has to be a strategist and tactician, as well as a politician — that is, a successful player will have to put on Caesar's red cloak, metaphorically speaking. Each of the elements of the game is simple, but it is how well you are able to master all of them together that will give you victory or defeat. The most important thing is to think like an ancient era general and not a 21st century commander.

Strategy

General: You will usually have only a small number of maneuver forces (stacks) on the map. But you will have to make many decisions with each one: whether to recruit, to march, to use combat or tribute. Do not try to hold a front line. The enemy can simply concentrate and defeat you in detail. Instead, take and hold key cities. Defeating the enemy's main force is important, but only do so after you have properly prepared all elements of your campaign. And you have to think a turn or two ahead (and in the longer scenarios, a year or two ahead), which is where your stratagems come in, because they will determine much of your yearly strategy. Further, don't feel compelled to move and fight every turn. Often you need to rest your forces, build up stratagems, recruit reinforcements, promote units and establish colonies.

Recruiting and Promoting: it's not unusual to spend a year or more simply building up your force. In the longer scenarios you have plenty of time.

March: the thing about march is that unless you expend a stratagem marker you will never be sure if you can make it to your objective. Another thing is the forced march rule effectively doubles the movement capability of a force, increasing its striking range.

Force Composition: always, always, always have a balanced force of heavy and light units. You need the ability to conduct both fire combat and shock. Also remember to include at least one good leader per force.

Combat: prepare carefully for your battles. That means not charging directly at the first enemy force within range. A battle can decide the course of a campaign, since there is not only the question of casualties but also stratagem markers gained and lost. First use your intelligence capabilities to determine the strength of an enemy force, then concentrate sufficient units to destroy it. Remember, it is troop quality and not quantity that makes the difference — simply piling on more combat factors without regard to discipline only increases the extent of a potential defeat. Use the military and political impetus you gain from a victory to roll up enemy controlled cities.

Tribute: one effective strategy is to combine an attack from march with the use of political markers for tribute attacks against enemy civis units. You can use this to roll up a considerable portion of the map.

Fog of War: The limited intelligence rules give you the ability to bluff the enemy and outmaneuver him strategically. That makes the agent stratagems critical. You should also be looking at reconnaissance, or sacrificing a unit to find out what the enemy has in a hex.

Supply and Pillage: obviously, an out of supply force is going to be taking some serious attrition. A player can use the pillage rule to undermine the enemy's capability to operate in an area.

Discipline: players must remember discipline affects many game functions, most notably combat. Don't let yourselves be deceived by a unit's strength alone when determining its capability to engage in combat.

Naval Power: naval units have several powers. First, they can transport land units long distances in a short time, at least along the empire's many seas. Second, by loading an impeditus unit on a fleet you can provide supply to units on coastal hexes (overcoming the usual slow movement of impeditus units). Third, fleets are strong combat units in themselves, and can reinforce critical points along the littoral.

Miscellaneous: there are several other features in the game that may not be apparent to 21st century gamers. Rivers, if used properly, are not so much barriers as they are highways for both troops and supplies. Also note there are no borders printed on the map. Instead you have to use cities to determine what you control. Again, that reflects the ancient viewpoint, where the empire was seen not in terms of territory occupied, but people controlled. You'll discover those things as you play the game.

And I can not emphasize enough: don't try to win the game in a single turn or year (if playing one of the longer scenarios). Often the best strategy is to sit tight, recruit new troops and leaders, train your army up to veterans, subvert clients, conduct intelligence and then, when all is in your favor, strike the decisive blow. You should fight major battles only when all is in your favor.

Tactics

In the Basic Game the key factor is having a proper balance of units capable of fire, shock and pursuit. Gaining tactical superiority is vital, because it allows you to get in the first blow each round, which can be decisive. In the Advanced Game there are many more things to consider, since you actually have to fight each battle.

When using the Battle Board, combined arms tactics are the means to victory. Each troop type has its own use. Fire capable forces are good for softening the enemy and for defense. Cavalry is for maneuver, and your heavy forces for holding the center of the line and delivering the decisive blow. Battlefield use of leaders is important, as the ability to upgrade discipline values can turn a mediocre unit into a battle winner. Also always keep a reserve to deal with gaps in the line, exploit opportunities and to relieve disrupted units in place.

Units with good discipline ratings will be able to survive the worst odds and come out ahead. That's how it was historically. Don't let numbers deter you. If you find yourself up against a superior enemy, plan a strategy to fight your battles in places where you will have an edge. For example, an outnumbered force should stick to the mountains, because when using the Battle Board it's next to impossible for it to be outflanked.

Politics

Play of stratagem markers will determine the flow, if not the outcome, of your game. The political markers are critical for converting enemy civis units to your side, among other things. That allows you to sweep across the map without having to attack every last city along the way. Determine what you are going to do for the turn and choose stratagem markers appropriately. Also look at your the special stratagem markers, as they can give you a decisive advantage at the right time.



**Excalibre
Games**

Credits:

Series Designer: Joseph Miranda

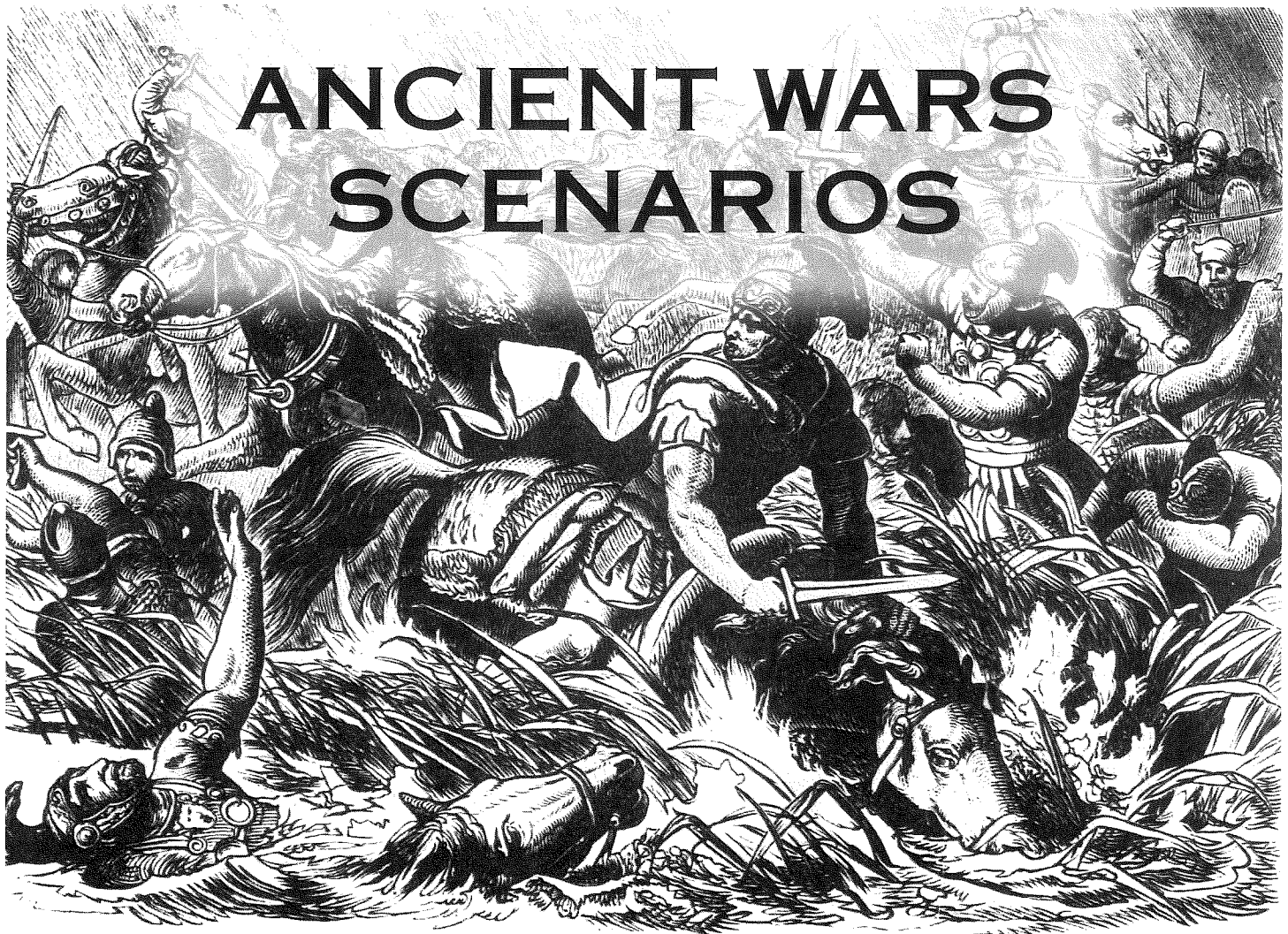
Development: Keith Schlesinger, Mike Bennighof

Rules Proofing Deluxe Edition: Ty Bomba

Publisher: Robert Mossiman

Production: Mark Simonitch, Rick Pavek, Beth Queman, Larry Hoffman, Joe Youst and Callie Cummins.

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ANCIENT WARS SCENARIOS

TRAJAN, ROMAN CIVIL WAR, CAESAR IN GALLIA AND GERMANIA

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- 1: THE CONQUEST OF BRITANNIA
- 2: CRASSUS IN THE EAST
- 3: THE IMPERIAL REPUBLIC
- 4: THE GREAT ROMAN CIVIL WAR
- 5: OCTAVIAN VS. MARCUS ANTONIUS & CLEOPATRA
- 6: THE AUGUSTAN CRISIS
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GERMANIA SCENARIOS

- 1: TEUTOBERGIENSIS SALTUS
- 2: GERMANICUS

ANCIENT WARS

NEW SCENARIOS

DEPLOYMENT

1. **Deployment Zones.** When scenario instructions require players to set up units in specific regions, use the following to determine the geographic locales. Also see 34.1.

- **Italia:** Cities of Aquileia, Mediolanum, Ravenna, Ariminum, Roma, Corfinium, Neapolis, Brundisium, Tarentum, Rhegium (**ROMAN CIVIL WAR**).
- **Spain (Hispania):** Cities of Numantia, Toletum, Olispo, Barcino, Tarraco, Cordoba, Italica, Munda, Carthago Nova (**CAESAR IN GALLIA**). Spain also includes the colony sites of Regio, Caesar Augusta, Saguntum, Gades (**CAESAR IN GALLIA**). Starting with 1 AD, all colonies in Hispania are treated as Roman [R] cities.
- **Britannia:** Cataractonium, Bagendon, Londinium, Calleva, Novio Magus, Dunium. Britannia also includes the colony sites of Eborocum, Legio, Camulodunum, Isca Silurum, Isca Legio (**CAESAR IN GALLIA**). Starting with 70 AD [B] cities are Roman [R] cities.
- **Gaul (Gallia):** Cities of Ugsantio, Aduatuca, Gesoriacum, Lutetia, Alesia, Bibracte, Burdigala, Avaricum, Gergova, Tolosa, Narbo Martius, Massilia (**CAESAR IN GALLIA**). Starting with 1 AD [G] cities are Roman [R] cities (note that Tolosa, Narbo Martius, Massilia begin as printed [R] cities). Gallia also includes the colony sites of Lugdunum, Arelate, Forum Julii (**CAESAR IN GALLIA**). Starting with 1 AD, all colonies in Gallia are treated as Roman [R] cities, except Arae Flaviae.
- **Rhine Frontier:** Cities/Colonization sites of Vetera, Colonia Agrippina, Augusta Treverum, Moganticum, Argentoratum (**CAESAR IN GALLIA/GERMANIA**). In scenarios starting in 73 AD or later this includes Arae Flaviae (4221 **CAESAR IN GALLIA/0328, GERMANIA**). The Rhene (Rhine) River runs through the following hexes: (4110-4120/**CAESAR IN GALLIA/0217-0227 GERMANIA**). Starting with 1 AD, all colonies on the Rhine Frontier are treated as Roman [R] cities.
- **Germania Magna:** The colonization sites of Aliso, Colonia Germanae, Locoritum, Arae Flaviae, Felicia, and Eburum (**GERMANIA**). These colonies never become Roman [R] cities.
- **Sicilia:** Cities of Messana, Syracuse and the colony sites of Aleria and Turris Lisbonis, in Corsica and Sardinia, respectively (**ROMAN CIVIL WAR**). Starting with 1 AD, the two colonies in Sicilia are treated as Roman [R] cities.
- **Illyricum:** City of Salonae (3808 **ROMAN CIVIL WAR**).
- **Danube Frontier:** Cities of Augusta Vindelicorum, Virunum, Vindobona, Caruntum, Aquincum, Sirmium, Viminacium, Troesmis. These are colony sites in scenarios prior to 1 AD and Roman [R] cities starting in 1 AD. The Danuvius (Danube) River runs through the following hexes: (0329-2927, **GERMANIA**).
- **Dacia:** The colony sites of Sarmixegutas, Apulum, and Potaissa (2223, 2225, 2127 **GERMANIA**)/(4303, 4402, 4400 **ROMAN CIVIL WAR**). These colonies never become Roman [R] cities.
- **Macedonia:** Cities of Thessalonika, Athenae, Amphipolis, Dyrrachium (4412, 4814, 4510, 4010, 4610 4513, 4917 **ROMAN CIVIL WAR**). Macedonia also includes the colony sites of Philippi, Corinthos, Cnossus (4610, 4513, 4917, **ROMAN CIVIL WAR**). Starting with 1 AD, all colonies in Macedonia are treated as Roman [R] cities.
- **Thracia:** Cities of Philippolis, Byzantium (4607, 5007 **ROMAN CIVIL WAR**). Starting with 46AD [T] cities are Roman [R] cities. Thracia also includes the colony site of Tomi (5006, **ROMAN CIVIL WAR**). Starting with 1 AD, this colony in Thracia is treated as a Roman [R] city.
- **Bosporus:** The colony sites of Tyras, Olbia (5102, 5301 **ROMAN CIVIL WAR**). Note that Panticapaeum (5803, **ROMAN CIVIL WAR**) is part of Pontus for game purposes (and when Pontus becomes part of the Roman Empire, Panticapaeum also joins the Empire).
- **Asia Minor:** Cities of Nicomedia, Ephesus, Myra, Rhodus, (ROMAN CIVIL WAR), Phasis, Trapezus, Satala, Mazacus, Melitene, Tarsus (**TRAJAN**). (Note that this includes the client states of Asia [As] and Pontus [P], **ROMAN CIVIL WAR**). Starting with 17BC [As] and [P] cities are Roman [R] cities. Asia Minor also includes the colony sites of Heraclea Pontica and Antiocha (**ROMAN CIVIL WAR**).
- **Asia: The Client State of Asia [AS]:** Cities of Pergamum, Iconium (**ROMAN CIVIL WAR**), plus Mazacus and Melitene (**TRAJAN**). Starting with 17 BC [As] cities are Roman [R] cities and are part of Asia Minor.
- **Pontus: The Client State of Pontus [P]:** Cities of Panticapaeum, Sinope (**ROMAN CIVIL WAR**), plus Phasis, Trapezus, Satala (**TRAJAN**). Starting with 17 BC [P] cities are Roman [R] cities and are part of Asia Minor.
- **East (Orient):** Cities of Samosata, Zeugma, Alexandria, Antioch, Apamea, Tripolis, Emessa, Palmyra, Tyre, Caesarea, Damascus, Jerusalem, Bostra, Petra, Aelena (**TRAJAN**).
- **Armenia:** Cities of Harmactica, Artaxata ([A] cities, **TRAJAN**).
- **Syria: The Client State of Syria [S]:** Cities of Samosata, Zeugma, Alexandria [the Alexandria on the **TRAJAN** map], Antioch, Apamea, Tripolis, Tyre, Damascus (**TRAJAN**) in scenarios before 63BC. Starting in 63 BC, all Syrian cities are Roman [R] cities and are part of the East.
- **Judea: The Client State of Judea [J]:** Cities of Caesarea (1115) and Jerusalem (1116) (**TRAJAN**). Prior to 44 AD these cities are Client [J] cities. Starting with 44 AD, these cities become Roman [R] cities and are part of the East.
- **Arabia:** Cities of Dumaetha, Thaema, Egra ([D] cities, **TRAJAN**). In scenarios prior to 107 AD Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118) (**TRAJAN**) are Client [D] cities; starting with 107 AD, these latter four cities become Roman [R] cities and are part of the East.
- **Parthia:** All [P] cities (**TRAJAN**), except Pontus cities.
- **Egypt (Aegyptus):** Cities of Alexandria, Pelusium, Memphis (**ROMAN CIVIL WAR**). Starting with 1 AD these cities are Roman [R] cities.
- **Africa:** Cities of Hippo Regius, Utica, Thapsus (**ROMAN CIVIL WAR**). Africa also includes the colony sites of Carthago and Leptis Magna (**ROMAN CIVIL WAR**).
- **Numidia:** City of Cirta [N] city, **ROMAN CIVIL WAR**. Starting with 17BC [N] becomes Roman [R].

- **Mauretania:** City of Tingis [M] city, **CAESAR IN GALLIA**). Starting with 44 AD [M] becomes Roman [R]. Mauretania also includes the colony sites of Portus Magnus and Caesarea (**CAESAR IN GALLIA**).
- **Hibernia:** Colonization site of Colonia Hiberniae (**CAESAR IN GALLIA**). This is not part of the Roman Empire.

2.0 See 34.1 for Empire boundaries at various periods.

Special Rule 2) **Extent of Empire** in each scenario gives the general regions in which units may be deployed, but see specific deployment instructions. In Civil War scenarios, **Extent of Empire** includes both Loyal and Rebel regions.

3.0 Units

3.1 Units are chosen from those indicated as available, see Special Rule (1) for each scenario. When further clarification is needed, information is provided inside of parentheses.

3.2 Parenthesized units refer to a specific unit by title. The name of a game in capitals (for example: **TRAJAN**) means use the map, counters or other components of that game.

4.0 Scenario Special Rules may sometimes contradict the System Rules Book. If so, the Special Rules take precedence.

SCENARIO 1: THE CONQUEST OF BRITANNIA

This is an introductory scenario and players can use it to familiarize themselves with the **ANCIENT WARS** game system. It uses only a portion of the **CAESAR IN GALLIA** map.

General

- 1) **Maps:** This scenario uses only the **CAESAR IN GALLIA** map.
- 2) **Player Order:** There are two players, **Roman** and **Barbarians**. Romans are the first player in each turn; the Barbarians are the second player.

3) Game Length

Start: April, 43 AD

End: September, 43 AD (Optionally, players can extend the game to September 47 AD)

1.0 INITIAL FORCES

1.1 Romans (set up second, move first)

- In Gesoriacum (3513): Legate I (Aulus Plautius, Supreme Leader), four 5-V-5 legions, three 4-V-5 auxiliaries, two 2-V-6 equites cavalry, one engineer, one impeditus, two 5-V-20 fleets, one Civis.
- In Roman "Recruits" box: Legate III, Legate V, one 5-R-4 legion, one 4-R-4 auxiliary, one 2-R-6 equites cavalry, one 3-B-4 Client infantry, one 2-B-6 Client cavalry.
- Stratagem Markers: select two and place in Ready box, remainder in Available box.
- Roman controlled tribes: none.

1.2 Barbarians set up first, move second.

- Any tribal centers in Britannia: Leader Caratacus (Supreme Leader) one 3-B-4, one 10-B-3, one 2-R-6, two 5-B-4.
- Civis units: six total, one each British city.
- In Barbarian "Recruits" box: All remaining British units.
- Stratagem Markers: None in the Ready box; three each, Military, Political, Agent in Available box.

- Barbarian controlled tribes: Dumnoii, Belgae, Icenii, Cornavii.

1.3 *Neutral Tribes:* Brigantes, Parisii, Selgavae, Caledoni, Hiberniae.

2.0 VICTORY CONDITIONS

2.1 If playing for just 43 AD:

Roman

- There is only one level of Victory: control two British [B] cities.

Barbarian

- Romans control no British [B] cities.

2.2 If playing 43-47 AD:

Roman

- Triumphant: Control three or four British [B] cities.
- Conquering: Control five or six British [B] cities.
- Optimus: Control six British [B] cities and there are no British leaders on the map.

Barbarian

- Triumphant: Romans control no British [B] cities.
- Conquering: Eliminate at least 20 factors of Roman (red) units in the course of the game (eliminated units which are later replaced still count for eliminated total).
- Optimus: Attain both Triumphant and Conquering conditions.

3.0 SPECIAL RULES:

1) Forces:

- 1a) **Romans:** Use the **EXPANSION** counters (and only those listed in the Initial Setup + Recruits, above). Romans may use all Civis and Vexillation units from all sets (but never have more Vexillations in play than the total strength points of Legions).
- 1b) **Roman Clients:** use the Client units from **GERMANIA**.
- 3c) **Barbarians:** Use all British units from **GALLIA** (except named leaders); use the Caradock and Boudicca Leaders from the **EXPANSION** set. Recruiting Boadicca requires the expenditure of two Political stratagems and she may not be recruited until the Romans control at least one British [B] city.

2) Extent of Empire (34.1). Gallia.

- 2a) **Theater of Operations.** **Romans** may set up in and enter only coastal hexes in Gallia, all hexes in Britannia and Hibernia, and all ocean hexes. **Barbarians** may only enter hexes in Britannia and Hibernia. If the event **Roman Relief Force** occurs, place reinforcements on any one Roman controlled city on the Gallic coast.

3) Stratagems: Use all Gallia Stratagems.

- 4) **Events.** Each turn roll once on the **EXPANSION** Random Events Table.

SCENARIO 2: CRASSUS' PARTHIAN CAMPAIGN

Seeking to gain glory in the East, Roman triumvir Marcus Licinius Crassus invaded Parthia. But Crassus' legions proved to be no match for the mobility of the Parthian cavalry.

- 1) **Maps:** This scenario uses the **TRAJAN** map.
- 2) **Player Order:** There are two players, **Romans** and **Parthians**. Romans are the first player in each turn; the Parthians are the second player.
- 3) **Game Length**

Start: April, 54 BC

End: September, 53 BC

1.0 INITIAL FORCES

1.1 Romans (deploy first, move first).

- On any one Roman controlled city (see pages 1-2 of Scenario Book): Leader Crassus (Supreme Leader), Legate V, seven 5-V-5 legions; one 2-V-5 auxiliary infantry, one 4-R-4 auxiliary infantry; one 2-V-6 equites cavalry, one 4-R-6 equites cavalry; one Engineer; one Impeditus.
- On any Roman controlled cities other than the one occupied by Crassus' army: Legate IV, two 5-R-4 legions.
- Civis units: One each in all Roman [R] cities.
- Camps (advanced rules): none.
- Fleets: none.
- **Roman Client units:**

Arab unit (from **TRAJAN**): place in same hex as Crassus.

Pontus: see 34.1 for definition of Pontus. One 5-V-6 heavy cavalry; one 5-B-6 horse archer; one 10-M-4 auxiliary infantry; one Roman Civis unit in each city.

Asia: see 34.1 for definition of Asia. One 2-V-6 heavy cavalry; one 5-R-6 equites cavalry; one 10-M-4 auxiliary infantry; one Roman Civis unit in each city.

Judea: see 34.1 for definition of Judea. One 3-B-4 Client heavy infantry; one 4-R-4 auxiliary infantry (from **GERMANIA**); one Roman Civis unit in each city.

- In Loyal “Recruits” box: See “Forces” under Special Rules below; all units not set up from those available are available as Recruits.
- Stratagem Markers: None in the Ready box; three each, Military, Political, Agent in Available box.
- Loyal Controlled Tribes: none.

1.2 Parthians

Core

- **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphracts; Companions, Guards.
- **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.
- **Core Recruiting Pool:** Leaders Parthaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

- **Satrapy Recruiting pool:** Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.
- During initial set-up, the Parthian player places the Leader Suren on any Parthian city. He then draws, at random, eight satrapy units from the reinforcement pool and places four with Suren and the

other four one each on any Parthian cities, no more than one per hex.

- **Parthian Civis:** all Parthian cities.

1.3 Neutral Client forces

- Armenia:

In Artaxata: Cataphract; Leader Parthamisir; Horse Archer; one Levy; one Civis unit in each of the two Armenian [A] cities.

- **Arabs:** place one Client Civis unit in each of the three printed Arabian [D] cities (**TRAJAN**) plus Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118) (these are treated as Arab [D] Client cities).

- **Alani:** no units in play at start.

- **Client Civis:** All Armenian and Arabian cities (use the tan Civis units).

- **Client Recruiting pool:** Alani Horse Archer.

- #### 1.4 Barbarians: none.

2.0 VICTORY CONDITIONS

A player who attains one victory condition gains a Triumphant Victory; two levels gains a Conquering Victory; and three levels gains an Optimus Victory.

Roman—gain one level of victory for achieving each of the following:

- Control at least one Parthian regional capital (Ctesiphon, Europas-Rhagae, Hecatompylus, Ecabataka)
- Control both Armenian cities.

- Control at least 30 cities. (The total can include cities counted for the other two victory conditions, plus friendly cities).

Parthian—gain one level of victory for achieving each of the following:

- Control at least one Roman regional capital (Antioch, Caesarea, Bostra, Mazaca, Tarsus).
- Eliminate at least 30 factors of Roman (red) units in the course of the game.
- Control at least 20 cities. (The total can include cities counted for the other victory conditions, plus friendly cities).

3.0 SPECIAL RULES:

1) **Forces:**

- 1a) **Romans:** Only the Leaders Crassus and Legates III, IV, V and VI are used from the **EXPANSION** set. Players can use all Loyal Roman units from the **ROMAN CIVIL WAR** set, except Leaders. Romans may use all Civis units from all sets. Romans may not use Vexillations.

- 1b) **Clients:** use the Arab, Armenian and Alani Client units from **TRAJAN**; the Asia and Pontus units from **ROMAN CIVIL WAR**; and the generic client units from **GERMANIA** for Judean.

- 1c) **Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.

- 1d) **Barbarians:** none.

- 2) Extent of Empire (34.1).** The Roman Empire consists of Asia Minor, Pontus, Judea, Syria.

- 3) **Stratagems.** Use the Stratagem markers from **ROMAN CIVIL WAR**. Do **not** use the Res Publica Markers.

- 4) **Events.** Each turn roll once on the **EXPANSION** Random Events Table.

SCENARIO 3: THE IMPERIAL REPUBLIC

Throughout the first half of the 1st Century BC the Roman Republic found itself fighting a host of enemies, both at home and abroad. Any resemblance between this scenario and the actual wars against Mithridates, the pirates and Spartacus is purely coincidental, but it gives you an idea of what the Roman Republic had to face—and why Empire became the solution.

1) **Maps:** This scenario uses all four **ANCIENT WARS** maps (for ease of play, players may exclude the **GERMANIA** map). Players should overlap the **GALLIA** and **ROMAN CIVIL WAR** maps over the **GERMANIA** map.

2) **Player Order:** There are two players, **Romans** and **Non-Romans**. **Romans** are the first player in each turn; **Non-Romans** are the second player.

3) **Game Length**

Start: April, 74 BC.

End: September, 64 BC

1.0 INITIAL FORCES

1.1 Non-Romans (deploy first, move second)

Sertorian Rebels:

(1) Civis (Rebel units, **ROMAN CIVIL WAR**): one each on Olisipo, Italica, Cordoba, Munda (**ROMAN CIVIL WAR**).

(2) place on any Spanish cities with a Rebel Civis: Legate I (purple side, **EXPANSION**); two 5-V-5 legions, two 5-R-4 legions, one 2-V-6 equites, one 4-R-4 auxiliary infantry (Roman Rebels, **ROMAN CIVIL WAR**).

(3) Place on any Spanish Tribal Centers: one 2-B-6 equites cavalry, one 4-R-4 auxiliary infantry; one 10-B-3 levy (generic Clients, **GALLIA, GERMANIA**).

Servile Rebels: place on hex (3309, **ROMAN CIVIL WAR**): Leader Spartacus (**EXPANSION**); one 5-B-4 heavy infantry, one 10-B-3 levy (generic Clients, **GALLIA, GERMANIA**).

Pirates: place in Cnossus, Myra and/or Tarsus (4917, 5316, **ROMAN CIVIL WAR**, 1210 **TRAJAN**) – two 5-V-20 Fleets, two 5-R-20 Fleets, two 4-R-4 auxiliary infantry (**ROMAN CIVIL WAR**); three CIVIS (one per city/colony).

Armenians:

(1) Civis (Rebel units, **ROMAN CIVIL WAR**): one each on Harmactica, Artaxata, Phasis (1600), Trapezus (1502), Satala (1604) and Ninus (2309) (**TRAJAN**).

(2) On any Armenian Civis units: Leader Tigranes (**EXPANSION**); heavy cavalry, horse archer (**TRAJAN**); 5-B-6 heavy cavalry, 3-B-4 heavy infantry, 10-B-4 levy (generic Clients, **GALLIA, GERMANIA**).

Colonies: Cnossus, (4917, **ROMAN CIVIL WAR**).

Promotions Box: All 5-I-5 legions.

Recruits Box: All other undeployed Non-Roman units.

Stratagem Markers: three, picked at random.

Non-Roman Clients: none (note that Servile Rebels and Armenians are listed above).

1.2 Romans (deploy second, move first)

(1a) One Civis unit each on: Roma (3109), Ariminum (3307), Mediolanum (2807), Aquileia (3105), Ravenna (3207), Neapolis (3310), Brundisium (3811), Tarentum (3711), Rhegium (3513),

Corfinium (3409) **ROMAN CIVIL WAR**.

(1b) On any cities under (1a): Leader Crassus (**EXPANSION**), three 5-V-5 legions, three 5-R-4 legions, one 4-R-4 auxiliary infantry, one 2-V-6 equites cavalry, one 5-R-20 Fleet, one engineer, one impeditus.

(2a) One Civis unit each on: Toletum, Numantia, Carthago Nova, Tarraco, Barcino, Tolosa, Narbo Martius, Massilia.

(2b) On any cities under (2a): Leader Pompeius (**EXPANSION**), Legate V: two 5V-5 legions, two 5-R-4 legions, one 2-V-6 equites cavalry, one 4-R-4 auxiliary infantry, one 5-R-20 Fleet, one engineer, one impeditus.

(3a) One Civis unit each on: Salona (3808), Dyrrachium (4010), Thessalonika (4412), Amphipolis (4510), Athenae (4814).

(3b) On any cities under 3a: two 5-V-5 legions, two 5-R-4 legions, one 2-V-6 equites, one 4-R-4 auxiliary infantry.

(4a) One Civis unit each on: Rhodus (5217), Myra (5316), Ephesus (5114), Nicomedia (5308).

(4b) On any cities under 4a: Lucullus, Legate IV (**EXPANSION**); two 5-I-5 legion, two 5-R-4 legions, one 2-V-6 equites, one 2-V-5 auxiliary infantry, one 5-V-20 Fleet, one engineer, one impeditus.

(5a) One Civis unit each on: Cirta (4239) (**CAESAR IN GALLIA**), Hippo Regius (2621), Utica (2821), Thapsus (3320), Cyrene (4622) (**ROMAN CIVIL WAR**).

(5b) On any cities under 5a: one 5-V-5 legion, one 5-R-4 legion, one 2-V-6 equites, one 4-R-4 auxiliary infantry.

(6) One Civis unit each on: Messana (3414), Syracuse (3515).

Colonies: none.

Promotions Box: All undeployed 5-I-5 legions

Recruits Box: All remaining undeployed Roman units from **ROMAN CIVIL WAR**.

Stratagem Markers: three, selected deliberately by the Roman player

Res Publica Markers: pick two at random at the start of play (see Special Rules).

Roman Clients:

Asia:

(1) place one Roman Civis each on Pergamum (5111), Iconium (5814) (**ROMAN CIVIL WAR**), Mazacus (1206) and Melitene (1607) (**TRAJAN**).

(2) on any Asian cities under (1) above: one 5-R-4 auxiliary infantry, one 5-R-6 equites

Pontus:

(1) place one Roman Civis on Sinope (5906), Panticapaeum (5803).

(2) on any Pontican cities under (1) above: one 10-M-4 auxiliary infantry, one 10-R-6 equites, one 5-R-20 Fleet.

Numidia: place one Roman Civis on Cirta.

1.3 Parthians

Parthians begin the game as Neutral. They may become a belligerent due to invasion or Event (33.2). They are set up by the non-Roman player.

Core

• **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

- **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

- **Core Recruiting Pool:** Leaders Parthamaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

- **Satrapy Recruiting pool:** Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant. Leader Suren is permanently eliminated.

- During initial set-up, the Parthian player draws at random four satrapy units from the reinforcement pool and places them one each on any Parthian cities, no more than one per hex.

- **Parthian Civis:** all Parthian cities.

1.4 Independent Clients

Syria: Samosata, Zeugma, Alexandria, Antioch, Apamea, Tripolis, Tyre, Damascus (**TRAJAN**): one 3-B-4 heavy infantry, one 10-B-3 levy, one 4-R-4 auxiliary infantry, one 4-R-6 equites cavalry (generic Clients, **GALLIA, GERMANIA**). One Civis unit in each city.

Judea: Caesarea (1115) and Jerusalem (1116) (**TRAJAN**): one 4-R-4 auxiliary infantry (generic Clients, **GALLIA, GERMANIA**). One Civis unit in each city.

Egypt: Alexandria (5623)—Leader Ptolemy 0-R-10 (1) (**EXPANSION**), 5-R-20 Fleet, 5-R-0 Civis, Pelusium (5922)—5-R-4 phalanx, 5-R-4 auxiliary infantry, 10-M-4 levies, 2-V-6 heavy cavalry, 5-R-0 Civis, Memphis (5724)—5-R-0 Civis (**ROMAN CIVIL WAR**).

Arabs: place one Civis unit in each of the three printed Arabian [D] cities (**TRAJAN**) plus Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118).

Alani: no units in play at start.

Tingis (1934 **CAESAR IN GALLIA**): one Civis.

Panticapaeum (5803, **ROMAN CIVIL WAR**): one Civis.

Thracia: Byzantium (5007), Philippolis (4607) one Civis each.

1.5 Barbarians

Gauls: place one Gallic Civis in each [G] city.

Britannia: place one British Civis in each [B] city.

All Barbarian Tribes start as Neutrals.

2.0 VICTORY CONDITIONS

Roman

- **Triumphant:** Control city of Rome plus 50 other cities.

- **Conquering:** Control city of Rome plus 60 other cities and no more than one enemy Fleet unit located in any Mediterranean port, in city.

- **Optimus:** Same as Conquering, plus eliminate at least two of the following Non-Roman Leaders: Sertorius, Spartacus or Tigranes.

Note: the Leader may be eliminated for any reason and still counts.

Non-Roman

- **Triumphant:** Control 20 Client and/or Roman [R] cities.

- **Conquering:** Control 30 Client and/or Roman [R] cities.

- **Optimus:** Control 30 Client and/or Roman [R] cities plus the city of Rome.

3.0 SPECIAL RULES:

1) Forces:

1a) **Romans:** Use all Roman (red) units from **ROMAN CIVIL WAR** and **GALLIA**. Use only the following Leaders: Lucullus and Crassus (**EXPANSION**), Pompeius, Cicero (from **ROMAN CIVIL WAR**); all Legates from **ROMAN CIVIL WAR**, **GALLIA** and the **EXPANSION** set. use Engineer units from all the sets, up to a total of four; use all Civis units from all sets. Romans may not use Vexillations. Pompeius and Cicero are loyal Romans (red).

1b) **Non-Romans:** Use all Senatorial (Rebel) units from **ROMAN CIVIL WAR** (except named leaders); use Engineer units from all the sets, up to a total of three; use all Civis units from all sets. Non-Romans may not use Vexillations.

Sertorian Rebels: use Senatorial (purple) units from **ROMAN CIVIL WAR**

Servile Rebels: use the Spartacus Leader (**EXPANSION**); use the generic Client heavy infantry, auxiliary infantry and levies (**GALLIA, GERMANIA**).

Armenians: use the Armenian units from **TRAJAN**, except the leader; use the Tigranes Leader (**EXPANSION**); additional units may be recruited using the generic Client units (**GALLIA, GERMANIA**)

Pirates: use Senatorial (purple) units from **ROMAN CIVIL WAR**

Civis: use Senatorial (purple) Civis units (**ROMAN CIVIL WAR**) for all Non-Roman Civis (except for independent Clients).

1c) **Clients:** use the Client units from **ROMAN CIVIL WAR** to represent specific nationalities. Use the Ptolemy Leader from the **EXPANSION** as the Egyptian Leader. Exception: do not use named Asian, Pontican and Numidian Leaders. Use the Armenians, Arab and Alan units from **TRAJAN** to represent their national units (use the Tigranes Leader from the **EXPANSION** set instead of the **TRAJAN** Armenian Leader). Use generic Client units from **GALLIA** and **GERMANIA**. Do not use the “Barbarian” unit from **ROMAN CIVIL WAR**. Use all Client Civis from all games.

1d) **Client control.** Players gain control of and recruit Asian, Numidian and Pontican units on a one for one basis without having to control any Leaders of those regions. Use normal Client rules for Armenian and Egyptian forces (that is, the player gains control of these Clients by controlling their Leaders). Other Client forces are recruited on a one for one basis (14.41).

1e) **Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.

1f) **Barbarians:** use all Spanish and Illyrian units from the **EXPANSION** set; use all German, Sarmatian and Dacian units from **GERMANIA**; use Gallic and British units from **GALLIA**. Exception: do not use named leaders.

1g) **Recruiting:** Client Leaders may recruit only Client units. Purple Leaders may recruit any type of unit.

2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, the printed Roman [R] Gallia cities, Sicilia, Illyricum, Macedonia, Asia Minor, Africa. Note that certain cities begin the game under Non-Roman control.

3) **Stratagems.** Use the Stratagem markers from **ROMAN CIVIL WAR**. Use the Res Publica markers (see (8) below).

4) **Events.** Each turn, roll twice on the **EXPANSION** Random Events Table.

4a) **Scenario Special Event #66 is *Tax Farmers in Arrears***— From now until the end of the Winter II turn of the current year, neither player receives Stratagem markers for controlling major cities or off-map regions (7.21(4)).

4b) **If Scenario Special Event #66 is rolled in 65BC or later, then it becomes *Conspiracy of Catiline*.** The Non-Roman player immediately places Legate IV (**EXPANSION**) and one 5-V-5 legion (**ROMAN CIVIL WAR**) on any one hex in Italia. If the event is rolled again, it goes back to being **Tax Farmers in Arrears**.

5) **Non-Roman Supreme Leader.** The Non-Romans have no Supreme Leader per se. But the Non-Roman player gets one Stratagem each Stratagem phase for each of the following leaders if they are in play: Sertorius, Spartacus, Tigranes. Each time one of these leaders is eliminated, then the Non-Roman player loses one Stratagem.

6) **Servile Revolt:** the Spartacus leader may perform one recruiting action per turn if he is on or adjacent to a city hex, regardless of who controls the city. This requires a normal political stratagem expenditure. The city may not be pillaged.

7) **Legions in Rome.** During this period, it was considered bad form for a general to bring his army into the city of Rome. Therefore, a Roman leader does not gain the additional Stratagem he would gain for controlling Rome (7.21(4)(a)) if there are any friendly combat units In City in Rome, other than Civis. This restriction is lifted if there are any enemy units currently in the same hex as Rome or any other city in Italia.

8) **Res Publica Markers.** Use the Res Publica markers from **ROMAN CIVIL WAR**. However, these are used only as follows:

8a) Only the Roman player may pick and use Res Publica markers.

8b) At the start of the game, the Roman player draws at random two Res Publica markers. He may immediately apply any effects for them.

8c) At the end of each Winter II turn, the Roman player turns in any Res Publica markers he may hold and places all such markers into a single pool. The Roman player then draws at random two Res Publica markers.

8d) Res Publica markers are used as follows in this scenario (in place of the **ROMAN CIVIL WAR** rules):

- **Dictator:** The Roman player may place this on any one Roman (red, not Client) Leader during any Roman Stratagem Phase. That Leader then functions in all respects as the Roman Supreme Leader. The Imperium marker remains on the Leader until (1) that Leader is eliminated; or (2) the end of the Winter II turn. The Dictator marker may not be used for two years consecutively – it is not replaced into the pool until the start of the second calendar years after it was used (e.g., if used in 70BC it could not be used again until 68BC).

- **Consul:** (1) The instant the marker is received, the holder also gains TWO Recruit (R) legions from the friendly Recruits box, if available. They are placed on any Roman Controlled Italian city(ies). (2) At the end of the Winter II turn when the Roman player gives up the Consul marker, he must also remove from play a number of legions equal to the number he received when he first obtained each Consul marker. The “demobilized” legions may belong to any Discipline Class, as long as they are

full-strength 5-point legions. Place the legions back in the Recruits and/or Promotions box.

- **Senator:** If the Roman player controls Rome, he receives one additional Stratagem marker per turn.

- **Tribune:** The Roman player may use this to negate any game action or tribute attack which would cause a Roman (red) Civis anywhere to defect. This is played after the action has occurred but before the defection is implemented.

- **Imperator:** If the Roman player possesses this marker, he receives two units when playing a Political Stratagem for recruiting instead of once per turn.

- **Pontifex Maximus:** Same as in **ROMAN CIVIL WAR**

SCENARIO 4: THE GREAT ROMAN CIVIL WAR

This is the great confrontation between Julius Caesar and the Senate which ended the Republic. Caesar would triumph but not live to see the Empire. Players should overlap the **GALLIA** and **ROMAN CIVIL WAR** maps over the **GERMANIA** map.

- This is a civil war scenario.

1) **Maps:** This scenario uses all four **ANCIENT WARS** maps (for ease of play, players may exclude the **GERMANIA**).

2) **Player Order:** There are two players, **Loyal (Caesarians)** and **Rebels (Senatorials)**. Loyal are the first player in each turn; Rebels are the second player.

3) **Game Length**

Start: Winter II, 50 BC

End: September, 44 BC

1.0 INITIAL FORCES

1.1 Senatorials [Rebels] (deploy first, move second)

(1) Brundisium (3811): Supreme Leader Pompeius 0-I-10 (2), 2 x 5-V-5 legions, 2 x 5-V-20 fleets.

(2) Utica (2821): 5-R-4 legion, 4-R-4 auxiliary, 5-R-20 fleet.

(3) Thessalonika (4412), Ephesus (5114), or some combination of both: 5-V-5 legion, 2 x 5-R-4 legions, 2-V-6 equites, 4-R-4 auxiliary, 5-V-20 fleet.

(4) East and Judea: Leader Scipio 0-V-10 (1), 5-V-5 legion, 2 x 5-R-4 legions, 4-R-4 auxiliary, 4-R-6 equites, 2-R-6 horse archer.

(5) Hispania: Leader Afranius 0-V-10 (1), 3 x 5-V-5 legions, 4 x 5-R-4 legions, 2-V-5 auxiliary, 4-R-4 auxiliary, 4-R-6 equites.

5-R-0 Senatorial Civis units:

(1) **ROMAN CIVIL WAR** map: one each on Hippo Regius (2621), Utica (2821), Thapsus (3320), Cyrene (4622), Rhodus (5217), Myra (5316), Ephesus (5114), Nicomedia (5308), Byzantium (5007), Philippolis (4607), Thessalonika (4412), Amphipolis (4510), Athenae (4814), Dyrrachium (4010), Corfinium (3409), Roma (3109), Neapolis (3310), Brundisium (3811), Tarentum (3711), Rhegium (3513), Messana (3414), Syracuse (3515), Cirta (2522).

(2) **GALLIA** MAP: one each on Numantia, Toletum, Olisipo, Cordoba, Italica, Munda, Carthago, Tarraco, Barcino.

(3) **TRAJAN** MAP: one each on Tarsus, Samosata, Zeugma, Alexandria, Antioch, Apamea, Tripolis, Emessa, Tyre, Damascus, Caesarea (1115), Jerusalem (1116).

Colonies: none.

Promotions Box: All 5-I-5 legions.

Recruits Box: All other undeployed Senatorial units, including leaders.

Stratagem Markers: None

Res Publica Markers: Consul, Senator

Senatorial Clients:

(1) **Numidia:** Cirta (2522)—Leader Juba 0-R-10 (1), 10-B-4 auxiliary infantry, 10-B-6 horse archers, 10-B-3 elephants.

(2) **Thracia** (all [T] cities): no units.

(3) **Judea** (Caesarea (1115) and Jerusalem (1116)): no units.

1.2 Caesarians [Loyal] (deploy second, move first)

(1) **Ariminum** (3307): Supreme Leader Caesar 0-I-10 (3), Curio 0-V-20 (1), 5-I-5 legion, 1-V-6 heavy-armed cavalry.

(2) Any Gallic cities: Leader M. Antonius (Mark Antony) 0-I-10 (1), 5-I-5 legion, 7 x 5-V-5 legions, 5-R-4 legion, 2 x 2-V-5 auxiliary infantry, 2 x 4-R-4 auxiliary infantry, 2 x 2-V-6 equites, 4-R-6 equites, 2 x 0-R-3 impeditus

5-R-0 Civis units:

(1) **ROMAN CIVIL WAR** map: one each on Ariminum (3307), Mediolanum (2807), Aquileia (3105), Ravenna (3207), Salona (3808), Pergamum (5111), Iconium (5814), Mazacus (1206), Melitene (1607).

(2) **GALLIA** map: one on each Gallic [G] city, plus Tolosa, Narbo Martius, Massilia.

Colonies: Forum Julii (3925), Arelate (3625), and Lugdunum (3721); place one Civis in each.

Promotions Box: All undeployed 5-I-5 legions

Recruits Box: All remaining undeployed Caesarian units, including leaders.

Stratagem Markers: 3; selected deliberately by the Caesarian player

Res Publica Markers: Pontifex Maximus, Tribune

Caesarian Clients:

(1) **Asia:** Pergamum (5111)—Leader Mithridates 0-R-10 (1), 10-M-4 levies, 5-R-4 auxiliary infantry, 5-B-4 warband, 2-V-6 heavy cavalry, 5-R-6 equites; Iconium (5814)—5-R-4 phalanx.

1.3 Parthians

Parthians begin the game as Neutral. They may become a belligerent due to invasion or Event (33.2). They are set up by the Rebel player.

Core

• **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

• **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

• **Core Recruiting Pool:** Leaders Parthamaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

• **Satrapy Recruiting pool:** Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant. Leader Suren is permanently eliminated.

• During initial set-up, the Parthian player draws at random four satrapy units from the recruiting pool and places them one each on any Parthian cities, no more than one per hex.

• **Parthian Civis:** all Parthian cities.

1.4 Independent Clients

Following use the specific national Client units from ROMAN CIVIL WAR:

Pontus: Sinope (5906)—Leader Pharnaces 0-V-40 (1), 5-R-4 phalanx, 10-M-4 auxiliary infantry, 10-M-4 levy, 5-V-6 heavy cavalry, 10-R-6 equites, 5-B-6 horse archers, 5-R-20 Fleet, 5-R-0 Civis; Panticapaeum (5803), Phasis (1600), Trapezus (1502), and Satala (1604)—one 5-R-0 client Civis each.

Egypt: Alexandria (5623)—Leader Cleopatra 0-R-10 (2), 5-R-20 Fleet, 5-R-0 Civis; Pelusium (5922)—5-R-4 phalanx, 5-R-4 auxiliary infantry, 10-M-4 levies, 2-V-6 heavy cavalry, 5-R-0 Civis; Memphis (5724)—5-R-0 Civis.

Following use the specific national Client units from TRAJAN:

Armenia: Artaxata: Cataphract, Leader Parthamisis, Horse Archer, one Levy; one client Civis unit in each of the two Armenian [A] cities.

Arabs: place one client Civis unit in each of the three printed Arabian [D] cities (**TRAJAN**) plus Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118) (these are treated as Arab [D] Client cities).

Alani: no units in play at start.

Following use the generic Client units from GALLIA and GERMANIA:

Tingis (1934 **CAESAR IN GALLIA**): one Civis.

1.5 Barbarians (all start as neutrals)

Britannia: place one British Civis in each [B] city.

Tribes: all are neutral.

2.0 VICTORY CONDITIONS (BOTH PLAYERS)

Triumphant Victory (lowest):

• Control the city of Rome AND at least 30 other cities on the map.

Conquering victory:

• Control the city of Rome AND at least 40 other cities on the map, AND

• Have at least 5 friendly colonies in play

Optimus Victory (highest):

• Control the city of Rome AND at least 50 other cities on the map, AND

• Have at least 5 friendly colonies in play, AND

• No enemy Supreme Leader in play

Additional victory requirements:

(1) **Optimus Victory:** The instant one side gains all three conditions necessary for an Optimus victory the game ends and that player becomes the winner. EXCEPTION: If that side does not fulfill the Political Requirement (4) or currently lacks a Supreme Leader, the game MUST continue.

(2) **Mutual Defeat**—Both sides lose if:

• neither side achieves at least a Triumphant Victory; OR

• the winning side fails to fulfill the Political Requirement (4 below); OR

• the winning side lacks a Supreme Leader at the end of play; OR

• “fratricide” occurs (3 below).

• Players may not end the game by mutual agreement—if both

sides call it quits, then both sides lose as a bigger civil war breaks out another few years down the line!

(3) **Fratricide:** If at any time the total number of Roman legions (heavy-armed infantry units with a printed combat strength of “5”) eliminated in *combat* during the course of play equals or exceeds 100 strength points in value, the game ends immediately in a mutual defeat. Players must keep a running account of legions lost during any type of combat. Ignore losses from Supply attrition, Tribute, Historical Events, and the Res Publica tables.

(4) Political Requirement

The winning side MUST fulfill certain political conditions. Otherwise, it can not win.

Caesarian Requirement: Control at least FOUR (4) Res Publica markers (any type).

Senatorial Requirement:

- Control at least TWO (2) Res Publica markers; AND
- the Caesarian side may not hold more than one Res Publica marker.

3.0 SPECIAL RULES

1) Forces:

1a) **Caesarians (Loyal):** Use all **ROMAN CIVIL WAR** red units; use Engineer units from all the sets, up to a total of three; use all Civis units from all sets. Caesarians may not use Vexillations.

1b) **Senatorials (Rebels):** Use all **ROMAN CIVIL WAR** purple units; use Engineer units from all the sets, up to a total of three; use all Civis units from all sets. Senatorials may not use Vexillations.

1c) **Clients:** use the Client units from **ROMAN CIVIL WAR** to represent their specific nationalities. Use the Armenians, Arab and Alan units from **TRAJAN** to represent their national units. Use generic Client units from **GALLIA** and **GERMANIA** to represent forces other than Egyptians, Numidians, Asians, Ponticans, Arabians, Alans and Armenians. Do not use the “Barbarian” unit from **ROMAN CIVIL WAR**. Use all Client Civis from all games.

1c) **Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.

1d) **Barbarians:** use all Spanish and Illyrian units from the **EXPANSION** set; use all German, Sarmatian and Dacian units from **GERMANIA**. Use Gallic and British units from **GALLIA**.

2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Gallia, Rhine Frontier, Sicilia, Illyricum, Thracia, Macedonia, Asia Minor, the East, Judea, Africa.

3) **Stratagems.** Use the Stratagem markers from **ROMAN CIVIL WAR**. Also, use the Res Publica markers.

4) **Events.** Use the **ROMAN CIVIL WAR** Random Events Table, rolling twice each turn.

5) **Conquest of Gallia.** Ignore the Events **Barbarian Invasion** and **Barbarians Restless** for all Gallic Tribes. All Gallic tribes have a Mobilization Value of 1. Also, place only the following Gallic units in the initial Recruits pool: one chief, three heavy infantry, five levies, one auxiliary infantry, two equites cavalry.

6) **Octavian.** Octavian is not placed in the Caesarian “Recruits” box until the April 44 BC turn.

7) **Consular Army.** Note that the Senatorial side does NOT receive

two additional legions for the Res Publica “Consul” marker because they are already part of the initial Senatorial forces.

8) Changes to ROMAN CIVIL WAR Events Table:

#52 Barbarian Invasion: One player rolls a die; on 1, 2, 3 the Caesarians may activate any one Barbarian Tribe; on a 4, 5, 6, the Senatorials may activate any one Barbarian Tribe. If it is not currently in play, the controlling side places units of that nationality on any one tribal center of the same nationality. Place an “S” (Senatorial) or “C” (Caesarian) marker on top of the unit to indicate ownership. Gallic and Hispanic tribes may not be activated.

#61 Gallic Revolt: Roll one die. The Rebel player may flip that number of Loyal Civis units on [G] cities to their Rebel side, **or** mobilize that number of Gallic tribes (remember, each Gallic tribe has a Mobilization value of 1).

#62 Hispanic Revolt: Roll one die. The Loyal player may flip that number of Rebel Civis units in Hispania to their Loyal side, **or** mobilize that number of Spanish tribes.

#63 Syrian Uprising: Roll one die. On a 1, 3 or 5 the Loyal player flips that number of Rebel Civis units on the **TRAJAN** map to their Loyal side. On a 2, 4, or 6 the Rebel player flips that number of Loyal Civis units on the **TRAJAN** map to their Rebel side. If the city is a Client city, then instead place an Independent Client Civis (tan unit) in the hex.

#64-65 Restless Barbarians: Check each Neutral barbarian tribe. If there are any Roman, Client, Parthian or Barbarian units of a different nationality on or adjacent to any of their mobilization hexes, then that tribe immediately comes under the enemy player’s control. If both sides have applicable units, then roll a die to see who gains control (odd = first player, even = second player). Immediately conduct mobilization for that Tribe and the player receives units of the appropriate nationality with a control marker. Barbarian units of the same nationality as the tribe do not trigger this mobilization. This does not apply to pillaged centers. *A player may negate the die roll for each tribe affected on a one-for-one basis by expending a Political Stratagem. The leader expending the Stratagem must be in or adjacent to at least one tribal center of the affected tribe.*

8a) Romans may control barbarian forces of specific nationalities in this scenario owing to the above events. Otherwise, they may recruit only Client units on controlled tribal mobilization centers.

SCENARIO 5: OCTAVIAN VS. MARCUS ANTONIUS & CLEOPATRA

The Second Triumvirate (Octavian, Marcus Antonius [Marc Antony], Lepidus) proved to be most unstable. Lepidus was exiled after a brief coup attempt against Octavian while Antony set himself up as warlord in the east, alongside his paramour, Cleopatra. Antony made an ill-fated attempt to conquer Parthia, although he escaped disaster (unlike Crassus). Meanwhile in the west, Octavian was defeating the last remnants of the Pompeians and consolidating his position. The final confrontation was not long in coming.

• This is a civil war scenario.

1) **Maps:** This scenario uses the **ROMAN CIVIL WAR** and **TRAJAN** maps.

2) **Player Order:** There are two players, **Loyal (Octavian)** and **Rebels (Antonines)**. Antonines are the first player in each turn; Octavians are the second player.

3) **Game Length**

Start: April, 36 BC

End: September, 30 BC

1.0 INTITIAL FORCES

1.1 Antonines [Rebels] (deploy first, move first)

(1) **Civis units:** one in each city in Sicilia, Macedonia, Asia Minor (including client states of Asia and Pontus), the East, Judea, Egypt, Armenia, plus Cyrene (4622).

(2) **On any Macedonian cities:** two 5-V-5 legions, four 5-R-4 legions; one 4-R-6 equites cavalry, one 2-V-5 auxiliary infantry.

(3) **On any Asia Minor and/or East cities:** three 5-V-5 legions, four 5-R-4 legion; one 4-R-6 equites cavalry, one 4-R-4 auxiliary infantry; one 2-R-6 horse archer.

(4) **On any Egyptian Cities and/or Cyrene (4622):** one 5-V-5 legion, two 5-R-4 legions; one 4-R-6 equites cavalry, one 4-R-4 auxiliary infantry.

(5) **On any Rebel cities in Macedon, Asia Minor, the East and/or Egypt:** Antonius (Supreme Leader, **EXPANSION**); Legate (**ROMAN CIVIL WAR**); Legate I, Legate V (Rebel side, **EXPANSION**); two 5-I-5 legions (include the "Praet" unit); two 5-V-5 legions; two 2-V-6 equites cavalry; two impeditus, two engineer.

(6) **On Thessalonika, Antioch and/or Alexandria:** one 5-V-20 fleet, one 5-R-20 fleet.

(7) **Pirates** (see Special Rules): on Messana, Syracuse, Aleria, or Turis Lisbonis (3414, 3515, 2611, 2613 **ROMAN CIVIL WAR**): Leader G+S Pompeius; Two 5-V-20 Fleets; two 4-R-4 auxiliary infantry.

Colonies: Aleria, Turis Lisbonis, Corinthos (2611, 2613, 4513, **ROMAN CIVIL WAR**).

Promotions Box: One 5-I-5 legion.

Recruits Box: All other undeployed Senatorial units (**ROMAN CIVIL WAR**); exception: no named Leaders.

Stratagem Markers: Three, deliberately picked by the Antonines.

Res Publica Markers: none.

Supreme Leader: Antonius

Antonine Clients:

*Following use specific national Client units from **ROMAN CIVIL WAR**, plus purple Civis as noted:*

• **Asia:** Pergamum (5111)—Leader Mithridates 0-R-10 (1), 10-M-4 levies, 5-R-4 auxiliary inf., 5-B-4 warband, 2-V-6 heavy cavalry, 5-R-6 equites; Iconium (5814)—5-R-4 phalanx; Mazacus (1206) and Melitene (1607) are all part of Asia as well as all [AS] cities and each receive one Roman (purple) 5-R-0 Civis each.

• **Pontus:** Sinope (5906)—Leader Pharnaces 0-V-40 (2), 5-R-4 phalanx, 10-M-4 auxiliary infantry, 10-M-4 levy, 5-V-6 heavy cavalry, 10-R-6 equites, 5-B-6 horse archers, 5-R-20 Fleet; Panticapaeum (5803), Phasis (1600), Trapezus (1502), and Satala (1604), are all part of Pontus as well as all [P] cities and each receive one Roman (purple) 5-R-0 Civis each.

• **Egypt:** Alexandria (5623)—Leader Cleopatra 0-R-10 (2), 5-R-20 Fleet, Pelusium (5922)—5-R-4 phalanx, 5-R-4 auxiliary infantry, 10-M-4 levies, 2-V-6 heavy cavalry, Memphis (5724) one Roman (purple) 5-R-0 Civis on each Egyptian [E] city.

• **Barbarians:** 20-B-4 tribal warband (**ROMAN CIVIL WAR**) on or adjacent to any Illyrian tribal center.

*Following use the specific national Client units from **TRAJAN**:*

• **Armenia:** Artaxata: Cataphract, Leader Parthamisir, Horse Archer, one Levy; one Roman (purple) Civis unit in each Armenian [A] city.

*Following use the generic client units from **GALLIA** and **GERMANIA**:*

• **Judea** (Caesarea (1115) and Jerusalem (1116): one 3-B-4 heavy infantry, one 4-R-4 auxiliary infantry; place one Roman (purple) Civis on each [J] city.

1.2 Octavians [Loyal] (deploy second, move second)

(1) **Civis units:** one in each city in Italia, Africa (other than Cyrene), plus Salonae (3808)

(2) **In Italia:** Leader Octavian (Supreme Leader); two 5-I-5 legions (including "Praet"); two 5-V-5 legions; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry; one impeditus, one engineer.

(3) **On Salonae:** one 5-I-5 legion, one 5-V-5 legion; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry.

(4) **On any African cities** (other than Cyrene): Leader Lepidus; one 5-I-5 legion; one 5-V-5 legion; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry; impeditus, engineer.

(5) **On Ravenna and/or Neapolis:** two 5-V-20 fleets, one 5-R-20 fleet.

(6) **On Utica:** one 5-R-20 fleet.

(7) **In the Hispania off-map box:** two 5-V-5 legions; one 5-R-4 legion; one 4-R-6 equites cavalry; one 2-V-5 auxiliary infantry.

(8) **In the Gallia off-map box:** two 5-V-5 legions; two 5-R-4 legions; one 4-R-6 equites cavalry; one 2-V-5 auxiliary infantry.

(9) **On any Loyal city and/or the Gallia and Hispania off-map boxes:** Leader s Hirtus, Cornifius, Legate (**ROMAN CIVIL WAR**); Legates II and VI (**EXPANSION**); one 5-I-5 Legion; one impeditus, one engineer

Colonies: none.

Promotions Box: All undeployed 5-I-5 legions

Recruits Box: All remaining undeployed Loyal units.

Stratagem Markers: three; selected deliberately by the Octavian player.

Res Publica Markers: *Pontifex Maximus*.

Supreme Leader: Octavian.

Octavian Clients:

- **Numidia:** 10-B-4 auxiliary infantry.

Place the following generic Client units in the listed locations:

- Gallia off-map box: one 2-V-6 equites cavalry, one 4-R-4 auxiliary infantry.
- Hispania off-map box: one 2-V-6 equites cavalry, one 4-R-4 auxiliary infantry.

1.3 Parthians: Parthians begin the game controlled by the Octavians.

Core

• **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

• **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

• **Core Recruiting Pool:** Leaders Parthamaspatas, Meherdotes, Sanatruces; Impeditus.

Satrapy

• **Satrapy Recruiting pool:** Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant. Leader Suren is permanently eliminated.

• During initial set-up, the Parthian player draws at random eight satrapy units from the recruiting pool and places them on any Parthian cities, no more than two per hex.

- **Parthian Civis:** all Parthian cities.

1.4 Independent Clients

• **Arabs:** place one client Civis unit in each of the three printed Arabian [D] cities (**TRAJAN**) plus Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118) (these are treated as Arab [D] Client cities).

• **Alani:** no units in play at start.

• **Thracia** (all [T] cities): one client Civis in each city.

2.0 VICTORY CONDITIONS

2.1 Antonines

• **Triumphant:** Control at least 50 cities.

• **Conquering:** Control at least 50 cities, including at least one Parthian Major City.

• **Optimus:** Same as Conquering, plus control Rome and have Antonius In City there.

2.2 Octavians

• **Triumphant:** Control at least 50 cities, including Rome, plus the Gallia and Hispania off-map boxes.

• **Conquering:** Same as Triumphant, plus control Alexandria.

• **Optimus:** Same as conquering, plus Antonius and Cleopatra eliminated.

2.3 Mutual Defeat—Both sides lose if:

- neither side achieves at least a Triumph; OR
- the winning side lacks a Supreme Leader at the end of play; OR
- “fratricide” occurs (same as in Scenario #4 Special Rules, Fratricide).

- Players may not end the game by mutual agreement.

3.0 SPECIAL RULES

1) Forces:

1a) **Octavians (Loyal):** use the Octavian, Hirtus and Legate Leaders from **ROMAN CIVIL WAR**; use all other **ROMAN CIVIL WAR** red units; use Legates II and VI from the **EXPANSION** set; use Engineer units from all the sets, up to a total of four; use all Civis units from all sets. Octavians may not use Vexillations.

1b) **Antonines (Rebels):** use Antonius from the **EXPANSION** set, G+S Pompeius and Legate Rebel Leaders from **ROMAN CIVIL WAR**; use all other **ROMAN CIVIL WAR** purple units; use Legates III and V from the **EXPANSION** set; use Engineer units from all the sets, up to a total of three; use all Civis units from all sets. Antonines may not use Vexillations.

1c) **Clients:** use the Client units from **ROMAN CIVIL WAR** to represent their specific nationalities. Use the Armenians, Arab and Alan units from **TRAJAN** to represent their national units. Use generic Client units from **GALLIA** and **GERMANIA** to represent forces other than Egyptians, Numidians, Asians, Ponticans, Arabians, Alans and Armenians. Use all Client Civis from all games.

1d) **Numidia** starts under Octavian control. There is no Numidian Leader. Instead, whichever player controls the city of Cirta (2522) may recruit Numidian nationality units there.

1e) Players can recruit **generic Client units** in the Hispania and Gallia boxes if they control these boxes.

1f) **Parthians:** use all Parthian units from **TRAJAN**, including Leaders, except Surenas who is permanently eliminated.

1g) **Barbarians:** do not use any Barbarian units other than the “Barbarian” unit from **ROMAN CIVIL WAR**.

2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Sicilia, Illyricum, Macedonia, Asia Minor, the East, Armenia, Judea, Egypt Africa; plus the Hispania and Gallia off-map boxes.

3) **Stratagems.** Use the Stratagem markers from **ROMAN CIVIL WAR**. Also, use the Res Publica markers.

4) **Events.** Use the **ROMAN CIVIL WAR** Random Events Table, rolling twice each turn.

5) **Pirates.** Units designated as “Pirates” at the start of the game are controlled by the Antonine player. They are treated as normal rebel units, with the following exceptions:

5a) They may not end any turn segment in the same hex as any other Antonine units. If for some reason they do, then the Pirate units are eliminated.

5b) New Pirate units may be recruited, but only by the G+S Pompeius Leader. Units recruited by G+S Pompeius should be noted. Pirates may not recruit additional Leaders nor Client units.

SCENARIO 6: THE AUGUSTAN CRISIS

As the 1st Century AD opened, Rome seemed to be on top of the world. But rebellions in the Balkans and Germany shook the Empire.

1) **Maps:** This scenario uses all four **ANCIENT WARS** maps. Players should overlap the **GERMANIA** map over the **GALLIA** and **ROMAN CIVIL WAR** maps.

2) **Player Order:** There are two players, **Romans** and **Parthian-Barbarians**. Romans are the first player in each turn; the Parthian-Barbarians are the second player.

3) **Game Length**

Start: April, 6 AD

End: September, 16 AD

1.0 INITIAL FORCES

1.1 **Romans** (deploy first, move first).

- City of Roma: Leader Octavian (Supreme Leader); one 5-I-5 legion (Praet I), one 2-V-6 Heavy Cavalry.

- Spain: five 5-V-5 legions; three 4-V-5 auxiliary infantry; three 2-V-6 equites cavalry.

- Gallia: one 5-V-5 legion; one 4-V-5 auxiliary infantry; one 2-V-6 equites cavalry.

- On Moganticum, Aliso and/or any Chatti mobilization hexes, no more than three units per hex (including leaders): Leaders Asprenas, Caedicius, two 5-V-5 legions; two 2-V-6 light cavalry; two 4-V-5 auxiliary infantry.

- On Colonia Germanae and/or any Cheruscii mobilization center hexes, no more than three units per hex (including leaders): Leaders Tiberius (do not treat as Supreme Leader), Varus, Vala, three 5-V-5 legions (XVII, XVIII, XIX); one 2-V-6 heavy cavalry (ESG); three 2-V-6 light cavalry; three 4-V-5 auxiliary infantry; one 1-R-3 impeditus; one 1-R-4 engineer.

- Illyricum: Legate III; five 5-V-5 legions; three 4-V-5 auxiliaries, one 4-R-4 auxiliary, one 3-V-6 mixed cohort, one 3-R-6 mixed cohort, one 2-V-6, one 2-R-6 equites.

- Macedonia: three 5-V-5 legions; one 4-R-4 auxiliary.

- East and Judea: Legate IV; three 5-V-5 legions; one 4-V-5, one 4-R-4 auxiliary; one 3-R-5 mixed cohort; one 2-R-6 equites; one 2-R-6 horse archer; one Impeditus; one Engineer.

- Egypt: three 5-V-5 legions; one 4-R-4 auxiliary, one 3-R-5 mixed cohort, one 2-V-6 equites.

- Africa: one 5-V-5 legion; two 4-V-5 auxiliary, one 3-V-6 mixed cohort, one 2-V-6, one 2-V-6 horse archer.

- Civis units: One each in all Roman controlled cities/colonies within the Empire (including Clients); exceptions: no Civis on colonization sites in city of Regio (Hispania), Germania, Danube Frontier, Bosphorus.

- Camps (advanced rules): none.

- Fleets: one 5-V-20 each (four total): one each on Gesoriacum (3513, **CAESAR IN GALLIA**), Neapolis or Ravenna (3310, 3207 **ROMAN CIVIL WAR**), Antioch (1412, **TRAJAN**), Trapezus (1502 **TRAJAN**).

- Loyal Client units (use **GALLIA** and **GERMANIA** Client units):

(1) place on Batavii tribal centers: one 5-B-4.

(2) Place on any Thracian city: one 3-B-4.

(3) Place anywhere in Asia Minor and/or the East: one 3-B-4 heavy infantry, two 4-R-4 auxiliary infantry, one 2-R-6 equites cavalry, one 5-B-6 horse archer.

(4) Place on any city in Africa: one 2-B-6 equites cavalry.

- In Loyal "Recruits" box: See "Forces" under Special Rules below; all units not set up from those available are available as Recruits.

- In Loyal "Vexillations" box (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.

- Stratagem Markers: None in the Ready box; three each, Military, Political, Agent in Available box.

- Loyal Controlled Tribes: All Gallic Tribes.

1.2 Barbarians

- *Barbarian controlled tribes:* Pannoni, Moesi.

- On or adjacent to any Pannoni and/or Moesi mobilization centers: all Illyrian units (Barbarian controlled).

- In Barbarian "Recruits" box: All remaining Barbarian units.

- *Neutral Tribes:* All others.

Following Barbarian units are placed as noted, and begin the game as neutrals.

- **Britannia (neutral):** place one British Civis in each [B] city.

- **Germans (neutral)**

On or adjacent to any Cheruscii tribal centers: Leader Arminius; one 2-B-6 light cavalry; two 4-R-4 auxiliary infantry; two 3-B-4 heavy infantry, two 10-B-4 levy infantry.

On or adjacent to any Marcomani tribal centers: Leader Maroboduus; one 2-B-6 light cavalry; one 4-R-4 auxiliary infantry; one 3-B-4 heavy infantry, one 10-B-4 levy infantry.

On or adjacent to any Chatti tribal centers: Leader Arpus; one 2-B-6 light cavalry; one 4-R-4 auxiliary infantry; one 3-B-4 heavy infantry, one 10-B-4 levy infantry.

1.3 Parthians

Parthians begin the game as Neutral. They may become a belligerent due to invasion or Event (33.2). They are set up by the Parthian-Barbarian player.

Core

- **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

- **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

- **Core Recruiting Pool:** Leaders Parthamaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

- **Satrapy Recruiting pool:** Leaders Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

- During initial set-up, the Parthian player draws at random four satrapy units from the reinforcement pool and places one each on any Parthian cities (can not be on a major city), no more than one per hex.

- **Parthian Civis:** all Parthian cities.

1.4 Neutral Client forces

- **Armenia:** In Artaxata: Cataphract; Leader Parthamasisir; Horse Archer; one Civis unit in each of the two Armenian [A] cities.

- **Arabs:** one Civis unit in each of the three printed Arabian [D] cities.

- **Alani:** no units in play at start.
- **Client Recruiting pool:** Armenian Levy unit; Arab Horse Archer; Alani Horse Archer.

2.0 VICTORY CONDITIONS

2.1 Roman

- **Triumphant:** Establish colonies in at least three Colonization sites located east of the Rhene and north of the Danuvius on the **GALLIA/ROMAN CIVIL WAR** maps.
- **Conquering:** Establish colonies in at least six Colonization sites east of the Rhene and north of the Danuvius on the **GALLIA/ROMAN CIVIL WAR** maps.
- **Optimus:** Establish colonies in at least nine Colonization sites east of the Rhene and north of the Danuvius on the **GALLIA/ROMAN CIVIL WAR** maps.

2.2 Parthian-Barbarian

- **Triumphant:** Control at least three cities and/or colonization sites that started the game as Roman controlled.
- **Conquering:** Control at least six cities and/or colonization sites that started the game as Roman controlled.
- **Optimus:** Control at least nine cities and/or colonization sites that started the game as Roman controlled.

3.0 SPECIAL RULES:

1) Forces:

- Romans:** Use the Octavian leader from **ROMAN CIVIL WAR**. Use all ROMAN Leaders from **GERMANIA**. Use all Roman units from the **EXPANSION** set, plus auxiliaries from **GERMANIA**. Romans may use Impeditus and Engineer units from all the sets, up to a total of four each. Romans use Fleet units from all sets, up to a maximum of four 5-R-20 and four 5-V-20. Romans may use all Civis and Vexillation units from all sets. The Romans may never have more than thirty legions in play at any one time, or equivalent in vexillations (that is, 150 strength points of legionary infantry).
 - Clients:** use the Client units from **GERMANIA**, **TRAJAN**, and **GALLIA**. Exception: do not use named leaders. Use all Client Civis from all games.
 - Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.
 - Barbarians:** use all Spanish and Illyrian units from the **EXPANSION** set; use all German, Sarmatian and Dacian units from **GERMANIA**. Use British units from **GALLIA** for British and Hibernian tribes. Exception: do not use named leaders.
 - Roman Supreme Leader.** Augustus is Roman Supreme Leader, Tiberius is not Supreme Leader.
- Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Gallia, Rhine Frontier, Germania Magna, Sicilia, Danube Frontier, Illyricum, Thracia, Macedonia, Asia Minor, the East, Judea, Egypt, Africa.
 - Stratagems.** Use the Stratagem markers from **GERMANIA**.
 - Events.** Each turn, roll twice on the **EXPANSION** Random Events Table.
 - Scenario Special Event #66 = Death of Augustus.** The Roman Supreme Leader Octavian (aka Augustus Caesar) historically died in 14AD. Starting with 13AD if **EXPANSION** Event #66 is rolled remove the Octavian unit from the game permanently

(and implement the normal effects for Supreme Leader elimination). This event may occur only once per game. Tiberius then becomes the new Roman Supreme Leader. To declare Tiberius Supreme Leader, he must be in the city of Roma and the Roman player must expend a Political Stratagem (this does not have to be placed on Tiberius, just make a note that he is now Supreme Leader). This is done during any Roman Stratagem Segment. If Tiberius has been eliminated, then the Roman player may not declare a new Supreme Leader. The game comes to an immediate end and players check Victory Conditions (no doubt, a civil war would have broken out, since Tiberius was Augustus' named successor, but that is another game...).

SCENARIO 7:

THE YEAR OF THE FOUR EMPERORS

It is 69AD, the Emperor Nero is dead and the scramble for the Imperial Throne has begun.

- This is a civil war scenario.

- Maps:** This scenario uses all four **ANCIENT WARS** maps. Players should overlap the **GERMANIA** map over the **GALLIA** and **ROMAN CIVIL WAR** maps.
- Player Order:** There are two players, **Roman Loyalists** and **Roman Rebels**. Roman Rebels are the first player in each turn; the Roman Loyalists are the second player.

3) Game Length

Start: April, 69 AD

End: September, 70 AD

1.0 INITIAL FORCES

1.1 Roman Loyalists (deploy first, move second).

- City of Roma: Leader Otho; one 5-I-5 legion (Praet I), one 2-V-6 Heavy Cavalry.
- Britannia (on Novio Magus, Dunium, Calleva and/or Londinium): three 5-V-5 legions; two 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6 mixed cohort, one 2-V-6 equites.
- Rhine Frontier: Leader Vitellius (must be stacked with at least two legions); four 5-V-5 legions, three 5-R-4 legions; two 2-V-6 equites cavalry; two 4-V-5 auxiliary infantry; one 3-V-6 mixed cohort; one Impeditus; one Engineer.
- Danube Frontier: four 5-V-5 legions, one 5-R-4 legion; one 2-V-6, one 2-R-6 equites cavalry; three 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6, one 3-R-5 mixed cohort; one Impeditus; one Engineer.
- Macedonia: one 4-R-4 auxiliary unit.
- Asia Minor: one 2-V-6 equites cavalry; one 3-R-5 mixed cohorts.
- East: Leader Vespasian; one 5-I-5 legion; five 5-V-5 legions; one 2-R-6 equites cavalry; one 4-V-5, one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohorts; one 2-R-6 horse archer; one 2-V-7 camel corps; one Impeditus; one Engineer. At least three legions must be placed besieging Jerusalem.
- Egypt: one 5-V-5 legion, one 5-R-4 legion; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohorts.
- Africa: one 5-V-5 legion; one 2-V-6 equites cavalry; two 4-V-5 auxiliary infantry; one 3-V-6 mixed cohorts;
- Any one Gallic [G] city: one 5-V-5 legion.
- Any one Italian city: one 5-V-5 legion.

- City of Saloniae (3808, **ROMAN CIVIL WAR**): one 5-V-5 legion.
- Civis units: One each in all Roman controlled cities/colonies (including Clients); exception: none in Jerusalem and none in Spain.
- Camps (advanced rules): none.
- Fleets: one 5-V-20 each (four total): one each on Gesoriacum (3513, **CAESAR IN GALLIA**), Neapolis or Ravenna (3310, 3207 **ROMAN CIVIL WAR**), Antioch (1412, **TRAJAN**), Trapezus (1502 **TRAJAN**).
- Loyal Client units: place on Batavii tribal centers: one 3-B-4, one 2-B-6 (generic Clients, **GALLIA**, **GERMANIA**).
- In Loyal "Recruits" box: See "Forces" under Special Rules below; all units not set up from those available are available as Recruits.
- In "Vexillations" box (Advanced rules): All "3" and "2" strength Roman heavy infantry units.
- Stratagem Markers: None in the Ready box; three each, Military, Political, Agent, in Available box.
- Loyal Controlled Tribes: Batavii.

1.2 Roman Rebels

- **Spain**: Leader Galba; one 5-V-5 legion, one 5-R-4 legion, one 3-V-6 mixed cohort.
- **Rebel controlled Civis**:
 - (1) one each on all Roman cities/colonies in Spain.
 - (2) one Rebel Civis in Jerusalem (1116, **TRAJAN**).
- **Stratagem Markers**: select three and place in Ready box, remainder in Available box.
- **Rebel Client units**: one 3-B-4, one 4-R-4, one 10-B-4 in Jerusalem (generic Clients, **GALLIA**, **GERMANIA**).
- Rebel Controlled Tribes: none.

1.3 Barbarians

- In Barbarian "Recruits" box: All Barbarian units.
- *Neutral Tribes*: All except Batavii (which is Roman controlled).
- **Britannia**: place one British Civis each in Bagendon and Cataractonium.

1.4 Parthians

Parthians begin the game as Neutral. They may become a belligerent due to invasion or Event (33.2). They are set up by the Rebel player.

Core

- **Ctesiphon**: Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.
- **In any Parthian major cities, no more than one per hex**: Horse archers *Mesopotamia*, *Media*, *Persis*, *Hyrkania*.
- **Core Recruiting Pool**: Leaders Parthaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

- **Satrapy Recruiting pool**: Leaders Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.
- During initial set-up, the Parthian player draws at random four satrapy units from the reinforcement pool and places one each on any Parthian cities (can not be on a major city), no more than one per hex.

- **Parthian Civis**: all Parthian cities.

1.5 Neutral Client forces

- **Armenia**: In Artaxata: Leader Parthamisir; Cataphract; Horse Archer; one Civis unit in each of the two Armenian [A] cities.
- **Arabs**: one Civis unit in each of the three printed Arabian [D] cities.
- **Alani**: no units in play at start.
- **Client Recruiting pool**: Armenian Levy unit; Arab Horse Archer; Alani Horse Archer.

2.0 VICTORY CONDITIONS

Loyal Roman

- **Triumphant**: Loyal Supreme Leader occupies the City of Roma as Emperor (see Special rules).
- **Conquering**: Same as Triumphant, plus no named Rebel Leaders on the map.
- **Optimus**: Same as Conquering, plus control all major Roman [R] cities on the map.

Rebel Roman

- **Triumphant**: Rebel Supreme Leader occupies the City of Roma as Emperor (see Special rules).
- **Conquering**: Same as Triumphant, plus control five major Roman [R] cities other than Roma.
- **Optimus**: Same as Triumphant, plus no named Loyal Leaders on the map.

3.0 SPECIAL RULES:

1) Forces:

- 1a) **Romans**: Only the Leaders Galba, Otho, Vitellius, Vespasian and Legates I, II, III, IV, V and VI are used. Romans use only the legions from the **EXPANSION** set, and auxiliaries from the **EXPANSION** set and **GERMANIA**. Romans may use Impeditus and Engineer units from all the sets, up to a total of four each. Romans use Fleet units from all sets, up to a maximum of four 5-R-20 and four 5-V-20. Romans may use all Civis and Vexillation units from all sets. The Romans together (Loyal + Rebel) may never have more than thirty-three legions in play at any one time, or equivalent in vexillations (that is, 165 strength points of legionary infantry).
- 1b) **Clients**: use the Client units from **GERMANIA**, **TRAJAN** and **GALLIA**. Exception: do not use named leaders. Use all Client Civis units from all sets.
- 1c) **Parthians**: use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.
- 1d) **Barbarians**: use all German, Sarmatian and Dacian units from **GERMANIA**. Use British units from **GALLIA** for remaining British and Hibernian tribes. Exception: do not use named leaders.
- 2) **Extent of Empire (34.1)**. The Roman Empire consists of Italia, Hispania, Britannia (south of hex row xx10 inclusive), Gallia, Rhine Frontier, Sicilia, Danube Frontier, Illyricum, Thracia, Macedonia, Asia Minor, Bosporus, Pontus, the East, Judea, Egypt, Africa.
- 3) **Stratagems**. Use the Stratagem markers from **ROMAN CIVIL WAR**. Do **not** use the Res Publica Markers. Additionally, use the Stratagem 1 marker to indicate the Leader who is Emperor.
- 4) **Events**. Each turn, roll twice on the **EXPANSION** Random

Events Table.

5) Struggle for the Imperial Purple.

5a) The Rebel player always controls all of his forces.

5b) The Loyal player may move a force only if a Leader (named or Legate) is stacked with it. A named Loyal Leader may never drop off units from a stack he is a member of, other than other Leaders, Civis units and Fleets (Legate Leaders may drop off units if they are the only leaders in a force). All other Loyal game functions are unaffected.

5c) There are four named Leaders in the game: Galba, Otho, Vitellius and Vespasian. Galba starts as Rebel Supreme Leader and the others as Loyal. If a Rebel Supreme Leader is killed, then the **Loyal** player selects any one named Loyal leader on the map and he becomes the new Rebel Leader. Flip him and all units he is stacked with to their Rebel side. Any client units in his force become Rebel units. If all named Leaders but one are eliminated, then the sole remaining named Leader does not rebel. Instead, he remains Loyal and the game continues. Leaders do not otherwise Rebel or defect in the scenario, even if called for by some other game action.

•Note this means the Loyal player will usually select the worst Leader first to rebel, thereby saving Vespasian for the final confrontation.

5d) **Supreme Leaders.** Galba starts as Rebel Supreme Leader. There is no Loyal Supreme Leader starting the game. Whenever a Loyal Leader rebels as per (5c), then that Leader automatically becomes Rebel Supreme Leader. There is no need to expend a Political stratagem for this (note there is only one Rebel named Leader at any one time). The Loyal player may declare a Leader Supreme Leader via expenditure of a Supreme Leader Political Stratagem as per the rules.

5e) **Declaring Oneself Emperor.** A Supreme Leader who occupies the city of Roma may declare himself Emperor. This is done during the Recruiting segment by expending a Political Marker on the Supreme Leader In Roma, then placing the *Stratagem 1* marker on top of the Leader. If the Emperor is eliminated, then the Stratagem 1 marker is available for the next Leader. Note that either player may declare his Supreme Leader Emperor.

5f) **Emperor Advantage.** If the Emperor leader is In City in Rome, then the player receives two Stratagems instead of one for rule 7.2(4)(a).

SCENARIO 8:

TRAJAN'S SECOND DACIAN WAR

This scenario covers the final Roman conquest of Dacia.

1) **Maps:** This scenario uses only the **ROMAN CIVIL WAR** map.

2) **Player Order:** There are two players, **Romans** and **Barbarians**. Romans are the first player in each turn; the Barbarians are the second player.

3) Game Length

Start: April, 103 AD

End: September, 107 AD

1.1 Romans

• **Danube Frontier:** Legate III; one 5-I-5 legion, six 5-V-5 legions; three 2-V-6, one 2-R-6 equites cavalry; four 4-V-5, one 4-R-4 auxiliary infantry; two 3-V-6, one 3-R-5 mixed cohorts; two 2-V-

6 Heavy Cavalry; two Impeditus; two Engineer.

• **Macedonia:** one 4-R-4 auxiliary unit.

• **Asia Minor:** two 5-V-5 legions; one 2-V-6 equites cavalry, one 3-R-5 mixed cohorts.

• **Egypt:** one 5-V-5 legion; one 5-R-4 legion; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohorts.

• **Africa:** one 5-V-5 legion; one 2-V-6 equites cavalry; two 4-V-5 auxiliary infantry; one 3-V-6 mixed cohorts.

• **City of Roma:** Trajan Leader (from **TRAJAN**); two 5-I-5 legions (Praet I, Praet II), one 2-V-6 Heavy Cavalry.

• **Civis units:** One each in all Roman controlled cities/colonies.

• **Camps** (advanced rules): six on any Danuvius hexes (see Limes, rule (30.0)); one each on hexes 2503-2604 (**ROMAN CIVIL WAR**).

• **Fleets:** (two total) one 5-V-20 each on Neapolis or Ravenna (3310, 3207 **ROMAN CIVIL WAR**), and Byzantium (5007 **ROMAN CIVIL WAR**).

• **Roman Client units:** none.

• **In Roman "Recruits" box:** See "Forces" under Special Rules below; all units not set up above are available as Recruits.

• **In Roman "Vexillations" box** (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.

• **Stratagem Markers:** Three each Military, Political, Agent in Available box.

• **Roman Controlled Tribes:** none.

• Trajan is the Roman Supreme Leader.

1.2 Barbarians

• **Dacians:** on or adjacent to any Getae and/or Iazyges tribal centers hex: Decebalus Leader (from the **EXPANSION** set); Chief Leader; three 5-B-4 heavy infantry; three 10-B-3 levies; two 4-R-4 auxiliaries; one 2-B-6 equites cavalry.

• **Sarmatians:** On or adjacent to any Sarmatae tribal center hexes: two Sarmatae 5-B-6s, no more than one per hex.

• **Barbarian controlled Civis:** none.

• **In Barbarian "Recruits" box:** All remaining Dacian and Sarmatian units.

• **Stratagem Markers:** two in Ready box, remainder in Available box.

• **Barbarian Controlled Tribes:** Getae, Iazyges, Sarmatae.

• **Neutral Tribes:** All except Getae, Iazyges, Sarmatae (which are Barbarian controlled).

1.3 Barbarian controlled Clients

• None.

2.0 VICTORY CONDITIONS

2.1 Romans

• **Triumphant:** Occupy all three Dacian colonization sites Sarmixegutas, Apulum and Poitassa (4303, 4402, 4400 **ROMAN CIVIL WAR**).

• **Conquering:** Getae and Iazyges tribes Roman controlled at the end of the game.

• **Optimus:** Fulfill both Triumphant and Conquering conditions.

2.2 Barbarians

• **Triumphant:** Occupy at least one Dacian city at the end of the game.

- **Conquering:** Occupy at least two Roman cities on or south of the Danuvius at the end of the game.

- **Optimus:** Fulfill both Triumphant and Conquering conditions.

Historical outcome: Roman Optimus.

- Remember, colonies and Client cities within the Roman Empire are considered full Roman (R) cities; see (34.1) for details.

3.0 SPECIAL RULES

1) Forces:

1a) **Romans:** Use the Trajan and Hadrian leaders from **TRAJAN**. Use the following Roman units from the **EXPANSION** set: all Legates; three 5-I-5 legions; twelve 5-V-5 legions; three 5-R-4 legions; all Danu, Dac, Mac, Asia, Aegypt, Africa, and Ger auxiliaries; all heavy cavalry; all camel corps. From any set: use three impeditus; three engineers; two 5-V-20, two 5-R-20 fleets, all Civis.

1b) **Clients:** use the Client units from **GERMANIA**.

1c) **Barbarians:** use all German, Sarmatian and Dacian units from **GERMANIA**. Exception: do not use named leaders (other than Decebalus).

2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Britannia, Gallia, Rhine Frontier, Sicilia, Danube Frontier, Illyricum, Thracia, Macedonia, Asia Minor, Bosphorus, Pontus, the East, Judea, Egypt, Africa.

3) **Stratagems:** Use the **TRAJAN** Roman Stratagems for the Romans. Use the **GERMANIA** Stratagems for the Dacians.

4) **Events.** Each turn, roll once on the **EXPANSION** Random Events Table.

5) Ignore all off-map boxes and events that apply to them.

SCENARIO 9: MARCUS AURELIUS

In 162 AD the Parthians invaded the Roman Empire. The new Emperor, Marcus Aurelius, sent Lucius Verus to the East to counter them. While the Parthians were defeated, plague broke out which left the Empire vulnerable to a mass migration from Germany in 166. Marcus himself took the field, defeating the Germans.

1) **Maps:** This scenario uses all four **ANCIENT WARS** maps. Players should overlap the **GERMANIA** map over the **GALLIA** and **ROMAN CIVIL WAR** maps.

2) **Player Order:** There are two players, **Romans** and **Parthians-Barbarians**. Parthians-Barbarians are the first player in each turn; the Romans are the second player.

3) Game Length

Start: April, 166 AD

End: September, 179 AD

1.0 INITIAL FORCES

1.1 **Romans** (deploy first, move second).

- City of Roma: Marcus Aurelius Leader; one 5-I-5 legion (Praet I), one 2-I-6 Heavy Cavalry.

- Italia (other than Roma): one 5-I-5 legion (Praet II).

- Britannia: three 5-V-5 legions; two 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6 mixed cohorts, one 2-V-6 equites.

- Rhine Frontier: Legate III; three 5-V-5 legions, one 5-R-4 legion; one 4-V-5 auxiliary infantry; one 2-V-6 equites cavalry; one 3-V-6 mixed cohort; one Impeditus; one Engineer.

- Danube Frontier: Legate IV; one 5-I-5 legion, seven 5-V-5 legions, one 5-R-4 legion; two 2-V-6, one 2-R-6 equites cavalry; four 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6, one 3-R-5 mixed cohorts; one Impeditus; one Engineer.

- Dacia: one 5-V-5 legion; two 4-V-5 auxiliary infantry; one 2-V-6 equites cavalry; one 3-V-6 mixed cohort.

- Macedonia: one 4-R-4 auxiliary unit.

- Asia Minor: two 5-V-5 legions; one 2-V-6 equites cavalry, one 3-R-5 mixed cohort.

- East: Legate V; five 5-V-5 legions, one 5-R-4 legion; one 2-R-6 equites cavalry; one 4-V-5, one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohort; one 2-R-6 horse archer; one 1-V-7 camel corps; one Impeditus; one Engineer.

- Egypt: one 5-V-5 legion; one 2-R-6 equites cavalry; one 4-V-5, one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohort; one 2-R-6 horse archer; one 1-R-7 camel corps.

- Africa: one 5-V-5 legion; one 2-V-6 equites cavalry; two 4-V-5 auxiliary infantry; one 3-V-6 mixed cohort; one 2-R-6 horse archer.

- Spain: one 5-V-5 legion, one 3-V-6 mixed cohort.

- City of Antioch: L. Verus Leader.

- Anywhere in the Roman Empire: Legate VI; two 2-V-6 Heavy Cavalry.

- **Civis units:** One each in all Roman controlled cities/colonies (including Clients).

- **Camps** (advanced rules): sixteen total: eight on any Rhenus and/or Danubius hexes (see Limes, rule (30.0)); one each on hexes 0327-0427 (**GERMANIA**) and 3206-3306 (in Britannia, **CAESAR IN GALLIA**); two in Africa within two hexes of any Roman cities; two in the East within two hexes of any Roman cities.

- **Fleets:** 5-V-20 (four total): one each on Gesoriacum (3513, **CAESAR IN GALLIA**), Neapolis or Ravenna (3310, 3207 **ROMAN CIVIL WAR**), Byzantium (5007 **ROMAN CIVIL WAR**), Antioch (1412, **TRAJAN**).

• Roman Client units

place on Batavii mobilization center: one 3-B-4

place on Daceae mobilization center: one 3-B-4.

- In Roman "Recruits" box: See "Forces" under Special Rules below; all units not set up above are available as Recruits.

- In Roman "Vexillations" box (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.

- Stratagem Markers: Three each Military, Political, Agent in Available box.

- Roman Controlled Tribes: Batavii, Daceae.

- Marcus Aurelius is the Roman Supreme Leader.

1.2 Parthians (Parthian-Barbarian controlled)

- **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

- **In any Parthian cities:** Leaders Parthaspates, Meherdotes, Sanatruces; Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

- **Core Recruiting Pool:** Impeditus.

Satrapy

- **Satrapy Recruiting pool:** Leaders Sanatruces, Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

- During initial set-up, the Parthian player draws at random eight

satrapy units from the reinforcement pool and places them in any combination with any Parthian leaders

- **Parthian Civis:** all Parthian cities.

1.3 Barbarians (Parthian-Barbarian controlled)

- On or adjacent to any Chatti, Hermanduri, Marcomani, Quadi tribal centers hex: four German 10-B-4 levies, no more than one per tribe.
- On or adjacent to any one Sarmatae tribal center hex: one Sarmatae 5-B-6. (This begins the game as neutrals.)
- Barbarian controlled Civis: none.
- In Barbarian "Recruits" box: All remaining British, German, Dacian and Sarmatia units.
- Stratagem Markers: two in Ready box, remainder in Available box.
- Barbarian Controlled Tribes: Chatti, Hermanduri, Marcomani, Quadii.

1.4 Parthian-Barbarian controlled Clients

- **Armenia:** In Artaxata: Leader Parthamisir; Cataphract; Horse Archer; one Civis unit in each of the two Armenian [A] cities.

1.5 Neutral Client forces

- **Arabs:** one Civis unit in each of the three printed Arabian [D] cities.
- **Alani:** no units in play at start.
- **Client Recruiting pool:** Armenian Levy unit; Arab Horse Archer; Alani Horse Archer.

1.6 Neutral Tribes: all others than those listed as controlled by a player.

2.0 VICTORY CONDITIONS

2.1 Romans

- **Triumphant:** Occupy at least five Parthian (P) and/or Armenian cities which were not initially Roman occupied with one or more Roman (red) unit each (not clients!).
- **Conquering:** Establish Roman colonies in two or more of Locoritum, Felicia and Eburum (2700, 3403, 3601 **ROMAN CIVIL WAR**).
- **Optimus:** Fulfill both Triumphant and Conquering conditions, plus at least six German, Dacian and/or Sarmatian tribes Roman controlled.

2.2 Parthians-Barbarians

- **Triumphant:** Occupy at least ten Roman [R] cities at the end of the game (within the Empire's starting frontiers).
- **Optimus:** Occupy at least twenty Roman [R] cities at the end of the game, with at least five on the **TRAJAN** map and another five on the **ROMAN CIVIL WAR/GERMANIA/GALLIA** maps.
- **Conquering:** Occupy at least thirty Roman [R] cities at the end of the game, with at least ten on the **TRAJAN** map and another ten on the **ROMAN CIVIL WAR/GERMANIA/GALLIA** maps.

Historical outcome: Roman Triumphant.

- Remember, colonies and Client cities within the Roman Empire are considered full Roman (R) cities; see (34.1) for details.

3.0 SPECIAL RULES

1) Forces:

- 1a) **Romans:** Only the Leaders Marcus Aurelius, L. Verus and Legates I, II, III, IV, V and VI are used (from the **EXPANSION**

set). Players should use all the Roman legion and auxiliary units from the **EXPANSION** set, and all the auxiliaries from **GERMANIA**. Romans may use Impeditus and Engineer units from all the sets, up to a total of four each. Romans use Fleet units from all sets, up a maximum of four 5-R-20 and four 5-V-20. Romans may use all Civis and Vexillation units from all sets. The Romans may never have more than thirty-five legions in play at any one time, or equivalent in vexillations (that is, 175 strength points of legionary infantry).

- 1b) **Clients:** use only the Client units from **GERMANIA** and **TRAJAN**, and Civis units from all sets. Exception: do not use named leaders.

- 1c) **Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.

- 1d) **Barbarians:** use all German, Sarmatian and Dacian units from **GERMANIA**. Use British units from **GALLIA** for remaining British and Hibernian tribes. Exception: do not use named leaders.

- 2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Britannia, Gallia, Rhine Frontier, Sicilia, Danube Frontier, Dacia, Illyricum, Thracia, Macedonia, Asia Minor, Bosphorus, Pontus, the East, Judea, Egypt, Africa, Arabia.

- 3) **Stratagems:** Use the **TRAJAN** Roman Stratagems for the Romans. Use the **GERMANIA** Stratagems for the Germans.

- 4) **Events.** Each turn, roll twice on the **EXPANSION** Random Events Table.

- 4a) **Historical Events.** If players so choose, on April 166AD the following Events go into effect: *Plague* and *Barbarian Invasion* (for the Barbarian Invasion, the Germans are checked for mobilization). Do not otherwise roll for events on April 166AD. Also, if either of these events occur prior to April 166AD, treat as *No Event*.

SCENARIO 10: "PAY THE TROOPS..." SEPTIMIUS SEVERUS

Marcus Aurelius' son Commodus proved to be something of a disaster as emperor. So he was assassinated in 192 AD. A scramble for the throne ensued (what else?) as each of the Empire's armies marched on Rome to register their votes. Lucius Septimius Severus, commanding in Pannonia, finally gained the purple. Severus proved to be one of Rome's more able soldier-emperors, defeating his rivals Pescennius Niger Justus and Decimus Claudius Albinus, and fighting a generally successful war against Parthia. Severus' deathbed words were, supposedly, "Pay the troops and all will be yours."

- This is a Civil War scenario.

- 1) **Maps:** This scenario uses all four **ANCIENT WARS** maps. Players should overlap the **GERMANIA** map over the **GALLIA** and **ROMAN CIVIL WAR** maps.

- 2) **Player Order:** There are two players, **Loyal** (Severus) and **Rebel** (Niger + Albinus). Loyal Romans are the first player in each turn; Rebel Romans are the second player.

- 3) **Game Length**

Start: April, 193 AD

End: September, 197 AD

1.0 INITIAL FORCES

1.1 Loyal Romans (deploy first, move first).

- Danube Frontier: Leader Severus, Legate III, Legate V; two 5-I-5 legions, seven 5-V-5 legions; one 2-I-6 Heavy Cavalry; two 2-V-6, one 2-R-6 equites cavalry; four 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6, one 3-R-5 mixed cohorts; one Impeditus; one Engineer; one 2-I06 equites, one 4-I-5 auxilliary.
- Rhine Frontier: six 5-V-5 legions; one 2-V-6 equites cavalry; one 4-V-5 auxiliary infantry; one 3-V-6 mixed cohort; one Impeditus; one Engineer, one 2-V-6 heavy cavalry.
- Dacia: two 5-V-5 legions; two 4-V-5 auxiliary infantry; one 2-V-6 equites cavalry; one 3-V-6 mixed cohorts.
- Macedonia: one 2-V-6 equites cavalry, one 3-R-5 mixed cohorts.
- Civis units: One each in all controlled cities/colonies (including Clients) in the Danube frontier, Dacia and Macedonia Rhine frontier.
- **Camps** (advanced rules): six total on any Danubius hexes (see Limes, rule (30.0)).
- Loyal Roman Clients (use generic Client units):
 - Batavii Tribal Centers: one 3-B-4, one 2-B-6
 - Daciae Tribal Centers: one 3-B-4, one 4-R-4
 - Any city or camp on the Danuvius: one 4-R-4
- In Roman "Recruits" box: See "Forces" under Special Rules below; all units not set up above are available as Recruits.
- In Roman "Vexillations" box (Advanced rules): All "3" and "2" strength Roman heavy infantry units.
- Stratagem Markers: three in Ready box, remainder in Available box.
- Loyal Controlled Tribes: Batavii, Daceae.
- Severus is the Loyal Roman Supreme Leader.

1.2 Rebel Romans (deploy second, move second)

- City of Roma: two 5-V-5 legions, one 2-R-6 heavy cavalry. (Note: these legions represent the Praetorian Guard whose discipline had slipped considerably in this period.)
- Hispania: one 5-V-5 legion, one 3-V-6 mixed cohort.
- Britannia: Albinus; three 5-V-5 legions; two 4-V-5, one 4-R-4 auxiliary infantry; one 3-V-6 mixed cohorts, one 2-V-6.
- Asia Minor: two 5-V-5 legions, one 5-R-4 legion; one 2-V-6 equites cavalry, one 3-R-5 mixed cohorts.
- East: Niger; three 5-V-5 legions, one 5-R-4 legion; one 2-R-6 equites cavalry; one 4-V-5, one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohorts; one 2-R-6 horse archer; one 2-V-7 camel corps; one Impeditus; one Engineer.
- Egypt: one 5-V-5 legion; one 2-V-6 equites cavalry; one 4-R-4 auxiliary infantry; one 3-R-5 mixed cohorts.
- Africa: one 5-V-5 legion; one 2-V-6 equites cavalry; two 4-V-5 auxiliary infantry; one 3-V-6 mixed cohorts; one 2-R-6 horse archer.
- Fleets: 5-V-20 (four total): one each on Gesoriacum (3513, **CAESAR IN GALLIA**), Neapolis or Ravenna (3310, 3207 **ROMAN CIVIL WAR**), Byzantium (5007 **ROMAN CIVIL WAR**), Antioch (1412, **TRAJAN**).
- Niger is the Rebel supreme leader.
- Civis units: one each in all other cities/colonies in the Empire other than those with a Loyal Civis.

- Additionally, place one Rebel Civis each in Edessa, Thapsacus, Carrhae and Dura Europa (1810, 1812, 1910, 2113, **TRAJAN**).
- **Camps** (advanced rules): ten total: two on any Rhene hexes (see Limes, rule (30.0)); one each on hexes 0327-0427 (**GERMANIA**) and 3206-3306 (in Britannia, **CAESAR IN GALLIA**); two in Africa within two hexes of any Roman cities; two in the East within two hexes of any Roman cities.
- In Roman "Recruits" box: See "Forces" under Special Rules below; all units not set up above are available as Recruits.
- In Roman "Vexillations" box (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.
- Rebel Stratagem Markers: two in Ready box, remainder in Available box.
- Rebel Controlled Tribes: None.
- Rebel controlled Clients: None.

1.3 Parthians

Parthians begin the game as Neutral. They may become a belligerent due to invasion or Event (33.2). They are set up by the Rebel player.

Core

- **Ctesiphon**: Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.
- **In any Parthian major cities, no more than one per hex**: Horse archers *Mesopotamia, Media, Persis, Hyrcania*.
- **Core Recruiting Pool**: Leaders Parthamaspates, Meherdotes, Sanatruces; Impeditus.

Satrapy

- **Satrapy Recruiting pool**: Leaders Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.
- During initial set-up, the Parthian player draws at random four satrapy units from the reinforcement pool and places one each on any Parthian cities (can not be on a major city), no more than one per hex.
- **Parthian Civis**: all Parthian cities.

1.4 Barbarians

- In Barbarian "Recruits" box: All British, German, Dacian and Sarmatian units.

1.5 Neutral Tribes: All except Batavii, Daciae.

1.6 Neutral Client Forces

- **Armenia**: In Artaxata: Leader Partheamisiris; Cataphract; Horse Archer; one Civis unit in each of the two Armenian [A] cities.
- **Arabs**: one Civis unit in each of the three printed Arabian [D] cities.
- **Alani**: no units in play at start.
- **Client Recruiting pool**: Armenian Levy unit; Arab Horse Archer; Alani Horse Archer.

2.0 VICTORY CONDITIONS

2.1 Loyal Roman

- **Triumphant**: Loyal Supreme Leader occupies the City of Roma and Niger and Albinus eliminated.
- **Conquering**: Same as Triumphant, plus control fifteen major cities within the Empire's starting frontiers.
- **Optimus**: Same as Conquering, plus control at least five Parthian

[P] cities or establish at least three colonies on any colonization sites outside the Empire's starting frontiers.

2.2 Rebel Roman

- **Triumphant:** Rebel Supreme Leader occupies the City of Roma.
- **Conquering:** Same as Triumphant, plus control seven major Roman [R] cities other than Roma.
- **Optimus:** Same as Triumphant, plus no named Loyal Leaders on the map.
- Remember, colonies and Client cities within the Roman Empire are considered full Roman (R) cities; see (34.1) for details.

3.0 SPECIAL RULES:

1) Forces:

- 1a) Romans:** Only the Leaders Severus, Niger, Albinus and Legates I, II, III, IV, V and VI are used (from the **EXPANSION** set). Players should use all the Roman legion and auxiliary units from the **EXPANSION** set. Romans may use Impeditus and Engineer units from all the sets, up to a total of four each. Romans use Fleet units from all sets, up to a maximum of four 5-R-20 and four 5-V-20. Romans may use all Civis and Vexillation units from all sets. The Romans may never have more than thirty-five legions in play at any one time, or equivalent in vexillations (that is, 175 strength points of legionary infantry).
 - 1b) Clients:** use only the Client units from **GERMANIA** and **TRAJAN**. Exception: do not use named leaders.
 - 1c) Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.
 - 1d) Barbarians:** use all German, Sarmatian and Dacian units from **GERMANIA**. Use British units from **GALLIA** for remaining British and Hibernian tribes. Exception: do not use named leaders.
- 2) Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Britannia, Gallia, Rhine Frontier, Sicilia, Danube Frontier, Dacia, Illyricum, Thracia, Macedonia, Asia Minor, Bosphorus, Pontus, Judea, Egypt, Africa; plus cities of Thapsacus, Edessa, Carrhae and Dura Europa.
 - 3) Stratagems.** Use the Stratagem markers from **ROMAN CIVIL WAR**. Do **not** use the Res Publica Markers.
 - 4) Events.** Each turn, roll twice on the **EXPANSION** Random Events Table.
 - 4) Command Control.**
 - 4a)** The Loyal player always controls all of his forces.
 - 4b)** The Rebel player may move a force only if it begins the Movement Segment stacked with or within five hexes of a friendly Leader. (This does not require play of a Leader Stratagem, although one may be played normally.)
 - 4c)** The Rebel player can move either Albinus or Niger in a single turn, not both. They perform all other actions normally.

SCENARIO 11: JULIUS CAESAR'S PARTHIAN WAR "WHAT IF..."

Julius Caesar was assassinated on the Ides of March, 44 BC. But what if he had not been? Among other things, Caesar was planning a campaign in the East to avenge the destruction of Crassus' army by the Parthians. And there was the still restive Roman world behind him...

- 1) Maps:** This scenario uses all four **ANCIENT WARS** maps. Players should overlap the **GALLIA** and **ROMAN CIVIL WAR** maps over the **GERMANIA** map.
- 2) Player Order:** There are two players, **Roman** and **Parthian-Barbarians** (who may control Roman Rebel forces). Romans are the first player in each turn; the Non-Romans are the second player.

3) Game Length

Start: April, 44 BC

End: September, 42 BC

1.0 INITIAL FORCES

1.1 Romans (deploy first, move first).

- Italia: Leader Caesar; two 5-I-5 legions, one 5-V-5 legion; one 1-V-6 heavy cavalry.
- Hispania: four 5-V-5 legions.
- Gallia: one 5-I-5 legion, four 5-V-5 legions.
- Sicilia: one 5-V-5 legion.
- Illyricum: three 5-V-5 legions.
- Macedonia: six 5-V-5 legions.
- The East: one 5-I-5 legion, six 5-V-5 legions.
- Egypt: three 5-V-5 legions.
- Africa: three 5-V-5 legions.
- On any Roman controlled cities: Leaders Antonius, Lepidus, Calvinus, Hirtus, Cornificus; five 2-V-6 equites cavalry; five 2-V-5 auxiliary infantry; five 4-R-4 auxiliary infantry; three Impeditus; three Engineers.
- **Civis units:** One each in all Roman controlled cities. Do not place Civis in colonies unless listed, below.
- **Roman colonies:** Forum Julii, Arelate, Lugdunum, Corinthos (3625, 3721, 3925, **GALLIA**; 4513 **ROMAN CIVIL WAR**); place one Civis in each.
- **Camps** (advanced rules): none.
- **Fleets:** two 5-V-20, one 5-R-20, one each on Neapolis, Ravenna (3310, 3207 **ROMAN CIVIL WAR**), and Antioch (1412, **TRAJAN**).
- **Roman controlled Clients :**
 - Hispania (GALLIA generic units):** one 4-R-4 auxiliary infantry.
 - Gallia (GALLIA generic units):** one 2-V-6 equites, one 5-B-4 heavy infantry, one 4-R-4 auxiliary infantry.
 - Thracia (GALLIA generic units):** in either Philippolis or Byzantium (4607, 5007 **ROMAN CIVIL WAR**): one 5-B-4 heavy infantry.
 - Pontus (ROMAN CIVIL WAR units):** Sinope (5906 **ROMAN CIVIL WAR**) Phasis, Trapezus and Satala (1600, 1502, 1604 **TRAJAN**)—10-M-4 auxiliary infantry, 5-V-6 heavy cavalry, 10-R-6 equites, 5-B-6 horse archers. One civis per city.
 - Asia (ROMAN CIVIL WAR units):** Pergamum, Iconium (5111,

5814 **ROMAN CIVIL WAR**), Mazacus, Melitene (1206, 1607 **TRAJAN**) — 5-R-4 heavy infantry, 5-R-4 auxiliary infantry, 2-V-6 heavy cavalry, 5-R-6 equites

Judea (GERMANIA units): Caesarea (1115) and Jerusalem (1116)— one 4-R-4 auxiliary infantry.

Armenia (TRAJAN units): In Artaxata: Leader Parthamisiris; Cataphract; Horse Archer; one Levy.

Egypt (ROMAN CIVIL WAR units): Alexandria, Pelusium, Memphis (5623, 5922, 5724 **ROMAN CIVIL WAR**)—Leader Cleopatra 0-R-10 (2), 5-R-20 Fleet, 5-R-4 phalanx, 5-R-4 auxiliary infantry, 10-M-4 levies, 2-V-6 heavy cavalry.

Numidia (ROMAN CIVIL WAR units): Cirta (2522 **ROMAN CIVIL WAR**)— 10-B-6 horse archers.

• **In Loyal “Recruits” box:** See “Forces” under Special Rules below; all units not set up from those available are available as Recruits.

• **Stratagem Markers:** Three in the Ready box (Roman player’s choice), remainder in the Available box; use the **TRAJAN** Roman Stratagems.

• **Roman Controlled Tribes:** All Gallic Tribes; all Hispanic Tribes; all Illyrian Tribes.

1.2. Parthians:

Core

• **Ctesiphon:** Leader Vologes (Supreme Leader); Court; Cataphract Companions, Guards.

• **In any Parthian major cities, no more than one per hex:** Horse archers *Mesopotamia, Media, Persis, Hyrcania*.

• **Core Recruiting Pool:** Leaders Parthamaspatas, Meherdotes, Sanatruces; Impeditus.

Satrapy

• **Satrapy Recruiting pool:** Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

• During initial set-up, the Parthian player places the Leader Suren on any Parthian city. He then draws at random eight satrapy units from the reinforcement pool and places four with Suren and the other four, one each on any Parthian cities, no more than one per hex.

• **Parthian Civis:** all Parthian cities.

• **Parthian-Barbarian Stratagem Markers:** none in Ready box; all in Available box; use the **TRAJAN** Parthian Stratagems.

• **Parthian-Barbarian Controlled Clients:** none.

• **Parthian-Barbarian Controlled Tribes:** none.

1.3 Barbarians

• All British, German, Dacian and Sarmatian tribes start as neutral.

• In “Recruits” box: all Hispanic, British, Gallic, Illyrian, German, Dacian and Sarmatian units.

1.4 Neutral Client forces

• **Arabs:** see 31.22(4) for definition of Arabian cities; place one client Civis unit in each of these plus the three printed Arabian [D] cities.

• **Alani:** no units in play at start.

• **Client Recruiting pool:** Alani Horse Archer.

• **Mauretania.** Place one Civis unit on Tingis (1934, **CAESAR IN GALLIA**).

2.0 VICTORY CONDITIONS

2.1 Roman

• **Triumphant:** Establish at least six colonies in at least six colonization sites that did not initially have colonies.

• **Conquering:** Control at least ten Parthian [P] cities, including at least one Parthian Provincial Capital.

• **Optimus:** Attain both Triumphant and Conquering.

2.2 Parthian-Barbarian

• **Triumphant:** Roma is not controlled by a Loyal Roman force*.

• **Conquering:** Control at least ten Roman [R] cities.

• **Optimus:** Attain both Triumphant and Conquering.

*It does not necessarily have to be controlled by a Parthian-Barbarian force, just that there is no Loyal Roman force in the city of Rome.

3.0 SPECIAL RULES:

1) Forces:

1a) **Romans:** Use all Loyal Roman units from **ROMAN CIVIL WAR** and **GALLIA** with the following exceptions:

Leaders: use only the following leaders from **ROMAN CIVIL WAR**: Caesar, Antonius, Lepidus, Calvinus, Hirtus, Cornificus, Octavian, Legate; also use Legates III, IV, V and VI from the **EXPANSION**.

Others: Romans can use a maximum of four 5-R-20 and four 5-V-20 Fleets; plus a total of four Impeditus and four Engineer units; all Civis. No Vexillationes may be used.

1b) **Clients:** use the Client units from **ROMAN CIVIL WAR**, **GALLIA**, **GERMANIA** and **TRAJAN**. Exception: do not use named Client leaders, unless otherwise noted. Clients from **ROMAN CIVIL WAR** and **TRAJAN** are set up and controlled as per their specific nationalities. However, Client forces with no leaders are controlled and recruited on an individual basis.

1c) **Parthians:** use all Parthian units from **TRAJAN**; use only Leaders indicated in initial setup or in the recruiting pool.

1d) **Barbarians:** use all German, Sarmatian and Dacian units from **GERMANIA**. Use Gallic units from **GALLIA** and British units from **GALLIA** for British and Hibernian tribes. Use Spanish and Illyrian units from the **EXPANSION** set. Exception: do not use named leaders.

1e) **Roman Rebels.** Use all Rebel Roman units from **ROMAN CIVIL WAR** (in the event units defect or otherwise rebel), with the following exceptions:

Leaders: use only the following Rebel leaders from **ROMAN CIVIL WAR**: Brutus, Longinus, Cicero, G+S Pompeius, Legate.

Others: Rebels can use a maximum of one additional engineer from the **EXPANSION** set.

1f) Do not use the “Barbarian” unit from **ROMAN CIVIL WAR**. Use the Aremnian, Arab and Alani units from **TRAJAN**.

2) **Extent of Empire (34.1).** The Roman Empire consists of Italia, Hispania, Gallia, Rhine Frontier, Sicilia, Danube Frontier, Illyricum, Thracia, Macedonia, Asia Minor, Pontus, the East, Judea, Egypt, Africa.

3) **Stratagems:** Use the **TRAJAN** Roman Stratagems for the Romans and Parthian-Barbarians. Only Parthian Leaders may play the **TRAJAN** Parthian Special Stratagems.

- 4) **Events.** Each turn, roll twice on the **EXPANSION** Random Events Table.
- 4a) **Scenario Special Event #66 is the same as Bid for the Imperial Throne**—see (6a) below for an explanation.
- 5) **Conquest of Gallia.** Ignore the Events **Barbarian Invasion** and **Barbarians Restless** for all Gallic Tribes. All Gallic tribes have a Mobilization Value of 1. Also, place only the following Gallic units in the initial Recruits pool: one chief, three heavy infantry, five levies, one auxiliary infantry, two equites cavalry.
- 6) **Roman Instability.**
- 6a) If the event **Bid for the Imperial Throne** occurs, then Loyal Roman units in the affected force are affected as follows: replace all Loyal (red) units with Rebel (purple) units from **ROMAN CIVIL WAR**. Eliminate any loyal Leaders in the stack (remember, you can not pick the stack with the Roman Supreme Leader). The Parthian-Barbarian player picks at random one Rebel Roman leader and places it with the rebelling force.
- 6b) Parthian-Barbarian player Initiated Tribute attacks against Roman forces can cause Roman units to defect, replacing them with Rebel Roman units (and changing the control marker of any Client units). If any Roman (red) unit defects as a result, then the Parthian-Barbarian places one Rebel Roman leader, picked at random, with the rebelling force.
- 6c) If the Roman Caesar leader is eliminated for any reason, the game immediately comes to an end and Victory Conditions are checked. Of course, it is all immaterial as the Roman world breaks out into a new round of civil wars.

TRAJAN SCENARIOS

TRAJAN VICTORY CONDITIONS

All **TRAJAN** scenarios use the following victory conditions. A player who attains one victory condition gains a Triumphant Victory; two levels gains a Conquering Victory; and three levels gains an Optimus Victory.

Roman—gain one level of victory for achieving each of the following:

- Control at least one Parthian regional capital (Ctesiphon, Europas-Rhagae, Hecatompylus, Ecbatana).
 - Control both Armenian cities.
 - Control at least 40 cities. (The total can include cities counted for the other two victory conditions, plus friendly cities.)
- Parthian*—gain one level of victory for achieving each of the following:
- Control at least one Roman regional capital (Antioch, Caesarea, Bostra, Mazacus, Tarsus).
 - Control both Armenian cities.
 - Control at least 20 cities. (The total can include cities counted for the other two victory conditions, plus friendly cities.)
 - Deployment: set up units in the order indicated. Romans are always the first player.

SCENARIO 1: THE ARMENIAN WAR

This was the opening stage of the war, the overrunning of the buffer state of Armenia.

1. Game Length:

Start: April, 114 AD

End: Winter I, 114 AD

2. Romans

Antioch: Leaders Trajan, Hadrian ; Legions IV Sc, VI Fe, II Tr; Vexillation Praet; Heavy Cavalry ESA, ESS; Equites Moor; Impeditus I.

Any Roman cities within four hexes of Antioch: Auxiliary infantry I Syr, II Syr, III Syr; Equites Cavalry I Syr, II Syr, III Syr; Equites A. Drom S.

Caesarea: Leader Quietus; Legion X Fr.

Any Roman cities within three hexes of Caesarea: Auxiliary infantry I Pal; II Pal; Equites Pal.

Bostra: Legion III Ga; Auxiliary infantry Ar; Equites Ar.

Mazacus and/or Tarsus: Leader Junius; Legions XVI FF, XII Fu.

Any city within four hexes of Mazacus: Auxiliary Infantry I Cap and II Cap; Equites I Cap and II Cap.

Palmyra: Horse archer Palmyra.

Any Roman controlled city: Vexillations Frum I, Frum II, Frum III; Impeditus II, Impeditus III; Light infantry Numeri; Leaders Clarus, Alexander, Severus, Santra.

Any Roman controlled coastal city: Vexillation Classici.

Off Map Forces: Legionary Vexillations I Ad, I It, III Cy, V Ma, VII Cl, XI Cl, XIII Ga, XV Ap, XXII De, XXX Ul; Auxiliary infantry Aeg, Dan; Equites Aeg, Dan.

In Recruiting Pool: Leaders Sentius, Legate; CICR, C Vol; Auxiliary infantry I Orient, II Orient; Equites I Orient, II Orient. Horse archer Syrorum.

ROMAN UNIT ABBREVIATIONS

Legions

Ad: Adiutrix ("Supportive")
 Alau: Alaudae ("Larks")
 Aug: Augusta
 CICR: Emergency Cohorts
 Classici: Marines
 CVol: Cohortes Voluntaris (Volunteer Cohorts)
 Ger: Germanica
 Clau: Claudia
 Cyr: Cyrenaica
 Dei: Deiotariana (a king of Galatia)
 Fret: Fretensis ("of the [English] Channel")
 Frum: Frumentarium (militarized police)
 Gall: Gallica
 Gem: Gemina ("Twins")
 Ger: Germanica
 Hisp: Hispania
 Mac: Macedonica
 Ital: Italica
 Parth: Parthica
 Praet: Praetorians
 Prim: Primigenia ("First Born")
 Scyth: Scythica
 Vic: Victrix ("Victorious")
 Ulpia: Ulpia Victrix (raised by Marcus Ulpius Trajan)

Auxiliaries

Aegypt: Aegyptus
 Africa: Africa
 Avol: alae voluntari
 Bosp: Bosperini (Bosphorus)
 Brit: Britannia
 CR: Civium Romanorum
 Dacia: Dacia
 Danu: Danuvius

Drom: Dromedarorum (camel corps)
 E Praet: Equites Praetorian (Guard Cavalry)
 ES: Equites Singulares (Cavalry Guard)
 ESA: Equites Singulares Augusta (Imperial Cavalry Guard)
 ESP: Equites Singulares Praetorian
 ESO: Equites Singulares Oriens
 Ger: German
 Hisp: Hispania
 Illyr: Illyria
 Mac: Macedonia
 Oriens: Orient (east)
 Prom: Promoti
 Thrac: Thracia

CITIES THEN AND NOW

Aquincum = Budapest
 Arelate = Arles
 Argentoratum = Strasbourg
 Ariminum = Rimini
 Augusta Treverorum = Trier
 Burdigala = Bordeaux
 Carthago Nova = Cartagena
 Colonia Agrippina = Cologne
 Eboracum = York
 Gades = Cadiz
 Lugdunum = Lyon
 Lutetia = Paris
 Massilia = Marseille
 Mediolanum = Milan
 Moguntiacum = Mainz
 Neapolis = Naples
 Sirmium = Belgrade
 Vindobona = Vienna

LEGION DEPLOYMENT

Players can use the following chart to create additional scenarios. The chart shows the deployment of Roman legions in the Early Empire.

Region	14AD	23AD	68AD	107AD	112AD	130AD	180AD	215AD
Hispania	3	3	2	1	1	1	1	1
Rhine Frontier	8	8	7	4	4	5	6	5
Britannia	-	-	3	3	3	3	3	3
Italia	(+1)	(+1)	(+1)	(+2)	(+2)	(+2)	(+2)	1 (+2)
Illyricum/Dalmatia	2	2	2	-	-	-	-	-
Danube Frontier	5	4	5	11	10	9	8	8
Dacia	-	-	-	2	2	4	3	2
Asia Minor	-	-	-	2	2	4	3	2
Orient	4	4	6	4	5	4	4	8
North Africa	1	2	1	1	1	1	1	1
Egypt	2	2	2	2	2	2	1	1

Notes: Parenthesized units represent Praetorian Guard units in addition to legions.

Roman Civis: all Roman cities; Egra and Thaema (Arabian cities).

Stratagem Markers: Romans receive three stratagem markers, drawn at random.

3. Parthians

Core

Ctesiphon: Leader Chosroes; Court; Cataphract Companions, Guards.

In any Parthian city other than a capital, no more than one per city: Parthamaspatas, Meherdotes, Sanatruces, Vologases.

In any Parthian City west of Ctesiphon: Horse archer *Mesopotamia*.

In any Parthian City north of Ctesiphon: Horse Archer *Media*.

In any Parthian City south of Ctesiphon: Horse archer *Persis*.

In any Parthian City east of Ctesiphon: Horse archer *Hyrkania*.

Core Recruiting Pool: Impeditus

Satrapy

Satrapy Recruiting Pool: Leaders Surenas, Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

During initial set-up, the Parthian player draws at random four satrapy units from the reinforcement pool and places one each with the leaders Parthamaspatas, Meherdotes, Sanatruces, Vologases.

Parthian Civis: all Parthian cities; the two Armenian cities; Dumaetha (Arabian).

Stratagem Markers: None

4. Client forces

Armenia (Parthian client):

In Artaxata: Cataphract; Horse Archer; Auxiliary Infantry; Leader Parthamisiris.

Arabs (Advanced Rules only): neither player's client.

Recruiting Pool: horse archers

Alani (Optional rules only): neither player's client. The Alani unit may appear as a client for either side, depending on the outcome of the Political Events Table

Recruiting Pool: horse archers

5. Special Rules

- 1) Each time a force exits the "Off-Map Forces" box, the Roman supreme leader must expend a political stratagem marker.
- 2) In addition to the standard victory conditions, each Armenian city counts as five cities for satisfying the third Roman victory condition.

SCENARIO 2:

THE MESOPOTAMIAN WAR

This scenario picks up the war as Trajan openly confronts the Parthians.

1. Game Length: Start: April, 115 AD

End: Winter I, 116AD

2. Romans

Any Roman controlled cities:

Leaders: Trajan, Quietus, Hadrian, Clarus, Alexander, Junius; Santra.

Legions: IV Sc, VI Fe, II Tr, X Fr, XVI FF, XII Fl, Legion III Ga.

Vexillations: Praet; Vex. Classici; Frum I, Frum II, Frum III.

Auxiliary Infantry: I Cap, II Cap, I Syr, II Syr, III Syr, I Pal, II Pal, Ar, Orient I

Heavy Cavalry: ESA, ESS.

Equites: Moor; I Cap, II Cap, I Syr, II Syr, III Syr, Pal, Ar, A drom S., A Drom A, Orient I.

Horse Archers: Palmyra, Syrorum.

Impeditus: I, II, III.

Light Armed: Numeri.

Any Roman controlled cities other than in Armenia:

Legionary Vexillations: I Ad, I It, III C, V M, VII Cl, XI Cl, XIII G, XV Ap, XXX Ul.

Auxiliary Infantry: Aeg, Dan.

Equites: Aeg, Dan.

In any Armenian city: leader Severus.

Anywhere on the strategic map: Leader Sentius.

Off Map Forces: Legion Vexillation XXII De.

In Recruiting pool: CICR, C Vol; Auxiliary Infantry Orient II; Equites Orient II, Leader Legate.

Roman Civis: all Roman cities; both Armenian cities; Edessa; Egra and Thaema.

Stratagem Markers: Romans receive three stratagem markers, drawn at random.

3. Parthians

Core

Ctesiphon: Leader Chosroes; Court; Cataphract Companions, Guards.

In any Parthian controlled cities: Horse Archer *Mesopotamia*; *Media*; *Persis*; *Hyrkania*.

In any Parthian cities other than a capital, no more than one per city: Parthamaspatas, Meherdotes, Sanatruces, Vologases.

Core Recruit Pool: Impeditus.

Satrapy

Satrapy Recruiting pool: Leaders Surenas, Karen, Gew, and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

During initial set up, the Parthian player draws at random eight satrapy units from the reinforcement pool and places two each with the leaders Parthamaspatas, Meherdotes, Sanatruces, Vologases.

Parthian Civis: all Parthian cities except Edessa; Dumaetha.

Stratagem Markers: Parthians receive one Stratagem marker, drawn at random.

4. Client forces

Armenia: Armenia is out of play. (Parthamisiris is considered killed. No Armenian units are deployed.)

Arabs (Advanced Rules only): neither player's client.

Recruiting pool: horse archers.

Alani (optional rules only): neither player's client. The Alani unit may appear as a client for either side, depending on the outcome of the Political Events Table.

Recruiting pool: horse archers.

5. Special Rules

- 1) Each time a force exits the "Off-Map Forces" box, the Roman supreme leader must expend a political stratagem marker.

SCENARIO 3: REVOLT

It was one thing for the Romans to conquer Mesopotamia, another thing to hold it.

1. Game Length:

Start: Winter I, 116AD

End: August, 117AD

2. Romans

Any Roman controlled cities:

Leaders: Trajan, Quietus, Hadrian, Clarus, Alexander, Junius, Santra, Sentius.

Legions: IV Sc, VI Fe, II Tr, X Fr, XVI FF, XII Fl, Legion III G.

Vexillation: Praet; I Ad, I It, III C, V M, VII Cl, XI Cl, XIII G, XV Ap, XXX Ul; Classici; Frum I, Frum II, Frum III.

Auxiliary Infantry: I Cap, II Cap, I Syr, II Syr, III Syr, I Pal, II Pal, Ar, Aeg, Dan, Orient I.

Heavy Cavalry: ESA, ESS.

Equites Cavalry: Moor; I Cap, II Cap, I Syr, II Syr, III Syr, Pal, Ar, A drom S., A Drom A., Aeg, Dan, Orient I.

Horse Archers: Palmyra, Syrorum.

Impeditus: I, II, III.

Light Armed: Numeri.

In any Armenian city: leader Severus, plus two full strength legions (any two of the 5-V-5 units from the units listed under "Any Roman controlled cities").

Off Map Forces: Legion vexillation XXII De.

In Recruiting pool: CICR, C Vol; Auxiliary Infantry Orient II; Equites Orient II, Leader Legate.

Roman Civis: all Roman cities; both Armenian cities; Egra and Thaema (Arabian); following Parthian cities: Edessa, Carrhae, Ninus, Arbela, Hatra, Ctesiphon, Seleucia, Babylon, Vologesia, Dura Europas, Thapsacus, Teredon, Charax.

Stratagem Markers: None

3. Parthians

Core

Any Parthian controlled cities: Leaders Chosroes, Parthamaspates, Sanatruces, Vologases; Cataphract Companions, Guards; Horse archers: *Mesopotamia, Persis, Media, Hyrcania.*

Core Recruit Pool: Court; Impeditus.

Satrapy

Satrapy Recruiting pool: Leaders Surenas, Karen, Gew, and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

During initial set-up, the Parthian player draws at random sixteen satrapy units from the reinforcement pool and places four each with the leaders Chosroes, Parthamaspates, Sanatruces, Vologases.

Parthian Civis: all remaining Parthian cities not controlled by the Romans; Dumaetha (Arabian city).

Stratagem Markers: Parthians receive the *Uprising* stratagem marker; in addition, they receive two other stratagem markers, drawn at random.

Eliminated: leader Meherdotes.

4. Client forces

Armenia: Armenia is out of play (Parthamisiris is considered killed. No Armenian units are deployed.)

Arabs (Advanced Rules only): neither player's client.

Recruiting Pool: horse archers.

Alani (optional rules only): neither player's client. The Alani unit may appear as a client for either side, depending on the outcome of the Political Events Table.

Reinforcement pool: Horse archers.

5. Special Rules

1) Each time a force exits the "Off-Map Forces" box, the Roman supreme leader must expend a political stratagem marker.

SCENARIO 4: HADRIAN (WHAT IF?)

This scenario assumes Hadrian, Trajan's successor, did not abandon Trajan's conquests and instead decided to hold on in the east (while at the same time trying to establish himself as emperor).

1. Game Length:

Start: Winter I, 117AD End: Winter I, 118AD

2. Initial Forces

Roman

Antioch: leader Hadrian (Roman Supreme Leader)

Any Roman controlled cities:

Leaders: Quietus, Clarus, Alexander, Junius, Severus, Sentius.

Legions: IV Sc, VI Fe, II Tr, X Fr, XVI FF, XII Fl, Legion III G; Vexillations: Praet; I Ad, I It, III C, V Ma, VII Cl, XI Cl, XIII G, XV Ap, XXX Ul; Classici; Frum I, Frum II, Frum III.

Auxiliary Infantry: I Cap, II Cap, I Syr, II Syr, III Syr, I Pal, II Pal, Ar, Aeg, Dan, Orient I.

Heavy Cavalry: ESA, ESS.

Equites Cavalry: Moor; I Cap, II Cap, I Syr, II Syr, III Syr, Pal, Ar, A drom S, A Drom A., Aeg, Dan, Orient I.

Horse archers: Palmyra, Syrorum.

Impeditus: I, II, III.

Light armed: Numeri.

Prior to initial set up, Roman rolls two dice; the total is the number of strength points from above forces placed in the Recruiting Pool (considered eliminated prior to the scenario in suppressing the revolt). This is in addition to other units that start the game in the Recruiting Pool.

Off Map Forces: Legion vexillations XXII De

In Recruiting pool: CICR, C Vol; Auxiliary Infantry Orient II; Equites Orient II, Leader Legate.

Roman Civis: all Roman cities; Harmactica; Egra, Thaema (in Arabia); following Parthian cities: Carrhae, Ninus, Arbela, Ctesiphon, Babylon, Vologesia, Dura Europas, Thapsacus, Teredon, Charax.

In addition, the Romans control both Edessa and Seleucia. Both are considered pillaged, and no civis unit is placed on either of them. The Romans must deploy at least one non-leader unit in each of those cities.

Stratagem Markers: None.

Clients: Parthamaspates is considered a Roman client. He is placed in Ctesiphon.

Eliminated: Leaders Trajan, Santra.

Roman Supreme Leader: There is no Roman supreme leader.

3. Parthians

Core

Any Parthian controlled cities: Leaders Chosroes, Sanatruces, Vologases; Court; Cataphract Companions, Guards; Horse archers: *Mesopotamia, Persis, Media, Hyrcania*.

Core Recruit Pool: Impeditus.

Satrapy

Satrapy Recruiting pool: Leaders Surenas, Karen, Gew, and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

During initial set-up, the Parthian player draws at random 12 satrapy units from the reinforcement pool and places four each with the leaders Chosroes, Sanatruces, Vologases.

Parthian Civis: all remaining Parthian cities not controlled by the Romans; Artaxata; Dumaetha (Arabian city).

Eliminated: leader Meherdotes.

Stratagem Markers: Parthians receive four stratagem markers, drawn at random.

4. Client forces

Armenia: Armenia is out of play (Parthamisir is considered killed. No Armenian units are deployed.)

Arabs (Advanced Rules only): neither player's client.

Recruiting Pool: horse archers.

Alani (optional rules only): neither player's client. The Alani unit may appear as a client for either side, depending on the outcome of the Political Events Table.

Recruiting Pool: horse archers.

Eliminated Civis: Place two civis units in the civis holding area.

5. Special Rules

1) Each time a force exits the "Off-Map Forces" box, the Roman supreme leader must expend a political stratagem marker.

SCENARIO 5: MARCH TO INDIA (WHAT IF?)

This scenario assumes Trajan did not die in August 117 and decided to duplicate Alexander the Great's campaigns, and so plunged further into the East.

1. Game Length:

Start: April, 118AD End: Winter I, 118AD

2. Initial Forces

Roman

Any Roman controlled city: Leaders Trajan, Hadrian, Quietus, Clarus, Alexander, Junius, Severus, Sentius.

Legions: IV Sc, VI Fe, II Tr, X Fr, XVI FF, XII Fl, Legion III G. Vexillation: Praet; I Ad, I It, III C, V M, VII Cl, XI Cl, XIII G, XV Ap, XXX Ul; Vex. Classic; Frum I, Frum II, Frum III.

Auxiliary Infantry: I Cap, II Cap, I Syr, II Syr, III Syr, I Pal, II Pal, Ar, Aeg, Dan, Orient I.

Heavy Cavalry: ESA, ESS.

Equites Cavalry: Moor; I Cap, II Cap, I Syr, II Syr, III Syr, Pal, Ar, A drom S., A Drom A., Aeg, Dan, Orient I

Horse archers: Palmyra, Syrorum.

Impeditus: I, II, III.

Light armed: Numeri.

Prior to initial set up, Roman rolls two dice; the total is the number of strength points from above forces placed in the Recruiting Pool (considered eliminated prior to the scenario in suppressing the Revolt). This is in addition to other units that start the game in the Recruiting Pool.

In Recruiting pool: Legion vexillations XXII De, CICR, C Vol; Auxiliary Infantry Orient II; Equites Orient II, Leader Legate.

Roman Civis: all Roman cities; Harmactica; Egra, Thaema (in Arabia); following Parthian cities: Carrhae, Ninus, Arbela, Ctesiphon, Babylon, Vologesia, Dura Europas, Thapsacus, Teredon, Charax.

In addition, the Romans control both Edessa and Seleucia. Both are considered pillaged, and no Civis unit is placed on either of them. The Romans must deploy at least one non-leader unit in each of those cities.

Stratagem Markers: Three, drawn at random.

Clients: Parthamaspates is considered a Roman client. He is placed in Ctesiphon.

Eliminated: Leader Santra.

3. Parthians

Core

Any Parthian controlled city: Leaders Chosroes, Sanatruces, Vologases; Court; Cataphract Companions, Guards; Horse archers: *Mesopotamia, Persis, Media, Hyrcania*.

Core Recruit Pool: Impeditus.

Satrapy

Satrapy Recruiting pool: Leaders Surenas, Karen, Gew and Mihran; cataphracts I through VIII and C. Drom.; horse archers I through XII; levy infantry I through IV; elephant.

During initial set-up, the Parthian player draws at random 12 satrapy units from the reinforcement pool and places four each with the leaders Chosroes, Sanatruces, Vologases.

Parthian Civis: all remaining Parthian cities not controlled by the Romans; Artaxata, Dumaetha (Arabian city).

Eliminated: leader Meherdotes.

Stratagem Markers: Parthians receive four stratagem markers, drawn at random.

4. Client forces

Armenia: Armenia is out of play. (Parthamisir is considered killed. No Armenian units are deployed.)

Arabs (Advanced Rules only): neither player's client.

Recruiting pool: horse archers.

Alani (optional rules only): neither player's client. The Alani unit may appear as a client for either side, depending on the outcome of the Political Events Table.

Recruiting pool: horse archers.

Eliminated Civis: Place two civis units in the civis holding area.

5. Special Rules

1) Each time a force exits the "Off-Map Forces" box, the Roman supreme leader must expend a political stratagem marker.

SCENARIO 6: CAMPAIGN GAME

1. Game Length: Start: either April, 114 AD or April 115 AD

End: August 117AD

2. Initial Forces:

Use either the *Armenian War* (if starting in 114AD) or *Mesopotamian War* (if starting in 115AD) initial set ups.

Victory Conditions: Use standard victory conditions.

Battle Scenario: The Crossing of the Tigris

This scenario is played out on the Battle Board. Use the Advanced Game battle system map and rules.

1. Romans

Leaders Trajan, Quietus, Sentius; 5 x "5" strength legions; 3 x "2" strength legions; Praetorian Guard; Classici legionaries; 8 x auxiliary infantry; 8 x "2" strength equites cavalry; ESA heavy cavalry; Moor equites, Palmyran horse archers, 1 x Impeditus.

2. Parthians

Core: Leaders Chosroes, Sanatruces, Vologes; Companion and Guard cataphracts; Mesopotamia, Median and Persis horse archers; Court.

Satrapy: 15 units, drawn at random.

3. Special Rules

- 1) Romans have tactical superiority.
- 2) Terrain is considered to be river.

Optional Rule: HISTORICAL CITIES

This rule may be used when playing any of the TRAJAN scenarios. A Roman leader may "explore" any major city on the map (that is, cities with the small squares in the corner, regardless of nationality). The leader must be in the city during a Stratagem Phase. Roll two dice, total the results, and then cross index them with the table below. Immediately apply the result. A leader must expend an agent marker in order to conduct an exploration. Each city may be subject to only one exploration per scenario, regardless of the outcome of results.

2: Messiah: a spiritual leader arises who challenges the orthodoxy of both Romans and Parthians. Both sides lose all their accumulated stratagem markers. This event may occur only once per game.

3: Colonia Crassorum: the Romans come across descendants of Crassus' ill-fated 1st century BC expedition. The Roman player receives a civis marker (if none is present) and a free recruit of one legionary infantry (which can be either a replacement for an eliminated unit, or a reinforcement) in the hex. He also draws a stratagem marker, picked at random. This event may occur only once per game.

4: Han Chinese Expedition: the Chinese got there first. Neither side may control the city for the remainder of the game. Remove any civis unit in the hexagon, and no new civis may ever be placed in it. Neither side's units may enter the city (although they may enter the hex), and units inside the city are now considered outside. If this event is rolled in a Roman city, treat as No Event. This event may occur only once per game.

5: No Event: nothing happens.

6: Glory: the Roman player receives one stratagem marker, picked at random.

7: Trade Route to the East: whoever controls this city receives one additional Stratagem marker per turn for the rest of the game

(drawn at random). This city counts as two major cities for the purpose of determining final victory conditions.

8: Geographic Discovery: the Romans may ignore all "scatter" results for units ending their movement within five hexes of the city for the remainder of the game.

9: Asphalt Pits: Roll one die. On a roll of 1-3, one Roman leader in the hex is killed. (Roman player's choice if there is more than one—note this does not have to be the leader who played the Agent stratagem to explore the hex.) This event may occur only once per game.

10: Earthquake: eliminate any civis unit in the hex. Roll one die for every other unit in the hex, friendly or enemy: on a roll of "1" it is eliminated; leaders are not affected.

11: Alexander's Shade: the Roman player rolls one die and receives that number of stratagem markers (drawn at random), immediately. This event may occur only once per game.

12: Uprising: The Parthian player picks at random two stratagems.

TRAJAN STRATEGY NOTES

Roman: You have two basic problems: getting to Ctesiphon, and then determining what to do once you have taken it. The most obvious approach route is to come straight through Mesopotamia following the trade routes/rivers, but it is also useful to send in a flanking force from Armenia or through the desert. Usually it is best to advance with a main army and a couple supporting forces. Keep everyone within a march of each other. You can always try something sneaky, like a thrust across Arabia, grabbing Charax and then making a river assault into the Parthian rear.

Taking Ctesiphon isn't all that difficult, inasmuch as the Parthians are divided in the early part of the campaign. But once you have taken the city, you have to decide between plunging farther into the east (in the footsteps of Alexander), or maintaining the security of your conquests. Revolts, uprisings and Parthian flanking expeditions will be major threats.

You have several advantages in the game, some of which may not be apparent. Chief of these is logistical. Your impeditus units allow you to move and fight across most of the map. Your force is better disciplined, as you generally have superior leaders, and you can determine the types of recruits you will be getting.

Parthian: If you try to contest the Romans head on, you will most likely lose the game. The Roman armies are better balanced than yours, and its leaders are superior. Instead, fall back, contest only key spots, and send forces around the Roman flanks to harass their ever-growing supply lines. Try to defeat a smaller Roman force to reduce their overall numbers before tackling their main army. While the Romans are stronger than you, they are stretched thin. You have a good chunk of Asia from which to operate; so don't be afraid to trade space for time and play the role of the guerrilla, hitting exposed Roman garrisons and then falling back into *terra incognita*.

The Leaders

Roman

Trajan: Marcus Ulpius Nerva Trajanus. Roman Emperor 98-117AD. Conquered Dacia and Arabia Petrae, and led Roman armies in the Parthian War.

Hadrian: Publius Aelius Hadrianus. Governor of Syria. Named by Trajan as successor. Emperor, 117-138AD.

Quietus: Lucius Quietus. Commander of Moorish cavalry. Later became governor of Palestine.

Alexander: Julius Alexander. Roman Praetor. Commanded Roman forces in Parthian War.

Severus: Lucius Catilius Severus. Roman governor of Armenia.

Junius: Marcus Junius. Governor of Cappadocia.

Clarus: Erucius Clarus. Roman Praetor. Commanded Roman forces.

Santra: Appius Maximus Santra. Roman governor of Mesopotamia. Killed attempting to suppress Parthian rebellion.

Sentius: Roman centurion sent as envoy by Trajan.

Legate: "Deputy." Title for a commander of a legion or special representative (in the game represents an unspecific officer).

Parthian

Chosroes: King of Parthia. Also known as Osroes.

Sanatruces: Chosroes' son, an effective general.

Meherdotes: Chosroes' brother. Killed in battle, 115AD.

Parthaspates: Chosroes' son. Led Parthian offensive against the Romans. Becomes Roman client king in 116AD.

Vologes: Also known as Vologes II. Son of Sanatruces. Contender for the throne.

Suren, Karen, Gew, Mihran: Major noble families within the Parthian kingdom.

Client

Parthamisir: Parthian Client king of Armenia. Deposed by Romans in 114AD.

ROMAN CIVIL WAR SCENARIOS

SCENARIO 1: THE DIE IS CAST

Start: Winter II, 50 BC

End: September, 48 BC

Senatorials (deploy first, move second)

Brundisium (3811): Supreme Leader Pompeius 0-I-10 (2), 2 x 5-V-5 legions, 2 x 5-V-20 fleets.

Utica (2821): 5-R-4 legion, 4-R-4 auxiliary, 5-R-20 fleet.

Thessalonika (4412), Ephesus (5114), or some combination of both: 5-V-5 legion, 2 x 5-R-4 legions, 2-V-6 equites, 4-R-4 auxiliary, 5-V-20 fleet.

Syria Off-Map Region: Leader Scipio 0-V-10 (1), 5-V-5 legion, 2 x 5-R-4 legions, 4-R-4 auxiliary, 4-R-6 equites, 2-R-6 horse archer

Hispania Off-Map Region: Leader Afranius 0-V-10 (1), 3 x 5-V-5 legions, 4 x 5-R-4 legions, 2-V-5 auxiliary, 4-R-4 auxiliary, 4-R-6 equites.

5-R-0 Senatorial Civis units: Hippo Regius (2621), Utica (2821), Thapsus (3320), Cyrene (4622), Rhodus (5217), Myra (5316), Ephesus (5114), Nicomedia (5308), Byzantium (5007), Philippolis (4607), Thessalonika (4412), Amphipolis (4510), Athenae (4814), Dyrrachium (4010), Corfinium (3409), Roma (3109), Neapolis (3310), Brundisium (3811), Tarentum (3711), Rhegium (3513), Messana (3414), Syracuse (3515), Cirta (2522).

Promotions Box: All 5-I-5 legions.

Recruits Box: All other undeployed Senatorial units, including leaders.

Stratagem Markers: None.

Res Publica Markers: Consul, Senator.

Senatorial Clients:

Thracia (no units).

Numidia: Cirta (2522)—Leader Juba 0-R-10 (1), 10-B-4 aux. inf., 10-B-6 horse archers, 10-B-3 elephants.

Caesarians (deploy second, move first)

Ariminum (3307): Supreme leader Caesar 0-I-10 (3), Curio 0-V-20 (1), 5-I-5 legion, 1-V-6 heavy-armed cavalry, Gallia Off-Map Region: Leader M. Antonius (Mark Antony) 0-I-10 (1), 5-I-5 legion, 7 x 5-V-5 legions, 5-R-4 legion, 2 x 2-V-5 auxiliary infantry, 2 x 4-R-4 aux. inf., 2 x 2-V-6 equites, 4-R-6 equites, 2 x 0-R-3 impeditus.

5-R-0 Civis units: Ariminum (3307), Mediolanum (2807), Aquileia (3105), Ravenna (3207), Salonae (3808), Pergamum (5111), Iconicum (5814).

Promotions Box: All undeployed 5-I-5 legions.

Recruits Box: All remaining undeployed Caesarian units, including leaders.

Stratagem Markers: three, selected deliberately by the Caesarian player.

Res Publica Markers: Pontifex Maximus, Tribune.

Caesarian Clients:

Asia: Pergamum (5111)—Leader Mithridates 0-R-10 (1), 10-M-4 levies, 5-R-4 auxiliary inf., 5-B-4 warband, 2-V-6 heavy cavalry, 5-R-6 equites; Iconicum (5814)—5-R-4 phalanx

Independent Clients

Pontus: Sinope (5906)—Leader Pharnaces 0-V-40 (2), 5-R-4 phalanx, 10-M-4 aux. inf., 10-M-4 levy, 5-V-6 heavy cavalry, 10-R-6 equites, 5-B-6 horse archers, 5-R-30 Fleet, 5-R-0 Civis, Panticapaeum (5803)—5-R-0 Civis.

Egypt: Alexandria (5623)—Leader Cleopatra 0-R-10 (2), 5-R-20 Fleet, 5-R-0 Civis, Pelusium (5922)—5-R-4 phalanx, 5-R-4 aux. inf., 10-M-4 levies, 2-V-6 heavy cavalry, 5-R-0 Civis, Memphis (5724)—5-R-0 Civis.

Barbarians: 20-B-4 tribal warband enters only by way of Historical Events.

Special Rules

1. **(Advanced Game Only)** Note the Senatorial side does NOT receive two additional legions for the Res Publica “Consul” marker because they are already part of the initial Senatorial forces.

2. **Theater of Operations.** Units may never move north of the Danuvius Flumen (Danube). If using the Expanded **ROMAN CIVIL WAR** (34.0), Roman units may not move east of the Rhenus Flumen (Rhine), or enter Britannia or Hibernia. Roman units may use naval units on coastal hexes of those regions, but not land (for example, a Roman fleet could sail into the Pontus Euxinus but not debark units onto Olbia). The Danuvius runs from hex 2505 to 4006, and eastward to the delta in 5103-5105. The Rhenus runs from 4110 to 4120.

3. **Octavian.** Octavian is not placed in the Caesarian “Recruits” box until the April 44 BC turn.

Caesar’s adopted son did not turn 18 until then!

SCENARIO 2: THE PHARSALUS CAMPAIGN

Start: Winter I, 49 BC

End: September, 47 BC

Senatorial (deploy first, move second)

In Thessalonika (4412), Dyrrachium (4010), or some combination of the two: Supreme Leader Pompeius 0-I-10 (2); Leaders Afranius 0-V-10 (1), Scipio 0-V-10 (1), and Ahenobarbus 0-R-10 (1); 4 x 5-V-5 legions, 8 x 5-R-4 legions, 2-V-5 aux inf., 3 x 4-R-4 aux inf., 2-V-6 equites, 3 x 4-R-6 equites, 2-R-6 horse archers, 3 x 5-V-20 fleets, 2 x 5-R-20 fleets, 0-R-3 impeditus Utica (2821): Leader “Legate” 0-R-10 (1), 5-V-5 legion, 2-V-5 aux inf., 2-V-6 equites.

Syrian Off-Map Region: 2 x 5-R-4 legions, 4-R-4 aux inf., 4-R-6 equites.

5-R-0 Senatorial Civis units: Hippo Regius (2621), Utica (2821), Thapsus (3320), Cirta (2522), Cyrene (4622), Rhodus (5217), Myra (5316), Iconium (5814), Ephesus (5114), Nicomedia (5308), Sinope (5906), Panticapaeum (5803), Byzantium (5007), Philippolis (4607), Thessalonika (4412), Amphipolis (4510), Athenae (4814), Dyrrachium (4010), Cirta (2522), Sinope (5906), Panticapaeum (5803), Sinope (5906), Panticapaeum (5803).

Promotions Box: All 5-I-5 legions.

Recruits Box: All other undeployed Senatorial units, including leaders.

Stratagem Markers: Two, selected by the Senatorial player.

Res Publica Markers: Senator.

Senatorial Clients:

Numidia: Cirta (2522)—Leader Juba 0-R-10 (1), 10-B-4 aux. inf., 28

10-B-6 horse archers, 10-B-3 elephants.

Pontus: Sinope (5906)—Leader Pharnaces 0-V-40 (2), 5-R-4 phalanx, 10-M-4 aux. inf., 10-M-4 levy, 5-V-6 heavy cavalry, 10-R-6 equites, 5-B-6 horse archers, 5-R-20 Fleet.

Caesarians (deploy second)

Brundisium (3811): Supreme Leader Caesar 0-I-10 (3); Leaders M. Antonius 0-I-10 (1), Cornificus 0-R-10 (2), Calvinus 0-V-10 (1); 3 x 5-I-5 legions, 4 x 5-V-5 legions, 4 x 5-R-4 legions, 2 x 2-V-4 aux inf., 1-V-6 heavy cavalry, 2 x 2-V-6 equites, 2 x 5-V-20 fleets, 2 x 5-R-20 fleets, 2 x 0-R-3 impeditus Roma (3109): Leader Lepidus 0-R-10 (2), 5-V-5 legion.

Gallia Off-Map Region: 5-V-5 legion, 2 x 5-R-4 legions, 4-R-4 aux inf., 4-R-6 equites.

Hispania Off-Map Region: Leader Longinus 0-V-10 (1), 5-V-5 legion, 5-R-4 legion, 4-R-6 equites, 2 x 4-R-4 aux inf.

Pergamum (5111), outside of city: Leader “Legate” 0-R-10 (1).

5-R-0 Civis units: Ariminum (3307), Mediolanum (2807), Aquileia (3105), Ravenna (3207), Corfinium (3409), Roma (3109), Neapolis (3310), Brundisium (3811), Tarentum (3711), Rhegium (3513), Messana (3414), Syracuse (3515), Saloniae (3808), Pergamum (5111), Iconicum (5814).

Eliminated leaders: Curio

Promotions Box: All undeployed 5-I-5 legions.

Recruits Box: All remaining undeployed Caesarian units, including leaders not yet eliminated.

Stratagem Markers: Three, deliberately chosen by the Caesarian player.

Res Publica Markers: Dictator, Pontifex Maximus, Tribune.

Caesarian Clients:

Asia: Pergamum (5111)—Leader Mithridates 0-R-10 (1), 10-M-4 levies, 5-R-4 auxiliary inf., 5-B-4 warband, 2-V-6 heavy cavalry, 5-R-6 equites; Iconicum (5814)—5-R-4 phalanx.

Independent Clients:

Egypt: Alexandria (5623)—Leader Cleopatra 0-R-10 (2), 5-R-20 Fleet, 5-R-0 Civis, Pelusium (5922)—5-R-4 phalanx, 5-R-4 aux. inf., 10-M-4 levies, 2-V-6 heavy cavalry, 5-R-0 Civis, Memphis (5724)—5-R-0 Civis.

Barbarians: (Advanced Game Only) 20-B-4 tribal warband enters only by way of historical events.

Special Rule (Basic Game Only):

1. Use Scenario 1, special rule 2, **Movement Restrictions**, and 3, **Octavian**.

SCENARIO 3: THE GREAT CIVIL WAR

Start: See deployment rule, below

End: September 44 BC

Setup: same as scenario 1 or 2 (players’ choice).

Deployment:

Use the initial setups and start time from scenario 1 or scenario 2.

Special Rules: use all Scenario 1 special rules.

Levels of Victory:

Triumphant Victory (lowest):

• Control the city of Rome AND at least 25 other cities on the map.

Conquering victory:

- Control the city of Rome AND at least 25 other cities on the map, AND
- Control at least TWO off-map regions (Gallia, Hispania, Syria).

Optimus Victory (highest):

- Control the city of Rome AND at least 25 other cities on the map, AND
- Control at least TWO off-map regions (Gallia, Hispania, Syria), AND
- Have at least five friendly colonies in play.

17.2 Additionally, a player must achieve his *political requirement* to win (17.6).

17.3 Optimus Victory: The instant one side gains all three conditions necessary for an optimus victory, the game ends and that player becomes the winner. EXCEPTION: If that side does not fulfill the political requirement (17.6), or currently lacks a supreme leader, the game MUST continue.

17.4 Mutual Defeat—Both sides lose if:

- neither side achieves at least a Triumph; OR
- the winning side fails to fulfill the political requirement (17.6); OR
- the winning side lacks a supreme leader at the end of play; OR
- “fratricide” occurs (17.5).

Any of those four outcomes would have caused the Roman world to come crashing down in anarchy. Contemporary Roman and Greek historians would have written polemics against both sides for having brought dishonor and ruin on the Republic. No allowance is made for peace treaties, because the only logical quid pro quo—division of the empire—would have solved nothing politically, would have led to a quick resumption of civil war.

17.5 Fratricide

If at any time the total number of Roman legions (heavy-armed infantry units with a printed combat strength of “5”) eliminated in combat during the course of play equals or exceeds 100 strength points, the game ends immediately in mutual defeat (see above). Players must keep a running account of legions lost during any type of combat. Ignore losses from supply attrition, tribute, historical events, and the Res Publica Tables.

17.6 Political Requirement

The winning side (17.1) MUST fulfill certain political conditions. Otherwise, it can not win.

Caesarian Requirement: Control at least FOUR Res Publica markers (any type).

Senatorial Requirement:

- Control at least TWO Res Publica markers; AND
- the Caesarian side may not hold more than one Res Publica marker.

See **Res Publica** (36) for more information about political activities.

The disparity between the two sides’ political requirements reflects the fact the Caesarians were trying to consolidate the power of the state under one man (guess who), while the Senatorials sought to maintain at least a semblance of power-sharing in the republic.

ROMAN CIVIL WAR MAP CLARIFICATION

Hexes 2821 and 3021 are coastal, Utica and Carthago are ports.

CAESAR IN GALLIA SCENARIOS

GENERAL RULES:

1. When playing the Basic Game, no civis units are set up in colony sites.
2. Each side deliberately selects the number of stratagem markers indicated in the setup. They are deliberately chosen (unless a player wants to do it randomly for some reason). Place “Pillaged” markers and colony civis units as indicated.
3. **Theater of Operations.** Units may not enter land hexes in Hispania (all hexes southwest of the Pirenaei Montes [Pyrenees Mountains] in Europe) or North Africa. They may use naval movement along their coasts. Only Roman units may enter the Italia region box.

4. Victory Conditions

Roman—gain one level of victory for achieving each of the following:

- Control at least seven cities on the map in Gallia and Britannia (that is, cities with a “G” or “B”; do not count colony sites).
- Have friendly civis units in at least five colony sites.*
- Barbarian side controls five or fewer tribes.

Barbarian—gain one level of victory for achieving each of the following:

- Control at least 10 tribes.
- Control at least two Roman (red) cities on the map.
- Roman side has civis units in four or fewer colony sites.*

* When playing the Basic Game, change this condition to the Romans having friendly units (instead of civis) in the designated number of colony sites.

SCENARIO 1: HELVETIA MARCHES

This scenario deals with Caesar’s initial incursion into Gallia. Responding to pleas for assistance from friendly tribes, Caesar took his army to defeat a Helvetian migration and then began the long march of conquest.

Game Length

Start: Winter II, 59 BC

End: September, 58 BC

Initial Forces

Barbarians (deploy first)

On Helvetii tribal center (4022): one “Chief,” two heavy armed infantry (3-B-4), four levy infantry (10-B-3). Use Gallic (green) units only.

Civis units: one green unit in each Gallic (G) city; and each Briton (B) city.

Controlled Tribes: Helvetii.

In Barbarian “Recruits” box: All remaining barbarian units.

Stratagem Markers: None.

Romans (deploy second)

In any one Roman (R) city in Gallia: one V-class legion.

In Italia off-map region box: leaders Caesar and Labienus; one I-class legion (5-I-5), two V-class legions (5-V-5); one Engineer (1-R-4); one Impeditus (1-R-3). Place “Imperator” marker beneath Caesar.

On Aedui tribal center (3621): one V-class light cavalry (2-V-6); one levy infantry (10-B-3). Use the tan barbarian client units.

Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725).

Controlled Tribe: Aedui.

In Roman "Recruits" box: All remaining Roman units.

Stratagem Markers: select one.

Special Victory conditions

Ignore Basic and Advanced victory conditions. Judge victory by the following standards at the end of the scenario:

- The Romans win if they control any three originally barbarian cities at the end of the scenario.
- The Barbarians win if they occupy an Aedui tribal center or an originally Roman (R) city.

SCENARIO 2:

THE INVASION OF BRITAIN

Having secured Gallia, at least temporarily, Caesar decided to press on to the ends of the known world; constructing a fleet, he sailed for Britain. There he was stalemated by stout Briton resistance. This covers Caesar's second invasion; the first was a mere "reconnaissance in force."

Game Length

Start: July, 54 BCE End: Winter I, 54 BC

Initial Forces

Romans (deploy first)

In Gesoriacum (3513): Leader Caesar, one I-class legion (5-I-5), four V-class legions (5-V-5); one V-class light cavalry (2-V-6), two V-class auxiliary infantry (2-V-5), one Engineer (1-R-4); two Fleets (5-V-20); one Impeditus (1-R-3). Place "Imperator" marker beneath Caesar.

In any Roman (R) or Roman controlled Gallic (green) cities in Gallia other than Gesoriacum: Leaders Labienus, Q Cicero, Brutus, Sabinus, Trebonius; one V-class legion (5-V-5); two R-class legions (5-R-4); two R-class auxiliary infantry (4-R-4); one V-class light cavalry (2-V-6).

Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725), and all Gallic (G) cities.

Controlled Tribes: Aedui, Aquitani, Arveni, Bituriges, Carnutes.

In Roman "Recruits" box: all remaining Roman units.

Stratagem Markers: select three.

Barbarians (deploy second)

In Londinium (3311): Leader Cassiv, four chariots (5-B-4), two heavy infantry (3-B-4), two levy infantry (10-B-3), one light cavalry (2-R-6), two auxiliary infantry (4-R-4). Use Briton (blue) units only. Place "Supreme Chief" marker beneath Cassiv.

Civis units: one green unit in each Briton (B) city.

Controlled Tribes: Brigantes, Belgae, Cornavii, Dumnoii, Iceni.

In Barbarian "Recruits" box: All remaining barbarian units except leaders Ariovtus and Galba (considered killed and out of play).

Stratagem Markers: select one.

Pillaged Tribal Centers: place "Pillaged" markers in Morini (3613); Ubii (4212, 4214); and Veneti (2816) tribal centers.

SCENARIO 3: ALESIA

This covers the great revolt under Vercingetorix. The Romans pinned him down in his fortress at Alesia, and fought off a relieving Gallic force. It was a near-run thing, but Caesar triumphed in the end.

Game Length

Start: Winter II, 53 BC End: Winter I, 52 BC

Initial Forces

Romans (deploy first)

In any Roman (R) or Gallic (G) cities in Gallia: Leaders Caesar, Labienus, Q Cicero, Brutus, Antonius, Trebonius; one I-Class legion (5-I-5), seven V-class legions (5-V-5); two R-class legions (5-R-4); two V-class light cavalry (2-V-6), two V-class auxiliary infantry (2-V-5), one R-class auxiliary infantry (4-R-4); two Engineer units (1-R-4); two Fleets (5-V-20); three Impeditus units (1-R-3). Place "Imperator" marker beneath Caesar.

Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725), all Gallic (G) cities, and Arelate colony (3625).

Controlled Tribes: none.

In Roman "Recruits" box: All other Roman units except leader Sabinus (killed and out of play).

Stratagem Markers: None.

Barbarians (deploy second)

On any Gallic tribal center(s): Leaders Vercinx, Vercass, one "Chief," four heavy infantry (3-B-4), two light cavalry (2-V-6), two auxiliary infantry (4-R-4). Use Gallic (green) units only. Place "Supreme Chief" marker beneath Vercinx.

Civis units: one green unit in each Briton (B) city.

Controlled Tribes: Arveni.

In Barbarian "Recruits" box: All remaining barbarian units except leaders Ariovtus, Galba and Ambix (considered killed and out of play).

Stratagem Markers: select three.

Pillaged Tribal Centers: Place "Pillaged" marker in Nervii (3815) tribal center.

SCENARIO 4: DE BELLO GALLICO

The entire Roman campaign in Gallia and Britannia.

Game Length

Start: Winter II, 58 BCE End: September, 51 BCE

Initial Forces

Same as Introductory Scenario 1.

Victory Conditions

Use those in the standard rules.

Unit Abbreviations

Leader names:

Ambix = Ambiorix

Ariovtus = Ariovistus

Cassiv = Cassivellaunus

Dumnix = Dumnorix

Parthamas = Parthamaspatas

Vercass = Vercassivellaunus

Vercinx = Vercingetorix

Vologes = Vologases

Roman units

Alaudae = "The Larks"

Eq. = Equites (cavalry)

Praet = Praetorian (Guard)

Counter Errata: Roman leader unit "Labienus" represents "Labienus."

GERMANIA SCENARIOS

Note: parenthesized information indicates a specific unit.

SCENARIO 1:

TEUTOBERGIENSIS SALTUS

This scenario covers the disastrous 9AD Roman campaign that saw the destruction of Varus and three Roman legions in the Teutoberg Forest.

Game Length

Start: June, 9AD

End: Winter I, 9AD

1. Initial Forces

a. Romans (deploy first, move first).

- On Colonia Germanae and/or any Cheruscii mobilization center hexes, no more than three units per hex (including leaders): Leaders Varus, Vala, three 5-V-5 legions (XVII, XVIII, XIX); one 2-V-6 heavy cavalry (ESG); three 2-V-6 light cavalry; three 4-V-5 auxiliary infantry; one 1-R-3 impeditus; one 1-R-4 engineer.
- On Mogantium, Aliso and/or any Chattii mobilization hexes, no more than three units per hex (including leaders): Leaders Asprenus, Caedicius, three 5-V-5 legions (I, II, V); three 2-V-6 light cavalry; three 4-V-5 auxiliary infantry.
- Civis units: One each in all red cities.
- Camps (advanced rules): one on Aliso.
- In the Gallia off map area: one 5-V-20 fleet unit.
- Roman Client units (place on Chattii mobilization centers): Leader Segestes, one 2-B-6 light cavalry, two 4-R-4 auxiliary infantry.
- In Roman "Recruits" box: All remaining Roman units, except leaders Germanicus, Caecina, Stertinus, Vitellius, Apronius, and Antius. These leaders may never enter play.
- In Roman "Vexillations" box (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.
- Stratagem Markers: All in Available box.
- Roman Controlled Tribes: Batavii, Chattii.

b. Barbarians

- On or adjacent to any Cheruscii tribal center: Leader Arminius; two 2-B-6 light cavalry; four 4-R-4 auxiliary infantry; four 3-B-4 heavy infantry, four 10-B-3 levy infantry.
- On or adjacent to any Marcomanni tribal center: Leader Maroboduus; one 2-B-6 light cavalry; two 4-R-4 auxiliary infantry; two 3-B-4 heavy infantry, two 10-B-3 levy infantry.
- On or adjacent to any Chattii tribal center: Leader Arpus; one 2-B-6 light cavalry; two 4-R-4 auxiliary infantry; two 3-B-4 heavy infantry, two 10-B-3 levy infantry.
- Barbarian controlled Civis: none.
- In barbarian "Recruits" box: All remaining Barbarian units.
- Stratagem Markers: two in Ready box, remainder in Available box.
- Barbarian Controlled Tribes: All except Batavii, Chatti, Scandiae, Daciae, Sarmatae.
- Barbarians may deploy in the same hexes as Romans in initial setup.

c. Neutral Tribes: Daciae, Sarmatae, Scandiae

2. Victory Conditions

Romans

- Triumphant: occupy any 10 barbarian tribal center hexes at the end of the game.
- Conquering: occupy any four of the following at the end of the game: Aliso, Colonia Germanae, Locoritum, Arae Flaviae, Felicia, Eburum.
- Optimus: fulfill both triumphant and conquering conditions.

Barbarians

- Triumphant: eliminate 15 points of Roman veteran legions (heavy infantry) during the course of the game (even if later replaced).
- Conquering: Occupy any four of the following at the end of the game: Aliso, Colonia Germanae, Locoritum, Arae Flaviae, Felicia, Eburum, Vetera, Colonia Agrippina, Mogantium, Argentoratum.
- Optimus: Fulfill both triumphant and conquering conditions.

Historical outcome: barbarian optimus.

3. Special Rules:

1) Danube Defenses. No barbarian unit may enter any hex on or south of the Danuvius (Danube) River (because of other Roman forces beyond the scope of the game).

SCENARIO 2: GERMANICUS

This scenario covers the campaigns of Germanicus Caesar (Tiberius' adopted son) to avenge the Teutoberg disaster.

Game Length

Start: April, 14AD

End: September, 16AD

1. Initial Forces

a. Romans (deploy first, move first)

- On Colonia Agrippina and/or Vetera: Leader Caecina, three 5-V-5 legions (I, V, XX); one 5-R-4 legion (XXI); three 2-V-6 light cavalry; one 2-R-6 light cavalry; three 4-V-5 auxiliary infantry; one 4-R-4 auxiliary infantry; one 1-R-3 impeditus; one 1-R-4 engineer.
- On Mogantium and/or Argentoratum: Leader Sillius, four 5-V-5 legions (II, XIII, XIV, XVI); three 2-V-6 light cavalry; one 2-R-6 light cavalry; three 4-V-5 auxiliary infantry; one 4-R-4 auxiliary infantry; one 1-R-3 impeditus; one 1-R-4 engineer.
- Civis units: One each in all red cities.
- In the Gallia off map area: leader Germanicus; one 2-V-6 heavy cavalry (ESG) two 5-V-20 fleet units.
- Roman Client units (place on Chatti mobilization centers): Leader Segestes, one 2-B-6 light cavalry, two 4-R-4 auxiliary infantry.
- Roman Controlled Tribes: Batavii, Chatti.
- In Roman "Recruits" box: All remaining Roman units, except leaders Tiberius, Varus and Vala, and Legions XVII, XVIII and XIX. These units may never enter play (these legions were destroyed in the Teutoberg campaign and never reconstituted).
- In Roman "Vexillations" box (Advanced rules): All "3" and "2" strength Roman (red) heavy infantry units.
- Stratagem Markers: All in Available box.

b. Barbarians (deploy second, move second)

- On or adjacent to any Cheruscii tribal center: Leader Arminius; one 2-B-6 light cavalry; two 4-R-4 auxiliary infantry; two 3-B-4 heavy infantry, two 10-B-3 levy infantry.
- On or adjacent to any Marcomanni tribal center: Leader

Maroboduus; one 2-B-6 light cavalry; one 4-R-4 auxiliary infantry; one 3-B-4 heavy infantry, one 10-B-3 levy infantry.

- On or adjacent to any Chatti tribal center: Leader Arpus; one 2-B-6 light cavalry; one 4-R-4 auxiliary infantry; one 3-B-4 heavy infantry, one 10-B-3 levy infantry.

- Barbarian controlled Civis: none.

- In barbarian "Recruits" box: All remaining Barbarian units.

- Stratagem Markers: All in Available box.

- Barbarian Controlled Tribes: All except Batavii, Chatti, Scandiae, Daciae, Sarmatae.

- Barbarians may deploy in the same hexes as Romans in initial setup.

- Eagles Marker: place on any Cherusci tribal mobilization hex.

c. *Neutral Tribes*: Daciae, Sarmatae, Scandiae

2. Victory Conditions

Romans

- Triumphant: have control of the eagles marker at the end of the game.

- Conquering: Control any four of the following at the end of the game: Aliso, Colonia Germanae, Locoritum, Arae Flaviae, Felicia, Eburum.

- Optimus: Fulfill both triumphant and conquering conditions.

Barbarians

- Triumphant: eliminate 15 points of Roman veteran legions (heavy infantry) during the course of the game (even if later replaced).

- Conquering: Control any eight of the following at the end of the game: Aliso, Colonia Germanae, Locoritum, Arae Flaviae, Felicia, Eburum, Vetera, Colonia Agrippina, Moganticum, Argentoratum.

- Optimus: Fulfill both triumphant and conquering conditions.

Historical outcome: Roman triumphant.

3. Special Rules:

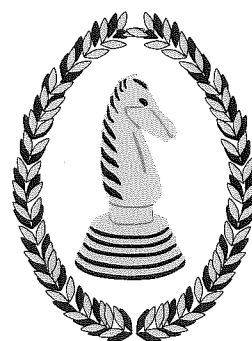
1) Do not roll for historical events on the first turn. Instead, event 22, "Dissent in the Roman Ranks," automatically occurs on Game Turn 1.

2) **Danube Defenses.** No barbarian unit may enter any hex on or south of the Danuvius (Danube) River.

3) **The Eagles.** The eagles marker represents the standards lost by Varus' legions in the Teutoburgerwald disaster.

3a) The eagles marker may not move by itself. It must always be carried by a unit (any type). The player may transfer control of the eagles marker from one unit to any other unit in the same force at any time during his movement segment. If the unit carrying the eagles is eliminated, any other friendly unit in the same hex may be given control of it. If all units in the hex are eliminated, place the eagles marker in the hex. It may be captured by any unit that enters or occupies the hex. The eagles may never be destroyed, unless lost at sea.

3b) The Barbarian player may not move the eagles marker until at least one Roman unit enters the hex containing the eagles marker.



ROMAN UNIT ABBREVIATIONS

Praet : Praetorians

Ger: Germanica

Prim: Primagera

Classici: Marines

CICR: Emergency Cohorts

CVol: Cohortes Voluntarii
(Volunteer Cohorts)

ANCIENT WARS RULES SUMMARY

Following is a summary of the ANCIENT WARS' rules. Players can use this to quickly introduce themselves to the game system, and as a handy reference for critical points. If there is a discrepancy between this summary and the game rules, the rules take precedence.

1.0 INTRODUCTION

ANCIENT WARS is a series of wargames for simulating strategic and operational conflict in the era of the Roman Republic and Empire. It includes **TRAJAN**, **ROMAN CIVIL WAR**, **CAESAR IN GALLIA** and **GERMANIA**, all published in *Strategy & Tactics* magazine. The current set provides an update and common set of rules for all games in the series, as well as units for new scenarios. The maps link together, permitting players to simulate on an increasingly larger stage and devise their own scenarios. The rules are divided into a **Basic Game** and **Advanced Game**.

BASIC GAME

2.0 COMPONENTS

1. Map

The game maps cover the Roman Empire and adjoining regions. The map is overlaid with a hexagonal grid to regulate unit placement, movement, and combat. All maps in the series are based on the one Claudius Ptolemy did of the Roman world in the 2nd Century AD. Also placed on the maps are various game charts and displays. The **TRAJAN** map includes the Battle Board (with a square grid), which players can optionally use to resolve battles. All four maps can be linked together, with rules (33.0) and (34.0) explaining changes throughout historical periods.

2. Combat Units

Combat units represent the historic forces and leaders that participated or could have participated in the original campaign, while markers are used to indicate various game actions. The numbers along the bottom of each unit are its **Combat Strength**, **Discipline Class** and **Movement Factor**. Additionally, leaders have a **Leadership Value** (upper left), an asterisk indicates this is a guard formation, and units in the **TRAJAN** set also have a **Battle Board** movement allowance (upper right—this value is given in rule 35.0 for units from other games). Certain units are backprinted with a different color; they are units that may change loyalty owing to various game actions and events.

3. Markers

Stratagem markers represent various special game actions players can take. **Res Publica** markers (**ROMAN CIVIL WAR**) represent political offices players can control. **Control** markers are used to indicate which side controls a client force. **Camps** represent major fortified establishments.

3.0 PLAYING & WINNING

The game is played in scenarios. Players attempt to gain victory conditions. There are three levels of victory: **Triumphant**, **Conquering** and **Optimus**.

4.0 SEQUENCE OF PLAY

1. Game Turns.

Each year consists of six **monthly Game Turns** and two **Winter game turns**. Each game turn consists of two **Player Turns**.

2. Sequence

(1) Events Segment

(2) First Player Turn

(2a) Stratagem segment

(2b) Recruiting segment

- **Political segment (ROMAN CIVIL WAR only)**

- **SPQR segment (GALLIA only)**

(2c) Movement segment

(2d) Tribute segment

(2e) Combat segment

(2f) Supply segment

(2g) Stratagem recovery segment

(3) Second Player Turn.

(3a) Stratagem segment

(3b) Recruiting segment

- **Political segment (ROMAN CIVIL WAR only)**

- **Tribal Council segment (GALLIA only)**

(3c) Movement segment

(3d) Tribute segment

(3e) Combat segment

(3f) Supply segment

(3g) Stratagem recovery segment

(4) Game Turn Completion

5.0 LEADERS

1. A leaders may (1) utilize a number of **Stratagem markers** (7.0) equal to his leadership value each player turn; (2) generate **tactical superiority** (11.1(1)); and (3) **substitute his discipline** class (5.42) for one other unit in his force.

2. Leaders are never affected by discipline checks or loss results in combat. They are eliminated when there is at least one enemy unit in the same hex, and there are no friendly combat units.

6.0 EVENTS

During the Events Phase, either player rolls two dice and consults the Historical (Random) Events Table for the scenario being played.

7.0 STRATAGEM MARKERS

1. **Stratagem markers** include: **Military**, **Political**, **Agent**, and **Special**. Each leader may play a number of stratagem markers equal to his leader rating during a single player turn (friendly or enemy). The Stratagem Marker Summary (Player Aid Card) provides details on the effects of Stratagems.

2. Stratagem markers are gained during scenario setup, via events, if a player's supreme leader is in play, due to city/region control, pillage and winning combats. Stratagem markers are chosen deliberately, unless otherwise stated.

3. Stratagems may be lost owing to events, defeat in combat, and elimination of a supreme leader. If a game functions require a player to lose stratagem markers, then pick the number indicated at random and place them in the expended box.

8.0 RECRUITING

Players receive additional units through **recruiting**. A Leader expends a political stratagem in an appropriate city or tribal mobilization hex and the newly recruited unit is placed with him.

9.0 STACKING

There is no limit to the number of units that may stack in a single hex or off-map region, except there never may be more than one civis unit in a single hex. Friendly and enemy forces may coexist in the same hex.

10.0 MOVEMENT

1. A moving force must roll on the **March Table**:

(1) Designate the force to be moved.

(2) Designate the type of movement it will use: **road/trade route**, **cross country**, **river**, or **naval**.

(3) Roll one die; cross-index the result on the appropriate line of the March Table and apply the result.

(4) A leader may expend one military stratagem per march attempt. This will convert results of "N" (no march) and "S" (scatter) to "M" (march). (This must be expended prior to the march die roll.)

2. One or more units in the same force may move together, using the movement allowance of the slowest unit. A moving force may drop off but not pick up units while moving.

3. A force must stop moving when it **enters** a hex containing any enemy combat units (land or naval); exception: a force using naval movement must stop **only** when it enters a hex containing an enemy fleet. A force may always leave a hex containing enemy units at the beginning of its movement, even if moving directly into a hex containing other enemy units.

11.0 COMBAT (BATTLE)

1. **Combat takes place during the combat segment, between opposing units located in the same hex.** Attacking is voluntary. All enemy units in a hex must defend as a single force. Battle is resolved on the Battle Results Table (BRT).

2. Procedure

(1) **Determine Tactical Superiority.** This will determine who “fires first” in each round of combat.

(2) **Conduct three rounds of combat** (different unit types may have their strengths changed in each round).

Round 1: Missile.

Round 2: Assault.

Round 3: Pursuit.

(3) **Determine who won the combat.**

3. **Combat Results** include: **Numerical Losses** (number of enemy combat factors lost) and **Discipline Checks** (enemy force checks on the Discipline Table).

4. A player **wins a battle** if his opponent lost at least twice as many SPs eliminated as the player did and the loss represents at least 25% of his opponent’s total strength, or if all the opponent’s surviving units are disrupted **and** at least 50% of friendly surviving units are not disrupted. The winner of the battle remains in the hex and may gain stratagem markers, depending upon the extent of the victory. The loser will retreat (unless in a city) and may lose stratagem markers.

12.0 CITIES & SIEGE COMBAT

1. Units in a city hex may be either **In City** (or **Besieged**, that is, occupying the city itself), in the **Relief Force** (in the hex but not within a friendly occupied city), or **Besieging** (an enemy force is In City and the friendly force is outside the walls). A City is **controlled** by the side that currently has a friendly unit “In City.”

2. **Civis units** represent city militia. They may not attack except during a revolt (12.6).

3. A **siege** occurs when one player has units “In City” and the other has units besieging them. A player may attack a besieged city. Defending units do not suffer numerical losses nor retreat if they lose the battle. Engineer units may be used to attempt to conduct a **Formal Siege**, resolving the attempt on the Formal Siege Table.

3. **Revolt** occurs when a civis changes sides and there are garrison units inside the city. When a revolt occurs the civis immediately attacks any garrison.

13.0 FLEETS & NAVAL MOVEMENT

1. **Transport.** Each fleet unit may transport up to 10 strength points of land units. Impeditus units count as five SPs each. Units aboard fleets are eliminated if the fleet they are aboard is eliminated. Fleets may load and unload any number of land units at a friendly-controlled port. Fleets may load and unload a total of 20 SPs of land units per friendly player turn in a non-port coast hex lacking a friendly-controlled port. Loading only occurs at the start of movement and unloading only at the end of movement. A fleet may not load or unload land units in the middle of movement

2. **Combat.** Fleets conduct combat exactly as land units. Fleets may attack and be attacked by enemy land *and* naval units on coastal hexes. Infantry units being transported by fleet units may add their combats strength to fleet combat.

14.0 CLIENT FORCES

1. In **TRAJAN** and **ROMAN CIVIL WAR**, client units have specific nationalities printed on them. In **GALLIA** and **GERMANIA**, there are generic client units. Client civis units have no nationality printed on them; their nationality is that as the city they occupy.

2. Client units may be controlled by one side or are independent (that is, neutral). Each game has specific rules for how control of clients changes (14.2). A controlled client force is treated as a friendly force in all respects, unless otherwise noted in the rules or scenarios.

3. Clients may enter play as the result of an invasion, random event, assassination or tribute stratagem.

4. Players may recruit specific nationality units only in cities of the corresponding nationality. Players may recruit generic client units on any friendly tribal mobilization center or controlled client city.

15.0 BARBARIAN TRIBES & NATIONS

1. Barbarians are divided into **nations** (same color) and **tribes** (indicated by the tribal center hexes on the map). All barbarians of the same nation use the same counters. The tribal distinction is used only for recruiting. Barbarian tribes are either barbarian controlled, Roman controlled, or neutral.

2. A player may recruit units of a barbarian tribe he controls on its mobilization center hexes. A Roman player recruits tan client barbarian units, while non-Romans recruit units of the specific nationality.

16.0 OFF MAP REGIONS

Certain games will have boxes representing off-map regions. Only Roman units may enter these regions by moving off the appropriate map edge. Opposing Roman forces (in a Civil War situation) in an off-map region may attack each other.

ADVANCED GAME

17.0 ROMAN PROMOTION

In certain games, the Roman player may recruit only “R” class units of certain types. They may be promoted to “V” class by expending a military stratagem. Additionally, certain “V” class units may be promoted to “I” class.

18.0 COLONIES

Colonization sites are treated as the other terrain in the hex. However, the Roman player may create a civis unit in a colonization site. As long as the civis is in play, the hex is treated as a city.

19.0 ROMAN CAMPS

1. Roman engineer units and “V” and “I” legions may construct camps in a hex if they do not move for the remainder of the player turn.

2. Camps may not attack. A defending force in a camp does not suffer numerical losses, and does not retreat. Camps may be destroyed if all friendly units inside are eliminated, if the garrison abandons it, or as the result of a formal siege attack.

20.0 FORCED MARCH

A player may expend a military stratagem to conduct a **Forced March**, which allows a force to move twice in one movement segment.

21.0 INTERCEPTION

A player may expend a military stratagem to conduct **Interception**, which allows a force to move in the enemy player’s movement segment against an enemy force which enters an adjacent hex.

22.0 WITHDRAWAL

A player may expend a military stratagem to conduct **Withdrawal**, which allows a force to move his units out of a hex the enemy just entered.

23.0 ATTACK FROM MARCH

A player may expend a military stratagem to conduct **Attack from March**, which allows a force to attack during his movement segment.

24.0 TRIBUTE

1. A player may expend political stratagems to conduct **Tribute**, which allows it to “attack” an enemy force or tribal center in the same hex using the Tribute Table. Tribute may cause enemy units to **desert** (be eliminated) or **defect**

(change sides).

2. In certain scenarios, the defection of a client leader may cause all units in his or her force to also defect.

25.0 COMBAT SPECIAL TACTICS

When resolving combat on the BRT, players may utilize four special tactics: **Phalanx**, **Assault**, **Skirmish** and **Maneuver**. A player may always play phalanx markers; he may play a number of assault, skirmish or maneuver chits equal to the leader rating of any one friendly leader involved in the battle, a maximum of one per round (with phalanx as the default tactic). These are played prior to rolling on the CRT. If the player rolls one of the special shaded results, apply the outcome as listed adjacent to the BRT.

26.0 SUPPLY & ATTRITION

1. During his Supply Segment, a player must check all of his forces on the map for **supply attrition**. Those which are not in automatic supply must roll on the **Supply Table**, cross indexing the type of terrain they occupy.

2. Certain units are in **automatic supply**: (1) leaders; (2) camp markers (but not units in the camps); (3) units in an off-map region; (4) units in a force with a friendly impeditus unit; (5) units inside a city with a civis or Impeditus unit, which is **not** under siege and is **not** pillaged; (6) units in a besieged coastal city are in supply unless there is an enemy fleet in the same hex.

3. The following units may trace supply to a friendly, supplied city hex: (1) two hexes via any land terrain; (2) Roman controlled units four hexes via roads/trade routes; (3) Roman controlled units 10 hexes via river; (4) non-Roman units five hexes via river. Units may not trace supply through enemy units. During winter, units may not trace supply in this manner.

27.0 PILLAGE

1. A force may pillage certain hexes at the conclusion of his Supply Segment.

2. Units in a pillaged hex use the pillaged line on the Supply Table. No type of recruiting is permitted in a pillaged hex, and no barbarian tribal units may be recruited in a hex containing or adjacent to a pillaged tribal center. Pillaging cities and tribal centers may generate stratagem marker picks.

3. A hex remains pillaged until the end of the following Winter II Turn.

28.0 INTELLIGENCE

1. A player may not examine enemy units unless: (1) a friendly unit enters or currently occupies the hex or region containing enemy units; OR, (2) a player plays an agent stratagem for Intelligence; OR (3) as a result of a successful reconnaissance (28.2); OR (4) his opponent voluntarily decides to reveal the units.

29.0 VEXILLATIONS (ROMAN BREAKDOWN UNITS)

A Roman player may break down "5" strength legions into one "3" and one "2" strength vexillation unit of the same discipline class under certain conditions.

30.0 THE LIMES

In scenarios starting in 80 AD, all Roman occupied camps, as well as to Roman occupied cities on the Rhine and Danube Rivers generate a limited **zone of control** (ZOC). An enemy force must cease movement if it enters two contiguous ZOCs in the same march. ZOCs also block tracing of supply out of and through a hex.

31.0 TRIBAL REACTION

When a force containing at least one combat unit moves on or adjacent to an unpillaged Tribal Center belonging to an independent tribe, a "Tribal Reaction Check" occurs. The enemy rolls one die. If the die roll is **equal to or less than** the tribe's mobilization value: (1) the tribe becomes controlled by the enemy player; (2) the player gaining control of the tribe recruits a number of units equal to the tribe's mobilization value.

32.0 POLITICS (ROMAN CIVIL WAR)

1. There are three **Res Publica** tables: **Optimates**, **Populares**, and **Exercitus**. During a friendly Political Segment, a player may indicate a Res Publica Table, expend a political stratagem or otherwise fulfill the prerequisite condition, roll two dice, total the outcomes, and immediately apply the results.

2. Players may receive **Res Publica Markers**, which are explained on the **ROMAN CIVIL WAR** Player Aid Card.

33.0 MULTIPLE MAP SCENARIOS

Players can link the maps together to play scenarios involving the entire Roman Empire.

34.0 GAME EXPANSION

This rule provides information on the extent of the Roman Empire and the ability of players to recruit units in various periods.

35.0 BATTLE BOARD & TACTICAL COMBAT

1. Players can transfer their units engaged in battle to the **TRAJAN** Battle Board for a more detailed tactical resolution. Each battle consists of 10 Battle Turns:

a. Attacker Battle Turn

- (1) **Command segment**
- (2) **Battle Movement segment**
- (3) **Enemy defensive fire segment**
- (4) **Friendly Combat segment**
- (5) **Rally segment**

b. Defender Battle Turn

- (1) **Command segment**
- (2) **Battle Movement segment**
- (3) **Enemy defensive fire segment**
- (4) **Friendly Combat segment**
- (5) **Rally segment**

c. End of turn

2. To conduct combat, a unit attacks an adjacent enemy unit. The attacking unit employs an applicable tactic, rolls a number of dice equal to its strength, and then applies the result. Results may be unit elimination or disruption.

3. A force panics when it loses 25% of its strength, or has 50% of its strength disrupted/eliminated, or the enemy has captured its camp (printed on the Battle Board).

SUPPLY TABLE (26.0)

Terrain	Die Roll					
	1	2	3	4	5	6
Friendly City (besieged)	S	S	S	S	F	X
Open/Woods/River(1)	S	S	S	S	F	X
Mountain	S	S	S	F	F	X
Desert/Swamp/Pillaged	S	S	F	X	X	X
Winter(2)	S	S	F	X	X	X
All-Sea	S	S	S	X	X	X
Off-Map Region	S	S	S	S	S	S

X: out of supply—owner eliminates HALF of all strength points in the hex (round UP fractions). Leaders are not affected.

S: in supply—no effect.

F: forage—if units in hex total FIVE or fewer strength points, treat as “S.” Otherwise, treat as “X.” See note (3).

- (1) River takes precedence over mountain/desert/swamp in the hex.
- (2) Winter applies to any terrain other than units in automatic supply.
- (3) If a Barbarian force is on or adjacent to a Tribal Center hex of the same nationality, then treat an “F” result as “S”. The tribal center may not be pillaged or occupied by an enemy unit.

SUPPLY (26.0)

AUTOMATIC SUPPLY LIST

If a unit is in one of the following conditions, it does not need to check for supply:

- **Leaders.**
- **Camp markers** (units in camps check supply normally).
- **City supply:** Units inside an unpillaged friendly city with a civis or impeditus unit, and no enemy besieging force. A besieged coastal city (port) is always in supply unless there is an enemy fleet in the same hex.
- **Civis:** civis units are in automatic supply, even in a besieged city. They do not count against the strength of the hex for supply checks.
- **Impeditus supply:** if an impeditus (supply unit) is in a hex, all friendly units, land or sea, are in supply (except: Impeditus does not provide supply in winter unless in a city hex). An impeditus in a fleet unit supplies all units in the hex, on sea or land.
- **Overland Supply:** units in a land hex connected by a continuous line of no more than two land hexes free of enemy units to a hex that has city supply (see above). This is increased to four hexes for Roman controlled units tracing entirely along road or trade route hexes. The hex occupied by the units tracing supply may contain enemy units; no other hex in the path may.
- **River Supply:** units in a river hex connected by a continuous line of no more than ten river hexes or Romans and Roman clients and five for non-Romans, free of enemy units, to a hex that has city supply (see above). The hex occupied by the units tracing supply may contain enemy units; no other hex in the path may.
- **Region Supply:** All friendly units in an off-map region at all times (16.0).
- Overland and river supply do not apply in winter.



Excalibre
Games

TRIBE DISPLAY

HISPANIA		ILLYRIANS		DACIANS		NUMIDIANS
ARTABRI 1	VACCAEI 1	PANNONI 3	MOESI 2	IAZYGES 3	GETAE 3	GARAMANTES 2 OR 3

TRIBE DISPLAY

NUMIDIANS

Garamantes
Barbarian controlled
Roman Controlled
Tribal Centers
Mobilization value 2
* May also appear on any north map edge of the **RO-
MAN CIVIL WAR** map east of hexrow 49xx or any
land hex on the north **TRAJAN** map.

HISPANIA

	Artabri	Vaccaei
Barbarian controlled		
Roman Controlled		
Tribal Centers	1822	2023, 2124
Mobilization value	1*	1*
* 0 after 50 AD (i.e., may not mobilize).		

ILLYRIANS

	Pannoni	Moesi
Barbarian controlled		
Roman Controlled		
Tribal Centers	3902, 3905	4207
Mobilization value	3*	2*
* 1 after 50 AD		

DACIANS

	Iazyges	Getae
Barbarian controlled		
Roman Controlled		
Tribal Centers	4202	4204, 4400, 4403, 4702
Mobilization value	3*	3*
* 2 after 150 AD.		

Notes:

Gallia. All Gallic Tribes are considered to have a Mobilization value of “1” in scenarios taking place in 1 -50 AD. They have a mobilization value of 0 from 51AD and after.

Britannia. All British Tribes south of hexrow xx06 are considered to have a Mobilization value of “1” in scenarios taking place in 100 AD and after. This does not apply to tribes in Hibernia.

Germania. In all scenarios starting in 100 AD or later, the Hermanduri, Marcomani, Quadii have their Mobilization value increased to “3”; also, the Cherusci have their mobilization value reduced to “2”.

MONTHS

April	May	June	July	August	September	WinterI	Winter II

EXPANSION GAME TURN RECORD TRACK

I	II	III	IV	V	VI	VII
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VIII	IX	X	XI	XII	XIII	XIV
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XV	XVI	XVII	XVIII	IXX	XX
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Excalibre
Games

ADVANCED GAME BATTLE BOARD RESULTS TABLE (TACTICAL BRT) (35.0)

Tactic	Unit Type	Die Roll					
		1	2	3	4	5	6
Phalanx	All	B	L	-	-	-	A
Wedge	LE, EQ, HA, HI, WB, FL	B	B/A	L	L	-	A
Quincunx	LE, AU (1)	B	D	L	-	-	A
Testudo	LE, AU (1)	B	-	-	-	-	-
Offensive Fire	AU, HA, LE (2), FL	D	D	-	-	-	M
Defensive Fire	AU, HA, FL	D	D	-	-	-	M
Charge (3)	EL, HC, CH	E	B/A	D/A	L	C	A

Tactic: The type of tactic.

Unit types: The types of units that may use this tactic. **AU** = auxiliary infantry, **CC** = camel corps, **CH** = chariots, **EL** = elephants, **EN** = Engineer, **EQ** = Equites Cavalry, **HA** = horse archers, **HC** = heavy armed cavalry, **HI** = heavy infantry (other than LE); **IM** = impeditus, **LE** = legionary infantry, **LV** = Levy infantry, **WB** = Warband, **FL**= Fleet.

Combat results:

D: Disruption. The defending unit is disrupted. Disrupted units may not conduct movement nor combat until rallied. If a unit that is disrupted receives another **D** result, there is no further effect (it remains disrupted). A disrupted unit that subsequently receives a **B** result is eliminated.

B: Break. If the defending unit is already disrupted, it is eliminated. If the defending unit is not disrupted, then it becomes disrupted.

A: Attacker Disrupted. The attacking unit is immediately disrupted. It must cease any attacks in progress.

L: Light Unit Elimination. If the defender is heavy armed (EL, HC, HI, LE), it is not affected. Any other unit type is eliminated.

E: Elimination. The defending unit is eliminated.

C: Cavalry Disordered. This result applies only if the **attacking** unit is an elephant, otherwise treat as No Effect. If the defending unit is a CC, CH, EQ, HC, HA type, it is disrupted; if already disrupted, or not a cavalry type, it is not affected.

M: Missiles Depleted. The unit may not make any more missile attacks this combat segment. It may do so normally in future combat segments.

B/A: Defender receives a **Break** result; attacker is then **Disrupted**.

D/A: Defender receives a **Disruption** result; attacker is then **Disrupted**.

“-”: No effect.

- Notes:**
- (1) Auxiliary infantry units may use this tactic only if they are Roman units in scenarios taking place in 27BC and after.
 - (2) Roman “5” SP legions may use this tactic. They fire with a strength of “1.”
 - (3) This may be used only if the combat is taking place in a clear or desert hex on the strategic map.
 - (4) Leaders and court units (TRAJAN) may not attack.

ADVANCED GAME BATTLE BOARD DISCIPLINE CHECK SUMMARY (35.0)

Result	Command Check	Rally
<i>Pre-Panic</i>		
P	Move/attack freely	Undisrupted
F	May not move	Remain disrupted
G	Berserk move/attack (to nearest enemy)	Undisrupt
<i>Post-Panic</i>		
P	Move/attack freely	Undisrupted
F	May not move	Remain disrupted
G	Disrupt	Remain disrupted



MARCH TABLE (10.0)

Die Roll	March Type			
	Road or Trade Route	Cross Country	River	Naval
1	N	N	N	N
2	M/W	M/S/W	R/W	O/W
3	M1/A	M/S/A	R/A	O/X
4	M2/F	M/A	R/F	O/A
5	M2/F	M/F	R/S	O/F
6	M2/W	M1/W	R/W	O/W

MARCH TABLE RESULTS

N: No March-force does not move at all. If leader performed command prior to movement (6.2), treat as "M."

M: March-force may move into or across any type of land terrain permitted by the type of movement selected.

M1: Enhanced March 1-same as "M," plus the force may move ONE additional land hex of any kind regardless of the type of movement selected.

M2: Enhanced March 2-same as "M1," except that it may move TWO additional hexes if ALL of its movement is along road hexes. Otherwise, treat the result as M1. (that is, if the unit is moving along trade routes, this is treated as an M1.)

R: River March-The force may move up to 10 contiguous river/lake hexes if it began in a friendly city or stacked with a friendly engineer unit. Ignore printed unit movement allowances. If an engineer unit permits the move to occur, the engineer **must** remain with force at all times.

O: Sea Movement-Fleets (and land units aboard them) may move into all-sea and coast hexes. Use the printed movement allowances of fleets to calculate the move.

/S: Scatter-If the force ends its movement in a city hex, treat as "March." Otherwise, roll one die at the end of the force's march and move ONE HEX in the indicated compass direction (1=NE, 2 SE, 3=S, 4=SW, 5=NW, 6=N). If any unit in the force would end up in prohibited terrain, roll again for the entire force. Leaders in the force may play stratagems, but only after completion of scatter. If leader performed command prior to movement (7.51), treat as "M."

/A: Attrition-after completing movement, the owner must eliminate any ONE unit (except a leader) that belonged to the force at any time during its move, including dropped-off units.

/F: Forced March Attrition (Advanced Game only): if a force is performing Forced March (20.0), treat the same as an /A result.

/W: Winter Attrition-applies only during a Winter turn. After completing movement, the owner must eliminate any ONE unit (except a leader) that belonged to the force at any time during its move, including dropped-off units.

/X: Wreckage-owner eliminates HALF the force's total fleet combat strength (round UP fractions). Figure total strength from all fleet units currently with the force **plus** those fleet units dropped off. **Ignore strength of land units aboard those fleets.** Land units (including leaders) aboard eliminated fleets are also eliminated. Survivors perform Scatter (see above) into an adjacent coast hex; reroll if scatter occurs into an all-sea hex. If no coast hex adjacent, select the nearest coast hex; opponent chooses between ties. (Do not apply this result if a fleet is moving along river hexes.)

*After the result has been obtained, a player may choose to move a force no hexes; however, if a **Scatter** result occurs, the force would still roll for scatter from the hex in which it remained.*

FORMAL SIEGE TABLE (12.53)

	Die Roll					
	1	2	3	4	5	6
Engineer	B	B	S	N	N	L
I or V Legion	B	S	N	N	N	L

Results:

B: Breach-execute a normal Battle. If any defenders survive, they must remain in the city and do not retreat. If attacking a Roman camp, the camp marker is eliminated.

L: If the besieging force has expended a military stratagem, treat this as a **B** result; otherwise, treat it as an **N**.

S: Sortie-besieging player immediately eliminates ONE of his besieging units and then performs either blockade or storm (*).

N: No Breach-perform blockade or storm(*).

(*) **Storm** is resolved like a battle with the following restrictions:

- Treat Loss result (2, 5, 10, 15) against defender inside city as ZERO (0).
- If any defenders survive, they **MUST** remain in the city and do not retreat.
- There is no pursuit round.

DISCIPLINE TABLE

Procedure: To make a discipline check, roll one die and apply the result to **all** units in a force, using the specific discipline class of each unit. Each leader in a force may, prior to the die roll, change the discipline class of one other unit in the force to its own discipline class.

Discipline Class

	Die Roll					
	1	2	3	4	5	6
Imperator	G	P	P	P	P	P
Veteran	F	G	P	P	P	P
Recruit	F	F	G	G	P	P
Mob	F	F	F	F	G	P
Barbarian	F	F	G	G	G	P

Results:

F: Fail

G: Go Berserk

P: Pass

See Combat (11.0) and Tribute (24.0) rules for explanation of results.

TRIBUTE TABLE (24.O)

The affected force makes a discipline check:

Discipline Check Result	P	G	F
Roman Leader ¹	Loyal	React	Desert?
Major Power Leader ²	Loyal	React	Desert?
Client Leader	Loyal	Defect	Defect?
Roman Civis ^{3a}	Loyal	Loyal	Defect?
Roman Civis ^{3b}	Loyal	Defect	Defect?
Non-Roman Civis	Loyal	Defect	Defect?
Roman Legion Unit ³	Loyal	Loyal	Defect?
Roman non-Legion Unit ³	Loyal	Loyal	Defect?
Client unit	Loyal	Desert?	Defect
All other units	Loyal	Desert?	Defect
Tribal Center ⁴	Loyal	React	Defect

¹Civil War scenarios only. Otherwise, Roman leaders are not affected by tribute.

²All non-Roman leaders except clients. Parthian leaders are not affected with the exception of one satrapy leader; see **Parthian Client King** (24.23).

^{3a}Applies to non-Civil War scenarios.

^{3b}Applies to Civil War scenarios only.

⁴ Tribal centers have a discipline class of "B."

Results

Loyal: No effect.

Desert: eliminate target unit. **ROMAN CIVIL WAR and other Civil War type scenarios:** when a Roman (red or purple) unit (not a client) is eliminated for any reason by tribute, the side that played the stratagem has the option to replace it with a friendly unit of exactly the same type, strength and discipline class. It must be placed in the same hex previously occupied by the eliminated unit and is now part of the force that played the tribute. If an exact match cannot be made, no replacement is received, but the enemy unit is still eliminated. If using the **EXPANSION** counters, flip the unit from Loyal to Rebel side, or vice versa. Legates may defect in this manner but not other leaders.

Defect: target unit treated as follows

- (1) **Civis:** replace the civis unit with one controlled by the player conducting the tribute action.
- (2) **Combat unit:** the unit is eliminated and replaced by a friendly unit of the same type, strength and discipline class, if available. Romans must choose from clients; barbarians from same tribe as leader playing the stratagem. If a unit is not available, no replacement unit is received.
- (3) **Client leader:** client state becomes loyal to the side performing tribute. If already loyal, the leader himself is eliminated, but all units remain loyal. See Clients (14.0) for details.
- (4) **Tribal Center:** Gain control of the tribe and perform tribal mobilization (15.6). If previously enemy-controlled, enemy side loses a number of barbarian units equal to the tribe's mobilization value on the Tribes Display (owner's choice).
- (5) **Mass Defection:** If a civis unit in a major city defects **and** survives any possible rebellion it might make against garrison units (that is, any former friendly units in the city), roll another die. That is the number of additional civis units for which the player who played the tribute may make Discipline checks. The civis units affected must be within four hexes of the major city that defected and must be of the same nationality as the major city.

(5a) Roll once for each civis, making a standard discipline check as per a tribute attack and apply the results normally. If a **Defect (?)** result occurs, use the strength of any enemy units in its own hex to determine if the defection occurs. If a mass defection causes the defection of another major city, that does not trigger another round of mass defection checks.

(5b) If Rome is the city that causes the mass defection check, roll a second die and that is the number of additional cities anywhere on the map for which the player may make additional mass defection checks, within the above restrictions. Only [R] cities are affected.

(5c) A player may counter a mass defection check for a city if he has a leader in it and expends a political stratagem. That is done after the city has been designated for the mass defection check, but before the die is rolled. Each city affected must be checked individually using a leader in its own hex.

Loyal: No effect.

React: The enemy player immediately picks a stratagem marker.

?: The result applies only if the leader playing the tribute stratagem is stacked with a friendly force that has at least twice as many strength points as the enemy force in the targeted hex.

Supreme Leaders: supreme leaders treat desert results as loyal.

Note that in defection results, units may be replaced regardless of their identification – it is their strength and type that count.

BATTLE COMBAT SUMMARY

STRATEGIC BATTLE RESULTS TABLE (BRT) (11.0)

Total

Combat

Factors

Die roll

	1	2	3	4	5	6
0	0	0	0	0	0	0
1-4	0 C	0 C	0	0	0	0 *
5-9	0 C	0 C	0	0	0 *	2 *
10-14	0 C	0 C	0 C	0	2 *	2 *
15-19	0 C	0 C	0 C	0	2 *	5 *
20-29	0 C	0 C	0 C	0 C *	5 *	5 *
30-39	0 C	0 C	0 C	5 C *	5 *	5 *
40-49	0 C	0 C	0 C	5 C *	5 *	10 *
50-74	0 C	0 C	5 C *	5 C *	5 *	10 *
75-99	0 C	5 C	5 C *	5 C *	10 *	15 *
100+	0 C	5 C	10 C *	10 C *	10 C *	15 *

COMBAT PROCEDURE

- Determine tactical superiority (player with tactical superiority "fires first" each round).
- Resolve each round:
 - Missile round: missile armed units only.
 - Assault round: all units; double strength of all heavy armed types.
 - Pursuit round: all units; double strength of all cavalry types. (If siege combat, there is no pursuit round).
- Determine battle winner:
 - Resolve retreats.
 - Winner gains stratagem markers.
 - Loser loses stratagem markers.

Loss Numbers

A numeral (2, 5, 10, or 15) indicates the minimum number of strength factors that must be lost from the affected force (owner's choice). Heavy armed units count as twice their printed strength in Assault round.

Treat the number as ZERO (0) if the affected force is inside a city or camp during Storm combat.

Result of "C" indicates the force must make a discipline check. Roll on die and cross index the number rolled with the discipline class of each unit in the force on the Discipline Table.

DISCIPLINE CHECK RESULTS KEY (for Combat Results)

P: Pass-Unit remains in good order; no effect.

F: Fail-Unit disrupted; flip over to reverse side. If already disrupted, then eliminate unit.

G: Go Berserk.

Round 1: treat as P result.

Round 2: treat as F result.

Round 3: unit eliminated.

Asterisked/shaded results are used with rule 25.0.

ADVANCED BATTLE COMBAT SUMMARY (25.0)

Tactics

A side selects ONE tactic prior to rolling on the CRT during each Battle round.

Phalanx: All units may conduct combat.

Skirmish: Only missile-armed units possessing bow symbols may conduct combat. Apply special skirmish result.

Assault: Only heavy armed-units may conduct combat. Apply special assault result.

Maneuver: Only cavalry units (all types) may conduct combat. Apply special maneuver result.

§ Fleets are considered to be heavy armed and missile-armed. They may utilize the maneuver tactic.

Advanced CRT Results

*If result is asterisked the special tactic selected by the attacker takes effect. See below, and rule (25.0).

Skirmish—opponent may select only skirmish or maneuver tactic during his upcoming round. If opponent cannot use special tactics (25.0), he may not do anything during the upcoming round.

Assault—opponent takes a five strength point loss in addition to any other losses suffered (it is inflicted even if attacking an enemy city). This additional loss cannot be reduced or changed for any reason.

Maneuver—opponent immediately makes a special discipline check in addition to any other losses or results suffered. If opponent has already made a check, then perform a second.

ADVANCED GAME BATTLE BOARD MOVEMENT RATES (35.0)

All leaders = 3

All cavalry, camel corps and chariots = 2

All infantry, elephants and engineer = 1

Impeditus, Court = 0



STRATAGEMS (7.0)

Players receive the following numbers of stratagem markers:

During the Friendly Stratagem Phase

Supreme Leader = number equal to Leader Value

Civis Control Rome = 1

Supreme Leader in Rome = 1 (in addition to above)

Civis Control of major cities (other than Rome):	0	= 0
	1-5	= 1
	6-10	= 2
	10+	= 3

Control off map regions (if in play):

Syria	= 1
Gallia + Hispania	= 1
Italia	= 2

Combat:

Win a Major Victory	= 3
Win a Minor Victory	= 1
Win a Skirmish	= 0

Pillage:

City= 1 for pillaging and pillaged players

Tribal Center= 1 for pillaged player

Players lose the following numbers of stratagem markers:

Supreme Leader eliminated	= all
Lose a Major Victory	= -3
Lose a Minor Victory	= -1
Lose a Skirmish	= 0

Additionally, players may gain and/or lose stratagems owing to scenario setup and random events.

STRATAGEM MARKER SUMMARY (7.0)

MILITARY MARKER

- **Attack from March:** expended by a leader stacked with a force during movement. This allows the force to conduct combat or tribute during movement. See (23.0). *This may not be countered.*
- **Command (March):** expended by a leader stacked with a force before the force consults the March Table. Any results of **N** (no march) and **S** (scatter) are treated as **M** (normal march). Other results are unaffected. *This may not be countered.*
- **Forced March:** Expended by a leader stacked with a force that has already made a march attempt in this player turn, prior to any other force's movement. Allows a force to move an additional times. See Advanced Rule (20.0) for details. *This may not be countered.*

• **Formal Siege Enhancement.** The attacker plays before initiating an attack using the Formal Siege Table (12.53). This allows for the special **L** result to be applied. *This may be countered by a leader in the besieged force playing a military marker, immediately after the attacker plays the formal siege enhancement. Each side may play a maximum of one formal siege and one formal siege counter per attack.*

- **Interception:** Allows a friendly force to enter a hex containing an enemy moving force during the enemy movement segment. See (21.0) for details. *This may not be countered.*
- **Leader Rises:** This is the same as **Recruit** (under political stratagems) except this does not require a pader to be played. Simply play this on any friendly unit and receive one pegate unit (if Roman), chief (for barbarian or client), or satrapy leader for Parthian. This is the only stratagem that does not require a leader to be played, and only one of these may be played per turn. Otherwise, use the rules for recruiting (8.0). *This may not be countered.*

- **Promotion** (Roman only): played during any Roman recruitment segment. The leader must be stacked with a friendly "R" or "V" class Roman unit. The leader expends the stratagem marker and replaces the unit with another of the same type and strength, but one discipline class higher ("R" to "V," "V" to "T"). *This may not be countered.*
- **Tactical Superiority:** played at the beginning of an individual battle combat. Adds "+1" to the player's tactical superiority die roll for each marker played (in addition to the leader value of one leader involved). Players secretly determine the number of these stratagems they will use and declare them simultaneously. This may be played by both the attacker and defender. *This may not be countered.*
- **Withdrawal:** Allows an enemy force to retreat before combat. See (22.0) for details. *This may not be countered.*

AGENT MARKER

- **Assassination:** Any time during the friendly player turn, the player may attempt to kill any one face up leader (including friendly and independent clients) within 10 hexes of (or in the same off-map region as) the leader playing the marker. (Count the enemy target hex but not the friendly leader's hex when calculating the range.) On a single die roll of SIX, the target is eliminated; otherwise, the assassination fails. *When played as a counter-stratagem an agent marker negates the assassination attempt prior to the dice roll.*
- **Intelligence:** By playing this marker, the player may do ONE of the following-
 (1) Examine the contents of all enemy units in one hex within 10 hexes of the leader playing the stratagem. (Count the enemy target hex but not the friendly leader's hex when calculating the range.) If the hex contains a leader or exercitus marker, the player may examine the contents of the corresponding holding area.
 (2) Select one off-map box: available stratagems, recruits, or a region. Roll one die; on a result of 1-2, examine the contents of the chosen box. On a result of 3-6, nothing is revealed and the agent marker is wasted. *When played as a counter-stratagem, the marker negates an enemy intelligence attempt.*

POLITICAL MARKER

- **Colonization:** the player may place a colony marker in a colonization site hex a leader occupies, if there is also a friendly V or I class legion and an Impeditus present, remove the legion. See (18.1) *This may not be countered.*
- **Events:** certain results on a game's events table can be immediately cancelled if the affected side expends a political marker. *This may not be countered.*
- **Heir (ROMAN CIVIL WAR):** the leader that plays a political marker becomes the new supreme leader. This action can only be taken when the leader's side currently has no supreme leader in play. Place the expended stratagem marker underneath the leader. It remains there until he is eliminated, at which time it is returned to the friendly "Expended Stratagems" box. *This may not be countered.*
- **Recruit:** bring one unit into play, according to the rules for recruiting (8.0). *This may not be countered.*
- **Res Publica (ROMAN CIVIL WAR):** For the Optimates and Populares Tables, the player must either have a Leader in the city of Rome who can play the Political marker, or have a *Senator* Res Publica marker (and a Leader located anywhere on the map). For the Exercitus Table, the player must have a Leader with a least one legion unit. See (32.2). He expends the political marker. The player rolls once on either the Optimates, Populares, or Exercitus Tables during the friendly Res Publica Segment. A player may expend as many Political markers as he wishes (or is able) to do. They are played (and the corresponding die rolls performed) one at a time. *This may not be countered.*
- **Supreme Leader:** if a player's supreme leader has been eliminated, any other named leader may be declared supreme leader (not the generic legate and chief units). This is indicated by placing the political marker on top of the unit. It remains in place for the remainder of the game, or until the

leader is killed (at which time it is returned to the Stratagems Available box). *This may not be countered.*

• **Tribute:** the leader playing this must be in the same hex or off-map region as an enemy force, independent client, or tribal mobilization center. The player designates ONE enemy/independent unit/tribal mobilization center hex to make a Discipline check, and refers to the “Discipline Check Results Key” on the Player Aid Sheet. The unit/tribe will either be unaffected, desert, or defect. If a named client leader defects, ALL client units of the same nationality defect. *When played as a counter-stratagem, a political marker negates the enemy tribute attempt prior to the dice roll being made. A leader must be located in the hex targeted for tribute in order to play the counter-stratagem.*

SPECIAL STRATAGEMS (TRAJAN)

Roman

Imperator: this may be played only if the Roman supreme leader has been eliminated. The Romans may declare the leader playing this marker the new supreme leader. The marker remains on that leader until he is eliminated, at which time it is returned to the randomizer. *This may not be countered.*

Pontifex Maximus: this may be played only by the Roman supreme leader. By playing this at the start of a battle, the Romans raise the discipline of all Roman (red) units participating in the Battle as follows: “V” becomes “I,” “R” becomes “V,” “M” becomes “R.” “B” and “I” stay the same. In Standard Game combat this lasts for one round (designated by the Roman player). In Advanced Game (Battle Board) combat, the Romans increase their discipline for any two consecutive battle turns, designated by the Roman. The Roman player may make the designation at the start of any round or battle turn, respectively. This may not be played in conjunction with the event *Pro-Roman Omens*. *This may not be countered.*

Triumph: The Stratagems are not received if the city is under siege. Also, if the Parthians retake the city, then the Romans immediately (and only once) lose a number of Stratagems equal to the value (1 to 4). The Roman supreme leader may play the Triumph stratagem marker in any Parthian capital. Once played, it is placed on the map and remains there until the Parthians retake the city, at which time it is permanently removed from the game. Depending on the capital in which it is played, the Romans will receive a certain number of extra stratagem markers per Roman Stratagem Segment for the remainder of the game as long as the triumph marker remains on that capital:

Ctesiphon: 1	Europas-Rhagae: 3
Ecabatana: 2	Hecatompylus: 4

Parthian

King of Kings: This may be played by any Parthian core (blue) leader in the same hex as the Parthian court unit, if the Parthian supreme leader has been eliminated. The playing leader becomes the new Parthian supreme leader. The marker remains on that leader until he is eliminated, at which time it is returned to the randomizer. *This may not be countered.*

Uprising: the Parthian player rolls two dice. The total is the number of Roman controlled civis units that immediately revolt. This affects only Parthian (P), Armenian (A) and Arabian (D) cities. Flip/replace the civis units to their Parthian controlled side and engage in any revolt combat that might be triggered. This may be countered by the Roman player playing a political stratagem in an affected city. There must be a Roman leader in such cities. This counters only the revolt in the affected city, not others. *This marker may be used only once per scenario; after it is played, remove it from the game.*

Trade Concession: the Parthian leader playing this must be in a Parthian controlled major city on a trade route. The hex may not be pillaged. When played, the marker is placed on the hex. This has the following affects:

- (1) The Parthian player receives two units for each recruit action he makes in that city instead of one.
- (2) The marker remains in the hex until the end of the ensuing Winter II turn, at which time it is automatically returned to the Parthian stratagem pool (and may be used again in the upcoming year).

(3) The marker is not affected by combat; however, if the city is pillaged, the marker is removed and returned to the Parthian stratagem pool.

(4) If the Romans should gain control of the city, they gain the ability to recruit two units for each recruit stratagem they play in that city for as long as the marker is in effect.

This may not be countered.

SPECIAL STRATAGEMS (CAESAR IN GALLIA)

Barbarian

Druid: The holder may “consult the auspices” at the start of any combat. Roll one die and apply the results as follows:

die roll	result
1, 2 or 3	RAISE the discipline class of all friendly units stacked with the player’s supreme leader for the upcoming battle as follows: M becomes R, R become V, V and B becomes I, I remains I.
4 or 5	no effect
6	REDUCE the discipline class of ALL friendly units stacked with the player’s supreme leader for the upcoming friendly AND enemy player turns as follows: I becomes V, V becomes R, B and R become M, M remains M.

This may not be countered.

Migration: This is played at the end of the Barbarian Movement Phase. Any barbarian leader may expend this marker in a Tribal center or city hex he occupies. (The leader can be either inside or outside the city.) Then execute the following:

- (1) Place the marker in the hex, and a “Pillaged” marker in each city or tribal center on or adjacent to the marker, regardless of who controls it.
- (2) Any land unit that moves into or adjacent to the marker’s hex must stop and move no further that segment. Fleets and units transported by fleets are not affected.
- (3) The migration marker remains on the map until the end of the immediately following “Winter II” turn.
- (4) This marker may be played only once per complete game. *This may not be countered.*

Supreme Chief: This is played at the end of the Barbarian Movement Phase. The barbarian leader who plays the marker must make a discipline check. Results are as follows—

P: place the marker beneath the leader, where it must remain until he is eliminated. The chief now becomes barbarian supreme leader.

F: return the marker to the stratagem pool, no effect.

G: leader eliminated (assassinated by rivals); return the marker to the stratagem pool.

This may not be countered.

Uprising: The supreme chief may play this during a Barbarian Recruiting Segment. He makes a discipline check using his own discipline value. Results are as follows—

P: barbarian totals the results of three dice rolls, and gains control of that number of tribes. The barbarian chooses from among independent and Roman-controlled tribes in any fashion desired, and then performs tribal mobilization (15.6). For each Roman tribe chosen, the Roman side must lose a number of barbarian client units equal to the tribe’s Mobilization Value.

F: the barbarian player loses all available stratagem markers.

G: leader eliminated (assassinated by jealous rivals).

This marker may be played only once per calendar year. *This may not be countered.*

Roman

Civilization: This is played at the end of the Roman Movement Phase. The leader playing this stratagem must be on a Tribal Center hex (the hex with the triangle) of a Roman-controlled tribe during the Roman Player Turn. The tribal center may not be pillaged. Place the civilization marker in the Roman control space opposite the tribe’s name on the Tribes Display. As long as the

marker remains there, the Romans may not lose control of the tribe for any reason. Return the Civilization marker to the Roman Stratagems Expended box at the end of the next “Winter II” turn. *This may not be countered.*

Imperator: This is played at the end of the Roman Movement Phase. Any Roman leader (except a client or legate) may play this marker. Make a discipline check. Results are as follows—

P: place the marker beneath the leader, where it must remain until he is eliminated. That leader is now Roman Supreme Leader.

F: nothing happens; return the marker to the Stratagems Expended box.

G: same as “F,” but also place the leader in the Roman Recruits box. He *has been relieved of command by the Senate.*

This may not be countered.

Pontifex Maximus: The holder may “consult the auspices” at the start of any combat. Roll one die and apply the results as follows:

die roll	result
1, 2 or 3	RAISE the discipline class of all friendly units stacked with the player’s supreme leader for the upcoming battle as follows: M becomes R, R becomes V, V and B become I, I remains I.
4 or 5	no effect
6	REDUCE the discipline class of ALL friendly units stacked with the player’s supreme leader for the upcoming friendly AND enemy player turns as follows: I becomes V, V becomes R, B and R become M, M remains M.

This may not be countered.

SPECIAL STRATAGEMS (GAME EXPANSION)

- **Triumph:** if playing with the **ROMAN CIVIL WAR** map, then use **Triumph** as follows: Whenever a Roman leader gains a major victory in battle or siege, he may pick the Triumph marker instead of one of the other stratagems. Place the Triumph marker underneath the leader’s counter. It remains with the leader until he marches in triumph in the city of Rome, or he is eliminated for any reason (at which time the marker is returned to the pool of available stratagems). A leader with the Triumph stratagem marches in triumph if the following occurs: he is in the city of Rome during a friendly Stratagem Phase. The player expends the Triumph marker, then rolls one die. The player selects a number of stratagems and places them in his available pool. If this is a Roman Empire scenario (30BC or later), there is the danger of a subordinate ruler becoming too popular: if the leader marching in triumph is **not** the supreme leader for a side, on a roll of six the player does not receive any stratagems for this marker; instead, he rolls another die and loses that number of stratagems, picked at random.

DONATIVE (STRATAGEM SPECIAL RULE)

The “donative” was a reward commanders gave to troops who won a battle, for support in a civil war, or sometimes just to keep them happy. Designate one of the **EXPANSION Stratagems** as the **Donative**. Whenever any player picks stratagem markers for winning a battle, he picks at random from the pool of available stratagems (instead of selecting them purposefully). If the **Donative** marker is picked, the player selects one of the following options:

(1) Immediately expend a political stratagem. This must be done by a leader in the same force. The player then picks two additional stratagems (at random) as the troops proclaim their support. The Donative stratagem is not returned to the pool until after the two markers are picked.

(2) Do not expend a political stratagem. Make a discipline check for all units in the winning force, other than leaders. Outcomes are as follows:

P: reliable-nothing happens.

F: grumbling-nothing happens, but the player must lose an additional Stratagem (if available).

G: desertion-unit eliminated. If this is a Civil War scenario, a Roman unit defects to the other side.

ROMAN CIVIL WAR

RES PUBLICA MARKER SUMMARY

Dictator:

- (1) The holder may roll ONCE on either the Optimates or Populares Table during the friendly Res Publica Segment, without having to expend a political stratagem marker; however, a friendly leader unit must be inside Rome before the die roll can be made.
- (2) The opponent’s tribune may NOT change any Optimates or Populares results to “No Event” (see below).
- (3) Marker lost if supreme leader eliminated.

Consul:

- (1) The instant the marker is received, the holder also gains up to TWO recruit (R) legions from the friendly recruits box, if available. They are placed on any Italian city(ies), regardless of who controls them.
- (2) Both sides must give up all consul markers at the end of the Winter II turn (that is, the end of the year). In addition, a player must remove from play a number of legions equal to the number he received when he first obtained each consul marker. The “demobilized” legions may belong to any discipline class, as long as they are full-strength 5-point legions. Place the legions back in the recruits or promotions box.

Senator:

The holder may roll ONCE on either the Optimates or Populares Table even if he has no leader in Rome, or even if Rome is not friendly-controlled. To do so, a friendly leader currently in play (anywhere on the map) must play a political stratagem marker.

Tribune:

- (1) The holder may change any one friendly OR enemy result obtained from a Res Publica Table to “No Effect” each turn. The use of the tribune is declared after the die is rolled on the table but before the result is implemented. The holder does not have to have a leader inside Rome, nor does Rome need to be friendly controlled in order to use the tribune.
- (2) EXCEPTION: the tribune is ignored if the player that used the Res Publica Table holds a “Dictator” marker.
- (3) This marker is lost if supreme leader eliminated.

Imperator:

- (1) The holder’s Supreme leader and all units accompanying him treat all enemy Tribute actions against them as “No Effect.”
- (2) The holder’s supreme leader may initiate one tribute action against an enemy force or hex per turn without having to expend a stratagem marker.

Pontifex Maximus:

- (1) At the conclusion of the September game turn, the holder may add an additional campaign turn known as “Mercedonius.” This turn is in all respects identical to all the other campaign turns, except it falls between September and “Winter I.” (*The Pontifex Maximus was in charge of the calendar, and could insert an additional month if he so chose; this was often done for political reasons to extend the tenure of friendly office holders.*)
- (2) The holder may “consult the auspices” once each friendly Res Publica Segment. (He may not do so if historical events 11-14 are in effect this turn). Roll one die and apply the results as follows:

die roll	result
1, 2 or 3	RAISE the discipline class of all friendly units stacked with the player's supreme leader for the upcoming friendly AND enemy player turns as follows: M becomes R; R become V; V becomes I; I remains I; B units remain B.
4 or 5	no effect
6	REDUCE the discipline class of ALL friendly units stacked with the player's supreme leader for the upcoming friendly AND enemy player turns as follows: I becomes V; V becomes R; B and R become M; M remains M.

RES PUBLICA TABLES

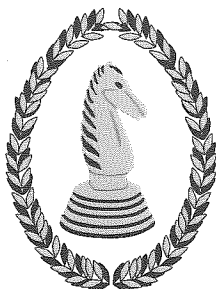
OPTIMATES

Pre-requisite:

- There is a friendly leader inside Rome who expends a political stratagem marker; OR
- The side holds a SENATOR, and has a leader located anywhere on the map who expends a political stratagem marker.

Die

Roll	Result
2-3	Receive the <i>dictator</i> marker, if available.
4	Receive the <i>pontifex maximus</i> marker, if available.
5	Receive one <i>consul</i> marker, if available. (One side may control both consul markers.)
6	<i>No Result</i> : Nothing happens.
7	Receive a <i>Senator</i> marker, if available AND if your side does not currently hold a senator. (Each side may have only one senator at a time, representing control of a Senatorial faction.)
8	<i>Levy</i> : place a veteran (V) class legion in Rome if your side controls the city, and the unit is available in your recruits boxes.
9	<i>Enemy Outmaneuvered</i> : the OPPONENT loses ONE of the following offices— <i>dictator</i> , <i>pontifex maximus</i> , <i>consul</i> . If none of those are held, treat as “No Result.”
10	<i>Political Support</i> : choose two stratagem markers (any type).
11	<i>Triumph</i> : if your side has gained at least one major victory against a purely client force in the last EIGHT game turns, choose THREE stratagem markers.
12	<i>Factional Infighting</i> : the player must do ONE of the following—lose <i>pontifex maximus</i> OR lose <i>consul</i> OR lose <i>senator</i> . If you hold none of these offices, treat as “No Result.”



Excalibre
Games

POPULARES

Pre-requisite:

- There is a friendly leader inside Rome who expends a political stratagem marker; OR
- The side holds a SENATOR, and has a leader located anywhere on the map who expends a political stratagem marker.

Die

Roll	Result
2	Receive a <i>consul</i> marker, if available. (A side may control both consul markers.)
3-5	Receive a <i>tribune</i> marker, if available AND if your side does not currently hold a Tribune. (Each side may have only one tribune at a time.)
6	<i>Panem et Circenses</i> : expend one political stratagem, OR eliminate the Rome civis unit (regardless of who controls it) if one exists.
7	<i>Land Bill</i> : The player may found a colony by placing a friendly civis unit in any colonization site hex that contains at least one friendly unit of any type (including leaders). No units are removed from play to create the colony.
8	<i>Volunteers</i> : receive TWO recruit (R) class legions in any friendly Italian cities if the units are available in the friendly recruits box.
9	<i>Factional Infighting</i> : lose ONE <i>consul</i> or ONE <i>tribune</i> marker. If you hold none of these offices, treat as “No Result.”
10-11	<i>Enemy Outmaneuvered</i> : the OPPONENT loses a <i>consul</i> OR a <i>tribune</i> marker. If none of these are held, treat as “No Result.”
12	<i>No Result</i> : Nothing happens.

EXERCITUS

Pre-requisite: the side's Supreme leader must be in the same hex as at least one friendly legion unit, and expends a political stratagem

Die

Roll	Result
2-3	Receive <i>imperator</i> marker, if available. If your side already holds an imperator, roll one die and choose the indicated number of Stratagems from the friendly “Strata gems Expended” box.
4-7	Receive <i>imperator</i> marker IF your side won a major victory in the immediately preceding TWO player turns (that is, the last friendly player turn or the last enemy player turn). Otherwise, treat as “No Result.”
8-9	<i>Donative Demanded</i> : expend one political stratagem OR face a mutiny (see #10 below)
10	<i>Mutiny</i> : lose <i>imperator</i> marker AND make a standard discipline check for all units (except leaders) in supreme leader's hex or off-map region. If no supreme leader currently exists, the OPPONENT selects the hex or region to be checked. Results are interpreted as follows: P = Effective leadership; no effect on unit F = Unreliable; unit may not move or attack this turn. G = Desertion; unit eliminated. If all units are eliminated by the discipline check, all friendly leaders are also eliminated (that is, killed by mutineers).
11	<i>Donative Demanded</i> : Same as 8-9 above.
12	<i>No Result</i> : Nothing happens.

TRAJAN DELUXE CHARTS

TRAJAN

POLITICAL EVENTS TABLE

- 11: Pro-Roman Omens:** change the discipline of all Roman units as follows for any one combat (Roman player's choice) this turn: mobs become recruits, recruits become veterans, veterans become imperator; imperator remains imperator. Barbarians not affected.
- 12: Pro-Parthian Omens:** change the discipline of all Parthian units as follows for any one combat (Parthian player's choice) this turn: mobs become recruits, recruits become veterans, veterans become imperator; imperator remains imperator. Barbarians not affected.
- 13: Senate Support:** the Roman player selects any one stratagem marker from the expended pool (his choice) and places it in his available pool.
- 14: Provincials Petition Emperor:** if the Roman supreme leader ends the Roman turn in a Roman controlled provincial capital, then the Romans receive one stratagem marker, drawn at random. If the Roman supreme leader fails to do so (or if there is no Roman supreme leader at the end of the Roman turn), Roman Anarchy (#21-23 below) goes into effect at the end of the Roman turn. (Note: this goes into effect automatically, even if the Romans have all appropriate capitals garrisoned.)
- 15: Emperor Hailed by the Troops:** the Roman supreme leader has his leader value increased by "1" this turn for all purposes. Treat this as No Event if there is no Roman supreme leader.
- 16: Dissent in the Ranks:** the Parthian player may designate any one Roman force on the map and make a discipline check, rolling one die (use the Discipline Table). Cross index the results with all Roman units in the stack (including leaders). Units that get a P result function normally; units that get an F result may not move or attack in the Roman turn; units that get a G result are eliminated.
- 21-23: Roman Anarchy:** the Parthian rolls one die. This is the number of Roman civis units that are immediately eliminated. The Parthian player may select any Roman civis units on the map for elimination. If the Romans have at least one unit (other than a leader or civis) in each capital they control (including captured Parthian capitals), treat this as No Event.
- 24-26: Parthian Anarchy:** the Romans roll one dice. This is the number of Parthian civis units that are immediately eliminated. The Roman player may select any Parthian civis units on the map for elimination. If the Parthians have at least one unit (other than a leader or civis) in each capital they control (including captured Roman capitals), treat this as No Event.
- 31-32: Parthian Civil War:** no Parthian satrap units may move or attack in the Parthian Turn. Parthian satrap leaders may not use stratagem markers this turn.
- 33-35: Satraps Rally:** if the Romans control at least one Parthian capital, the Parthian rolls one die. This is the number of Satrapy units picked at random from the Satrapy Recruiting Pool. They may be placed on any Parthian civis units. Additionally, the Parthians pick one stratagem marker at random. If the Romans control no Parthian capitals, treat as No Event.
- 36: Satraps Go Home:** the Parthian rolls one die. This is the number of Satrapy units returned to the recruiting pool. The Parthian player chooses the units and returns them to the recruiting pool. Civis units are not affected. If the Romans control one or more Parthian capitals, treat as No Event.
- 41: Anti-Roman Omens:** Change the discipline of all Roman units as follows for any one combat (Parthian player's choice) this turn: imperator becomes veterans, veterans become recruits, recruits become mobs, barbarians become mobs; mobs remain mobs.
- 42: Anti-Parthian Omens:** Change the discipline of all Parthian units as follows for any one combat (Roman player's choice) this turn: imperator becomes veterans, veterans become recruits, recruits become mobs, barbarians become mobs; mobs remain Mobs.
- 43-44: Clients Desert:** roll a die. On a 1-2 the Arabs desert; 3-4, the Alani; 5-6, the Armenians. If the Arabs or Alani desert, remove the appropriate unit from the map (returning it to the client forces pool). The unit may be recruited by either player on a subsequent turn. If the Armenians desert, immediately choose at random (via die roll) one Armenian unit and return it to the client pool (if the deserting unit is the Armenian King, all Armenian units are returned).
- 45-46: Disease:** on a roll of 1-3 the Romans are affected; on a roll of 4-5 the Parthian are affected; on a roll of 6, both the Romans and Parthians are affected: the side(s) affected by disease must immediately roll one die and eliminate that number of friendly units. Leaders are not affected.
- 51-53: Barbarian Invasion:** (ignore this event in the Basic Game): place the Alani unit on the map. On a roll of 1-3 it is Roman controlled; on a roll of 4-6 it is Parthian controlled. (This should be noted separately.) The player initially controlling the Alani rolls another die: on 1-3, he may place it on any land hex on the northern map edge; on 4-6, on the eastern edge. This may include a hex occupied by other units (and if the placement hex is occupied by other units, it may move no further this turn). If the Alani unit was eliminated in a previous invasion, it is returned to play. If the Alani are already on the map, ignore this event.
- 54-56: Roman Off-Map Revolt:** The Roman player rolls one die and multiplies it by "5;" this is the revolt number. If the revolt number is less than or equal to the total number of Roman strength points in the Roman off-map forces box (count the leader value of leaders as strength points), no off-map revolt occurs and the event is ignored. If the number is greater than the number of strength points, an off-map revolt occurs.
- Effects of off-map revolt: the Roman player may not take any off-map reinforcements; the Parthians gain one Stratagem marker at the end of each turn in which the off-map revolt is still in effect (drawn at random); subtract 10 from the number of Roman controlled cities for fulfillment of Roman victory conditions (under victory condition "c") if the revolt is still in effect at the end of the scenario.
- Duration of the off-map revolt:* the revolt remains in effect until suppressed. The revolt is suppressed at the end of the Roman Turn that the Roman player moves a number of Roman strength points into the off-map reinforcement area equal to or greater than the revolt number (count the leader value of leaders as strength points). At the end of that turn, the revolt is considered suppressed. (If this event happens again while the revolt is still in progress, do not re-roll, the revolt simply continues).
- 61-66:** No event; nothing happens.

TRAJAN DELUXE CHARTS

GERMANIA HISTORICAL EVENTS TABLE

11-12: Pro-Roman Omens. During any one battle combat of the Roman player's choice this turn, increase the discipline class of all Roman and client units and decrease the discipline class of all Barbarian units involved. For the Roman, "M" becomes "R;" "R" becomes "V;" and "V" becomes "I." Both "I" and "B" remain unchanged. For the Barbarian player, "V" becomes "R;" "R" and "B" becomes "M;" and "M" remains unchanged.

13-14: Tribal Omens. During any one battle combat of the Barbarian player's choice this turn, increase the discipline class of all Barbarian units and decrease the discipline class of all Roman and client units involved. For the Barbarian, "M" becomes "R;" "B" and "R" become "V;" and "V" becomes "I." "I" remains unchanged. For the Roman side, "I" becomes "V;" "V" becomes "R;" "R" AND "B" become "M;" and "M" remains unchanged.

15: Roman Virtus. The Roman player picks one stratagem marker at random.

16: Roman Corruption. The Roman player loses one stratagem marker at random.

21: Provincials Petition. If the Roman player has at least one friendly leader in any Roman (red) city on the map at the end of the upcoming Roman Player Turn, he picks one stratagem marker at random. If not, the Roman loses one marker at random.

22-23: Dissent in the Roman Ranks. The Barbarian player chooses any one hex containing Roman or Roman client units. Roll one die and consult the Discipline Table, cross indexing each unit's (including leaders) discipline value with the die roll result:

P: Reliable-nothing happens.

F: Unreliable-may not move or initiate any type of combat in the hex during the upcoming Roman Player Turn. Units defend normally.

G: Desertion-unit eliminated.

This event may be negated by a Roman leader in the force playing a political stratagem in the affected hex.

24-26: Dissent in Barbarian Ranks. Same as event #22, but Roman player chooses a hex containing Barbarian units and rolls on the Discipline Table. *This event may be negated by the Barbarian player playing a political stratagem in the affected hex.*

31: Barbarian Anarchy. The Roman player rolls one die and eliminates the indicated number of Barbarian controlled civis units (that is, Rebellious civis) anywhere on the map.

32: Roman Anarchy. Same as event #31, but the Barbarian side rolls the die and eliminates loyal Roman civis units anywhere on the map.

33: Extreme Weather. For the entire turn, reduce all land unit movement factors by ONE (-1). No naval movement allowed. No unit is doubled in strength for combat.

34: Disease. One die is rolled. Result: 1-2= Romans and friendly clients affected; 3-4= Barbarians affected; 5-6=both sides affected (Romans affected first on "5," Barbarians affected first on "6.") An affected player rolls one die and eliminates that number of friendly units.

35: Gallic Revolt. Romans may not recruit on Roman (red) cities this turn.

36: Emperor concerned about potential rivals. The Roman player may not receive any stratagem markers for any reason this turn. He may retain markers already in his possession.

41: Emperor sends reinforcements. The Roman player rolls one die. He immediately receives that number of units from the Roman recruit box, placed in one group in the Gallia box and may include leaders. Units may be of any discipline class. *This event may happen only once per game.*

42-45: Emperor sends relief force. This applies only if at least one Roman (red) city is currently occupied by a Barbarian unit or a rebel civis. The Roman player rolls one die. He immediately receives that number of units from the Roman recruit box, placed in one group in Gallia. Units may be of any discipline class. This event may happen only once per game. *This event may occur only once per calendar year.*

46: Barbarians Go Home. The Roman player designates any one Barbarian controlled tribe. That tribe immediately returns to neutral status.

51: Roman Clients Go Home. The Barbarian player designates any one Roman controlled tribe. That tribe immediately returns to neutral status.

52: No Event: Nothing happens.

53: Barbarians Restless (1) Check each neutral barbarian tribe. If there are any **Barbarian** units on or adjacent to any of their mobilization hexes, and they are of a different nationality than the tribe, that tribe immediately comes under the Roman player's control. The Roman player immediately receives one client unit for each such tribe in or adjacent to each tribal center. This does not apply to pillaged centers. *The Barbarian player may negate the die roll for each tribe affected on a one-for-one basis by expending a political stratagem. The leader expending the stratagem must be in or adjacent to at least one tribal center of the affected tribe.*

54-56: Barbarians Restless (2). Check each Neutral barbarian tribe. If there are any **Roman** units on or adjacent to any of their mobilization hexes, then that tribe immediately comes under the Barbarian player's control. The Barbarian player may immediately conduct tribal mobilization for each such tribe. This does not apply to pillaged centers. *The Roman player may negate the die roll for each tribe affected on a one-for-one basis by expending a political stratagem. The leader expending the stratagem must be in or adjacent to at least one tribal center of the affected tribe.*

61-66: No Event.

TRAJAN DELUXE CHARTS

ROMAN CIVIL WAR

HISTORICAL EVENTS TABLE

11-12: Pro-Caesarian Omens—Raise the discipline class of all Caesarian units involved in any ONE combat this game turn, either offensively or defensively. M becomes R; R becomes V; V becomes I. Barbarian (B) and Imperator (I) units do not change. The decision must be made PRIOR to the beginning of battle rounds. This may not be implemented for a force which is affected by the *Pontifex Maximus* consulting the auspices (see Res Publica markers).

13-14: Pro-Senatorial Omens—Same as *Pro-Caesarian Omens*, but applies to Senatorial units.

15: Virtus—BOTH sides pick one stratagem marker.

16: Corruption—BOTH sides lose one stratagem marker.

21-22: Citizens Demand Reforms—The player who controls Rome when this event is rolled must immediately expend one political stratagem. If he cannot or will not do so, he rolls one die. The OPPONENT then removes from the map the indicated number of civis units in any Roman cities (not colonies) located in Italia (that is, the peninsula south of the Padus River) regardless of who controls them.

23-24: Provincials Demand Justice—Same as 21-22, but it is the player who does NOT control Rome who must expend one political stratagem or roll the die to see how many Roman cities outside of Italia lose civis units.

25-26: Corn Supply—If the player who controls Rome does not control at least ONE of the following major grain shipment port cities—Massana, Utica, Alexandria—eliminate the civis unit in Rome if one is present, and the player loses one stratagem marker (owner's choice).

31: Populares Rally—Caesarian player either (1) draws one Leader at random from the recruits box, OR (2) receives three Stratagems picked at random, OR (3) rolls once on the Populares Table "for free" (no political stratagem marker needed).

32: Optimates Rally—Senatorial player either (1) draw one leader at random from the recruits box, OR (2) receives three stratagems, picked at random, OR (3) roll once on the Optimates Table "for free" (no political stratagem marker needed).

33: Dissent in the Caesarian Ranks—The Senatorial player designates any one Caesarian occupied hex or off-map region for a discipline check. Results are interpreted as follows:

P = Effective Leadership; no effect on unit.

F = Unreliable; unit in the hex may not move or attack this turn (place beneath a spare counter).

G = Defection: units switch side. Generic clients and client leaders come under the control of the Senatorial player along with all their forces; otherwise, client units belonging to a specific nationality are eliminated.

If all units in a hex/region defect/are eliminated by the discipline check, all friendly leaders are also eliminated (that is, killed by mutineers). This event may be negated by the Caesarian player expending a political stratagem marker before the discipline check is made. This requires a leader in the designated hex.

34: Dissent in the Senatorial Ranks—Same as 33, but the Caesarian player chooses the hex and the Senatorial player is affected instead.

35: Conspiracy—One player (chosen at random) rolls the die:

1, 2, 3 = Caesarians eliminate any one Senatorial leader currently in play.

4, 5, 6 = Senatorials eliminate any one Caesarian leader currently in play.

Leaders accompanied by a guard unit may NOT be eliminated in this fashion. A player may also negate the elimination by playing an agent marker. The marker is expended, and the selected leader remains in play.

36: Disease—One player rolls a die. On a result of 1 or 2, the Caesarians are struck; on 3-4, the Senatorials are hit; on 5-6 BOTH sides are affected. Roll one die and remove a number of friendly units equal to the die roll. If both players are affected, roll another die to see who eliminates units first. Leaders are NEVER affected by disease.

41: Caesarian Anarchy—Senatorial player rolls one die and eliminates the indicated number of Caesarian civis units located anywhere on the map. Civis units garrisoned by Caesarian units are unaffected, even if the Senatorial player cannot remove enough other civis units to satisfy the die roll.

42: Senatorial Anarchy—Same as 41, but the Caesarian player rolls the die and seeks to eliminate isolated Senatorial Civis units.

43: Tax Farmers in Arrears—From now until the end of the Winter II turn of the current year, neither player receives stratagem markers for controlling major cities or off-map regions (7.21(4)).

44: Troops Refuse to Fight Fellow Citizens—Neither player may conduct combat against forces containing any Roman units for this entire game turn. Attacks by or against forces containing only client or non-Roman units are permitted. Players may conduct tribute normally and employ stratagem markers for all purposes.

45: Miles Gloriosus—Double the number of stratagem markers gained for winning victories in combat by either side during the current game turn. A major victory gains SIX stratagems; a minor victory nets TWO. Stratagems surrendered by the loser remain the same (3 and 1, respectively).

46: Colonization—If a side currently controls at least FIVE colonies anywhere on the map, it immediately chooses one stratagem marker. Otherwise, that side must LOSE one stratagem (owner's choice).

51: Pirates—Corn Supply event (25-26) comes into effect UNLESS at least one side has at least THREE fleet units in play anywhere on the map. In that case, treat as "No Event." A side with three or more fleets chooses a new stratagem marker (public acclaim for defeating pirates). If both sides qualify, they may both select a new stratagem.

52: Barbarian Invasion—One player rolls a die; on 1, 2, 3 the Caesarians gain control of the "Barbarian" client unit. On a 4, 5, 6, the Senatorials control it. If the barbarian unit is already in play, it remains where it is and simply switches sides. If it is not currently in play, the controlling side places the barbarian unit on any hex containing the Danuvius (Danube) River. (The Danube runs from hex 2505 to 4006, and eastward to the delta in 5103-5105.) If using the GALLIA game extensions, then the unit may also be placed on the Rhenus (Rhine) (which runs from 4110 to 4120). The hex may contain Roman or client units. Place an "S" (Senatorial) or "C" (Caesarian) marker on top of the unit to indicate ownership. If the placement hex is occupied by any other units, the barbarian unit may NOT move at all during the controlling player's Movement Segment; otherwise it moves normally.

53: Caesarian Client—The Caesarian player may select any one client nation on the map. (The barbarian unit may NOT be chosen.) If the client nation is currently Independent, it becomes Caesarian; replace the client civis markers with Caesarian civis markers. If any city of that client nation is currently Roman-controlled, it switches back to Independence. Remove all Roman civis units (Caesarian and Senatorial) and replace them with client civis units. Resolve any revolt

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combat these changes may cause, even if it is directed against friendly Caesarian garrison units. If all Roman units are eliminated or retreat from all the client nation's cities, then all the client nation's units (including those in the client forces box) move back in their original deployment as specified in the scenario instructions. Otherwise, all client combat units (EXCEPT civis units) are eliminated and placed in the client forces box.

54: Senatorial Client—Same as 53, but it is the Senatorial player who selects the client.

55: Eastern War—(1) If one side has units worth at least 20 combat strength points in the Syrian holding area, it may choose a stratagem marker from the friendly "Stratagems Expended" box for achieving a glorious victory in the east. (If both sides qualify, each can choose a marker.) If the total of all Roman forces (Senatorial and Caesarian) is LESS than 20, BOTH sides must give up a stratagem marker (owner's choice) because of serious reverses in the east. (2) If using the **TRAJAN** game extensions map, the Parthians enter the war; see rule (33.2).

56: Lax Discipline—One player rolls a die. On a result of 1, 2, 3 the Senatorial side selects a Caesarian legion anywhere on the map or in an off-map region, and replaces it with a legion of the same strength except that its discipline class is one level LOWER (I to V, or V to R). No other unit type can be selected. If a proper replacement is not available in the Caesarian Recruits box, treat as "No Event." On a die roll of 4, 5, 6 the Caesarian side performs the same steps for a Senatorial legion.

61: Gallic Uprising—Possible revolt in Gallia off-map region; see below for details.

62: Hispanic Uprising—Possible revolt in Hispania off-map region; see below for details.

63: Syrian Uprising—Possible revolt in Syria off-map region; see below for details.

64-65: Barbarians Restless—Possible revolt in each tribal center hex containing any Roman units; see below for details.

66: Defection—Roll one die. On a 1-3 the Loyal player indicates any one Rebel civis on the map. Replace it with a Loyal civis. On a 4-6 the Rebel player indicates any one Loyal civis on the map. Replace it with a Rebel civis. This defection may be negated by the enemy player having a leader in the city and playing a political stratagem.



Revolt

- (1) When events 61-65 are received, roll one die and multiply the result by FIVE; the result is the **Revolt Number**. (Players should record that number.)
- (2) If this is event 61, 62 or 63, and the revolt number is GREATER THAN the total number of Roman strength points in the indicated region box, an off-map revolt occurs.
- (3) If the *Barbarians Restless* event (64-65) is received, calculate a revolt number for EACH individual tribe. If the hex's revolt number is GREATER THAN the total number of Roman strength points in or adjacent to all tribal center hexes of that tribe, a revolt occurs. A revolt eliminates all Roman units in the affected tribal center.
- (4) If the revolt number is the same or less than the total Roman strength in a region or all mobilization hexes of a tribe, there is no effect. Be sure to combine all Caesarian and Senatorial points into a single total when evaluating the revolt number.

Effects: neither player may control a revolting off-map region or recruit any units there as long as the revolt is in effect. There are no special effects beyond Roman unit elimination for barbarian restless.

Suppression: An off-map revolt remains in effect until suppressed. (Barbarian tribal centers do not continue to revolt, and do not require suppression.) A revolt is suppressed at the end of any game turn the total number of Roman (combined Caesarian and Senatorial) strength points in the region equals or exceeds the recorded revolt number. If a revolt event for a region is received while an off-map revolt is still in progress there, treat as "No Event." Ignore this event if all maps are in play.

§ This means that players will find it useful to cooperate in suppressing revolts.

SEQUENCE OF PLAY SUMMARY [4.0]

- (1) **Events Segment** (6.0)
- (2) **First Player Turn**
 - (2a) **Stratagem segment** (7.0)
 - (2b) **Recruiting segment** (8.0)
 - **Political segment (ROMAN CIVIL WAR)** (32.0)
 - **SPQR segment (CAESAR IN GALLIA)** (8.24)
 - (2c) **Movement segment** (10.0)
 - (2d) **Tribute segment** (24.0)
 - (2e) **Combat segment** (11.0) & (12.5)
 - (2f) **Supply segment** (26.0)
 - (2g) **Stratagem recovery segment** (7.12)
- (3) **Second Player Turn**
 - (3a) **Stratagem segment** (7.0)
 - (3b) **Recruiting segment** (8.0)
 - **Political segment (ROMAN CIVIL WAR)** (32.0)
 - **Tribal Council segment (CAESAR IN GALLIA only)** (8.24)
 - (3c) **Movement segment** (10.0)
 - (3d) **Tribute segment** (24.0)
 - (3e) **Combat segment** (11.0) & (12.5)
 - (3f) **Supply segment** (26.0)
 - (3g) **Stratagem recovery segment** (7.12)
- (4) **Game Turn Completion**

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GALLIA EVENTS

11-12: Pro-Roman Omens. During any one battle combat of the Roman player's choice, increase the discipline class of all Roman and client units and decrease the discipline class of all Barbarian units involved. For the Roman, "M" becomes "R;" "R" becomes "V;" and "V" becomes "I." Both "I" and "B" remain unchanged. For the Barbarian side, "V" becomes "R;" "R" AND "B" become "M;" and "M" remains unchanged.

This event may be negated by the play of a Barbarian Druid special marker, in which case the Druid marker itself does not change discipline classes.

13-14: Tribal Omens. During any one battle combat of the Barbarian player's choice, increase the discipline class of all barbarian units and decrease the discipline class of all Roman and client units involved. For the Barbarian, "M" becomes "R;" "B" AND "R" become "V;" and "V" becomes "I." "I" remains unchanged. For the Roman side, "I" becomes "V;" "V" becomes "R;" "R" AND "B" become "M;" and "M" remains unchanged.

This event may be negated by the play of a pontifex maximus special marker, in which case Pontifex Maximus marker itself does not change discipline classes.

15: Roman Virtus. The Roman player picks one stratagem marker at random.

16: Roman Corruption. The Roman player loses one stratagem marker at random.

21: Provincials Petition. If the Roman player has at least one friendly leader in any Roman (red) city on the map at the end of the upcoming Roman Player Turn, pick one stratagem marker at random. If not, the Roman loses two stratagem markers at random.

22: Dissent in the Roman Ranks. The Barbarian player chooses any one hex (not off-map region) containing Roman or friendly client units. Roll one die and consult the Discipline Table, cross indexing each unit's discipline value with the die roll result:

P: Reliable—nothing happens.

F: Unreliable—may not move, and no Roman or friendly client units may initiate any type of combat in the hex during the upcoming Roman Player Turn. They defend normally.

G: Desertion—unit eliminated.

This event may be negated by the Roman side playing a Political stratagem.

23: Dissent in Barbarian Ranks. Same as event #22, but Roman player chooses a hex containing barbarian units and rolls on the Discipline Table. *This event may be negated by the Barbarian player playing a political stratagem.*

24: Tribe Goes Home. The barbarian player loses control of one friendly tribe, which becomes independent. To determine the tribe, the Barbarian and Roman players each choose one Barbarian-controlled tribe. Then the Barbarian rolls a die: 1-3= Barbarian choice becomes independent; 4-6= Roman choice becomes independent. *This event may be negated by the Barbarian player playing a political stratagem.*

25: Roman Allies Go Home. Same as event #24, but the Roman player loses control of one friendly tribe. *This event may be negated by the Roman side playing a political stratagem.*

26: Barbarian Anarchy. The Roman player rolls one die and eliminates the indicated number of Barbarian civis units anywhere on the map; however, the presence of any non-civis units (including leaders) inside a city will keep the civis from elimination.

31: Roman Anarchy. Same as event #26, but the Barbarian player rolls the die and eliminates Roman civis units anywhere on the map.

32: Extreme Weather. For the entire turn, reduce all land unit movement factors by one MP (-1). No naval movement allowed in the Oceanus Atlanticus.

33: Disease. Either player rolls one die: 1-2= Romans and friendly clients affected; 3-4= Barbarians affected; 5-6=both sides affected (Romans affected first on "5," Barbarians affected first on "6." An affected player rolls one die and eliminates that number of friendly units. Leaders are never eliminated by disease.

34-35: German Invasion. Either player rolls one die:

1-2= Roman gains control of the Suebii and Ubii tribes, and immediately receive major chief "Ariovtus" on any unpillaged Ubii or Suebii tribal center.

3-6= same as "1-3," but the Barbarian player gains control of the tribes and receives "Ariovtus."

NOTE: If a tribe or "Ariovtus" is enemy-controlled, then it switches sides. If "Ariovtus" is already eliminated, he cannot enter play again. When a side "gains control" of a listed tribe that is independent, it follows the procedure listed under "Tribal Mobilization" on the Tribal Council Table. If the tribe is currently player controlled, follow the directions for "Tribal Recruits" on the Tribal Council Table regardless of which side controlled the tribe prior to the event. If a side is awarded control of a tribe that is currently enemy controlled, the tribe immediately switches sides.

36: Illyrian Revolt. A revolt breaks out in Illyria (Caesar's other province). The Barbarian player rolls one die to produce a "revolt limit." If the revolt limit is greater than the number of Roman combat units in the Italia off-map box (ignore leaders), a revolt occurs. If a revolt is already in progress, there is no additional effect. (Record the revolt limit on paper.)

Effect of Illyrian Revolt: the Roman supreme commander gains no stratagem markers in the friendly stratagems segment as long as the revolt is in progress.

Suppression: The revolt is suppressed at the end of any Roman player turn that there are a number of Roman strength points in the Italia box at least equal to the revolt limit.

41-46: Barbarians Restless. The Barbarian player must immediately roll once on the Tribal Council Table and implement the result.

51-53: Senate and People of Rome Take an Interest. The Roman player must immediately roll once on the SPQR Table and implement the result.

54-56: Caesar Publishes Latest Installment of De Bello Gallico: The Roman player selects a stratagem.

61-66: No Event. Nothing happens.

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GALLIA SPQR TABLE (8.24)

Roman side rolls two dice and adds the numbers together. All results apply only to the Roman side.

2 **No Event:** nothing happens.

3 **Troop Withdrawal:** The Roman player chooses one of his legion units currently in play and returns it to the Roman recruits box (or promotions if "I" class).

4 **Political Withdrawal:** the Roman player selects any one stratagem from his Available box and returns it to the "Expended" box.

5 **Relief Force:** This event goes into effect only if at least one Roman (red) city is currently occupied by an enemy unit (otherwise treat as *No Event*). The Roman player immediately receives any two Roman (red) units in the Italia off-map region; this may include leaders. The Roman player also loses one stratagem marker, picked at random (due to loss of status for having to be bailed out).

6 **Veteran Recruits:** the Roman player receives one "V" class legion in the Italia off-map region.

7 **New Recruits:** the Roman player receives one "R" class legion in the Italia off-map region

8-9 **Auxiliaries:** the Roman player chooses two units from the following list and places it in the Italia off-map region: light armed infantry, any cavalry (except horse archers), engineer, supply train. The unit must be available in the Roman "Recruits" box, or it cannot be received.

10 **Minor Political Support:** the Roman player selects any one stratagem marker from the "Expended" box and places it in his Available box.

11-12 **Major Political Support:** the Roman player selects any two stratagem markers from the "Expended" box and places them in his Available box.



TRIBAL COUNCIL TABLE (8.24)

Barbarian side rolls two dice and adds the numbers together. All results apply to the Barbarian side only.

2 **No Event:** Nothing happens.

3-4 **Major Chief Arises:** The barbarian player picks at random one major chief from among all those currently available in the Barbarian Recruits box. Place the chief on any friendly unit of the same color. If no unit is available, no chief is received. (A major chief has a name on the counter. All counters labeled "Chief" are minor chiefs.) Also, the Barbarian player selects one stratagem.

5-6 **Tribal Mobilization:** The Barbarian player gains control of one currently independent tribe, if available. The Barbarian player also recruits (at no cost in stratagem markers) a number of units equal to the chosen tribe's mobilization value printed on the Tribes Display. Any combat units or leaders except major chiefs may be chosen. The units must belong to the tribe's nationality (Gallic/green, Briton/blue, German/yellow), as specified on the Tribes Display. Place each unit on or adjacent to any unpillaged tribal center for that tribe. If all the tribe's centers are currently pillaged or there are no units of the appropriate nationality in the "Recruits" box, then none are received.

7 **Major Tribal Mobilization:** This event goes into effect only if there is at least one Roman or Roman controlled unit on or adjacent to a tribal center hexes of at least three different tribes, or occupying three or more or "G" (Gallic) or "B" (Briton) cities (otherwise, treat as *No Event*). The Barbarian player rolls one die and gains control of the indicated number of currently independent tribes, if available. The Barbarian player selects a tribe and places all its units before moving on to the next tribe. Selection and placement is identical to *Tribal Mobilization* above, **except** the Barbarian player may also pick named chiefs (chosen at random). Also, the Barbarian player selects one stratagem.

8-9 **Tribal Recruits:** The Barbarian player receives a number of units for each friendly tribe equal to its mobilization value. This is only for tribes which are already barbarian controlled; Roman controlled and independent tribes do not receive recruits. Selection and placement are identical to *Tribal Mobilization* above.

10 **Infighting:** This event goes into effect only if the Barbarian player controls three or more tribes (otherwise treat as *No Event*). The Barbarian player changes one friendly tribe's status from friendly to independent (his choice of tribe). Remove the marker indicating barbarian control from the Tribes Display. Remove from play a number of units equal to the tribe's mobilization value. The Barbarian player must also return one Mmajor (named) chief to the recruit pool. The units must belong to the tribe's nationality (Gallic/green, Briton/blue, German/yellow). Place the units in the recruits box. Also, the Barbarian player loses one stratagem, picked at random.

11-12 **Barbarian Cause Disintegrates.** This event goes into effect only if there are **no** Roman or Roman controlled units on or adjacent to any tribal center or "G" (Gallic) and "B" (Briton) cities; if the Romans do occupy at least one such hex, then treat this as *No Event*). The Barbarian player rolls one die and loses control of that number of friendly tribes, which become independent. However, if the die roll is greater than or equal to the number of currently controlled tribes, the Barbarian player may designate one tribe which will remain loyal (that is, the Barbarians will always have at least one controlled tribe as a result of this event). The Barbarian player then causes these tribes to revert to independence. Additionally, the Barbarian player removes a number of Barbarian units anywhere in play equal to the number of neutralized tribes (including leaders). The units must be of the same nationality as the tribe.

ANCIENT WARS EXPANSION

PLAYER AID

GAME EXPANSION EVENTS TABLE

- 11: Pro-First Player Omens.** During any one battle combat of the first player's choice this turn, increase the discipline class of all first player units and decrease the discipline class of all second player units involved. For the first player, "M" becomes "R;" "R" becomes "V;" and "V" becomes "I." Both "I" and "B" remain unchanged. For the second player, "V" becomes "R;" "R" and "B" become "M;" and "M" remains unchanged.
- 12: Pro-Second Player Omens.** During any one battle combat of the second player's choice this turn, Increase the discipline class of all second player units and decrease the discipline class of all first player units involved. For the second player, "M" becomes "R;" "B" and "R" become "V;" and "V" becomes "I." "I" remains unchanged. For the first player, "I" becomes "V;" "V" becomes "R;" "R" AND "B" become "M;" and "M" remains unchanged.
- 13: Virtus.** Each player picks one stratagem marker at random.
- 14: Corruption.** Each player loses one stratagem marker at random.
- 15: Political Upheaval.** Each player rolls one die. An odd result = lose that number of stratagem markers (picked at random). An even result = pick that number of stratagem markers at random.
- 16: Reforms Demanded.** The Roman/Loyal player has the option to immediately expend one political stratagem. If he cannot or will not do so, the Non-Roman/Rebel player rolls one die and flips that number of civis units to their rebelling side. The civis must be located in red-printed Roman cities or cities that in the scenario are considered to be full Roman (red), or Roman colonies.
- 21: Corn Supply**—This applies only if using the **ROMAN CIVIL WAR** map. If the player who controls the city of Rome does not control at least ONE of the following major grain shipment port Cities—Massana, Utica, Alexandria—eliminate the civis unit in Rome if one is present, and the player loses one stratagem marker (owner's choice).
- 22: Pirates**— This applies only if using the **ROMAN CIVIL WAR** map. *Corn Supply Event* (21) comes into effect UNLESS at least the Roman player has at least THREE fleet units in play anywhere in the Mediterranean. In that case, treat as "No Event" and the player selects a new stratagem marker (public acclaim for defeating pirates). If both Roman sides qualify in a Civil War scenario, they may both select a new stratagem. Treat this as No Event in scenarios starting in 27BC or later.
- 23: Dissent in the Roman Ranks.** The Non-Roman/Rebel side chooses any one hex containing Roman and/or Roman client units. Roll one die and consult the Discipline Table, cross indexing each unit's (including leaders) discipline value with the die roll result:
- P: Reliable-nothing happens.
 - F: Unreliable-may not move or initiate any type of combat in the hex during the upcoming friendly player turn. Units defend normally.
 - G: Desertion-unit eliminated. If this is a Civil War scenario, then the unit instead defects to the Rebel side.
- This event may be negated by a Roman leader in the force playing a political stratagem in the affected hex.*
- 24: Dissent in the non-Roman Ranks.** Same as event #23, but the Roman/Loyalist side chooses a hex containing Non-Roman/Rebel units and rolls on the Discipline Table (a unit that deserts in a Civil War defects to the Loyal side). This event may be negated by the non-Roman/Rebel side playing a political stratagem in the affected hex.
- 25: Anarchy (1).** The first player rolls one die and eliminates the indicated number of second player controlled civis units anywhere on the map.
- 26: Anarchy (2).** The second player rolls one die and eliminates the indicated number of first player controlled civis units anywhere on the map.
- 31: Troops Refuse to Fight Fellow Citizens.** This is applied only in a Civil War scenario. Neither player may conduct combat against forces containing any Roman units for this entire game turn. Attacks by or against forces containing only client and non-Roman units are permitted. Players may

conduct tribute normally and employ stratagem markers for all purposes.

- 32: Extreme Weather.** For the entire turn, reduce all land unit movement factors by ONE (-1). No naval movement allowed. No unit is doubled in strength for combat.
- 33: Disease.** One die is rolled. Result: 1-2= Romans and friendly clients affected; 3-4= Barbarians affected; 5-6=both sides affected (Romans affected first on "5," Barbarians affected first on "6.") An affected side rolls one die and eliminates that number of friendly units from anywhere on the map.
- 34: Plague.** Both players roll two die and total the results. Each must eliminate that number of friendly units. Each player must return all stratagems to the expended box and may not pick any more for this turn. *There may be only one plague per game. If rolled again, treat as No Event.*
- 35: Rebels.** The Roman/Loyal player has the option to immediately expend one political stratagem. If he cannot or will not do so, the Non-Roman/Rebel player rolls one die and receives the following number of generic client units (from **GALLIA/GERMANIA**): 1-2 = one combat unit; 3-4 = two combat units; 5-6 = two combat units plus one client leader. He then places these units on any one hex on the map, other than a hex occupied by Roman/Loyal units. The Non-Roman/Rebel player controls these units.
- 36: Barbarians Unite.** The Barbarian player (if in the game) rolls one die and receive that number of stratagems, drawn at random, plus one major (named) chief (also drawn at random).
- 41: Barbarian Infighting.** The Barbarian player (if in the game) rolls one die and must lose that number of stratagems, picked at random. He must also return one major (named) chief back to his recruit pool (also drawn at random).
- 42: Roman Relief Force.** This applies only in scenarios where only one map is being used, and it is not the **ROMAN CIVIL WAR** map. It goes into effect only if at least one Roman (red) city is currently occupied by a Non-Roman or Rebel unit. The Roman/Loyal player rolls one die. He immediately receives that number of units from the Roman recruit box, placed in one group in the Italia box (**CAESAR IN GALLIA**), the Gallia box (**GERMANIA**) or on the western map edge (**TRAJAN**). Units may be of any discipline class and at no cost in Stratagems. *This event may occur only once per calendar year.*
- 43: Bread & Circuses.** This applied only if using the **ROMAN CIVIL WAR** map. If a player currently controls the city of Rome, he must expend one political stratagem from any one leader located there. If he does so, then he rolls a die and receives that number of Stratagems, picked at random. If he fails to expend the political stratagem, or is unable to do so, then the player rolls one die and loses that number of stratagems, picked at random.
- 44: Barbarians Go Home.** The Roman/Loyal player designates any one Barbarian controlled tribe or client. That tribe immediately returns to neutral status. Civis units on client cities of that nation are replaced with tan civis, regardless of who controls them.
- 45: Roman Clients Go Home.** The Non-Roman/Rebel player designates any one Roman controlled tribe or Client nation. That tribe or client immediately returns to neutral status. If using generic clients (from **GALLIA/GERMANIA**) then the Rebel/Non-Roman player may eliminate all client units in any one Roman/Loyal stack. Civis units on client cities of that nation are replaced with tan civis, regardless of who controls them.
- 46: Non-Roman Client Go Home.** The Roman/Loyal player designates any one non-Roman/Rebel controlled tribe or client nation. That tribe or client immediately returns to neutral status. If using generic clients (from **GALLIA/GERMANIA**) then the Roman/Loyal player may eliminate all client units in any one Non-Roman/Rebel stack.
- 51: Major Revolt.** (1) The non-Roman player/Rebel player rolls one die. He immediately flips that number of red civis units to their Rebel side (which will be purple for a [R] city, Parthian for [P] cities, green for Barbarian cities, or client if the city is a client city). (2) He rolls a second die and receives that number of Rebel units (including leaders). He immediately places them on any civis which just revolted. He may choose any combination of purple or generic client units to represent the rebels. Purple units are placed on purple cities and client units on client and barbarian cities. (3)

If the game has an off map region, then the Non-Roman player/Rebel may instead choose one of these regions, rolls one die and receives that number of Rebel and/or client units (including leaders), which he immediately places in the box. (4) Named leaders and Roman legions may not be chosen. (5) Revolting client units must be of the same nationality as the civis on which they are placed for Armenian, Arabian, Egyptian, Asian, Pontican and Numidian units, or they may be the generic client units from **GALLIA/GERMANIA**.

52: Bid for the Imperial Throne. This applies only in scenarios using the **EXPANSION** counters. The Non-Roman/Rebel player indicates any one Roman leader on the map other than the supreme leader (or a leader stacked with the supreme leader) and rolls one die. If the die roll is less than or equal to the leader's value, then nothing happens. If the die roll is greater than the leader's value, that leader and all Roman and client units stacked with him immediately rebel and join the Non-Roman/Rebel side. The Roman/Loyal player may negate this event (prior to the die roll) by playing an agent stratagem from another leader anywhere on the map.

53: Rally. Check for both of the following: (1) If the Roman player currently controls at least one enemy major city, then the Non-Roman player rolls one die and immediately receives that number of stratagems, drawn at random. (2) If the Non-Roman player currently controls at least one Roman major city then the Roman/Loyal player rolls one die and immediately receives that number of stratagems, drawn at random. *This event does not apply in civil war scenarios (Loyal versus Rebel Romans).*

54: Western War. (1) This applies only if the Gallic region box map is in play. If a Roman player has units worth at least 20 combat strength points in the Gallic holding area, he selects two stratagem markers from the friendly "Stratagems Expended" box for achieving a glorious victory in the west. If the total of Roman forces is **LESS** than 20, the Roman player must give up two stratagem markers (owner's choice) because of serious reverses in the west. If a Civil War scenario, then check each player individually and one or both may qualify. (2) If using the **GALLIA** map, roll one die: on a 1-3 the First player mobilizes one Hispanic, British, Gallic or German tribe; on a 4-6 the second player may. The designated player receives a number of units on any one of its tribal centers equal to the tribe's mobilization value (generic client units for a Roman player, units of appropriate nationality for a Non-Roman player).

55: Eastern War. (1) This applies only if the Syria region box map is in play. If a Roman player has units worth at least 20 combat strength points in the Syria holding area, he selects two stratagem markers from the friendly "Stratagems Expended" box for achieving a glorious victory in the east. If the total of Roman forces is **LESS** than 20, then the Roman player must give up two stratagem markers (owner's choice) because of serious reverses in the east. If a Civil War scenario, then check each player individually and one or both may qualify. (2) If using **TRAJAN** map, then instead the Parthians enter the war; see rules (33.2).

56: Barbarian Invasion. The Non-Roman or Rebel player rolls one die to determine which Barbarian **nation** mobilizes: 1 = British, 2 = Gauls, 3 = Germans, 4 = Dacians, 5 = Sarmatians, 6 = any one other nation. He must make a mobilization check for each and every one of its independent and Roman/Loyalist controlled tribes. If the die roll is less than or equal to the mobilization value, then the tribe becomes Non-Roman/Rebel controlled and the player receives a number of units equal to its mobilization value. If the die roll is greater than the mobilization value, it remains independent (or Roman/Loyalist controlled if already so). Units of the tribe's nationality are placed on or adjacent to its tribal centers in accordance with mobilization rules. Note that this is one mobilization roll per tribe, not per mobilization center. If a barbarian nation is not any of the maps being used, or if it no longer exists owing to the era (34.11), then no mobilization is made for it.

61: Barbarian Tribe Mobilizes. The Non-Roman/Rebel player chooses any one independent or Roman/Loyalist controlled barbarian **tribe**. He must make a mobilization check for it. If the die roll is less than or equal to the mobilization value, then the tribe becomes Non-Roman/Rebel controlled and the player receives a number of units equal to its mobilization value. If the die roll is greater than the mobilization value, it remains independent

(or Roman/Loyalist controlled if already so). Units of the tribe's nationality are placed on or adjacent to its tribal centers in accordance with mobilization rules.

62-63: Raiders. (1) Roll one die. Results are: 1-2 = African raiders appear, 3-4 = Arab raiders appear, 5 = Alan raiders appear, 6 = Scythian raiders appear. (2) Determine initial control as follows: on a 1-3 the first player gains control, on a 4-6 the second player gains control. Place the appropriate control marker on the unit. (3) The player who gains control places one unit of the designated nationality as follows: **Africans** on any land hex on the south map edge of the **GALLIA** or **ROMAN CIVIL WAR** (that is, in North Africa); **Arabs** on any desert hex in Arabia (**TRAJAN**); **Scythians** on any land hex on the east edge of the **GERMANIA** map or north or east edge of **TRAJAN**; **Alans** on any land hex on the north edge of the **TRAJAN** map. Appearance hexes may be pillaged or enemy occupied. If the appropriate map is not in play, then the unit is not received. (4) **African** raiders are selected only from generic Client equites cavalry, horse archers and auxiliary infantry from **GALLIA** and **GERMANIA**. **Scythian** raiders are selected only from generic client heavy cavalry and horse archers from **GERMANIA**. **Arab** raiders are selected from generic client equites cavalry and horse archers from **GALLIA** and **GERMANIA**, and the "Arab" unit in **TRAJAN**. **Alan** Raiders are selected only from the Alan unit in **TRAJAN**. Arab and Alan units otherwise obey the rules for these nationalities as indicated in the appropriate rules sections. If all of the appropriate unit types are on the map, then no unit appears; however, if the Alan or the named "Arab" unit is called for and it is already on the map and controlled by a player, then instead of placing new units control switches to the other player.

64: Barbarians Restless (1) Check each neutral barbarian tribe. If there are any **non-Roman/Rebel** units on or adjacent to any of their mobilization hexes, roll one die. If the result is less than or equal to that tribe's mobilization value, that tribe immediately comes under the Roman/Loyal player's control; otherwise, there is no effect. The Roman/Loyal player immediately receives one client unit for each such tribe in or adjacent to each tribal center; however, Barbarian units of the same nationality as the tribe do not trigger this mobilization. This does not apply to pillaged centers. *The Non-Roman/Rebel player may negate the die roll for each tribe affected on a one-for-one basis by expending a political stratagem. The leader expending the stratagem must be in or adjacent to at least one tribal center of the affected tribe.*

65: Barbarians Restless (2). Check each neutral barbarian tribe. If there are any **Roman/Loyal** units on or adjacent to any of their mobilization hexes (including Roman clients), then roll one die. If the result is less than or equal to that tribe's mobilization value, then that tribe immediately comes under the Non-Roman/Rebel player's control; otherwise, there is no effect. The Non-Roman/Rebel player immediately conducts tribal mobilization for each such tribe. This does not apply to pillaged centers. *The Roman/Loyal player may negate the die roll for each tribe affected on a one-for-one basis by expending a political stratagem. The leader expending the stratagem must be in or adjacent to at least one tribal center of the affected tribe.*

66: Scenario Special Event. If called for by the scenario, this event goes into effect. Otherwise, treat as No Event.

TRAJAN

Roman Leaders

TRAJAN
Marcus Ulpius
Nerva
Trajanus,
Supreme
Leader



HADRIAN
Publius Aelius
Hadrianus



Marcus
JUNIUS



Lucius
QUIETUS



Erucius
CLARUS



Julius
ALEXANDER



Appius
Maximus
SANTRA



Lucius Catilius
SEVERUS



SENTIUS



LEGATE



TRAJAN

Parthian Leaders

CHOSROES
Supreme
Leader



SANATRUCES



SUREN



MEHERDOTES



KAREN



PARTHAMASPATES



GEW



VOLOGES



MIHRAN



Client

PARTHAMISIRIS
Armenia



CAESAR IN GALLIA

Roman Leaders

Gaius
Julius
CAESAR
(Supreme Leader)



Quintus T.
SABINUS



Titus
LABIENUS



Decimus
BRUTUS



Marcus
ANTONIUS



Gaius
TREBONIUS



Quintus
CICERO



LEGATE



Clients

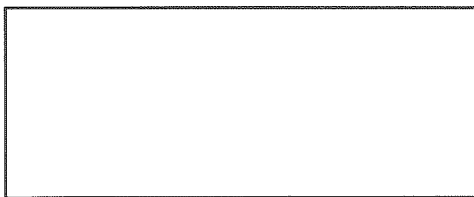
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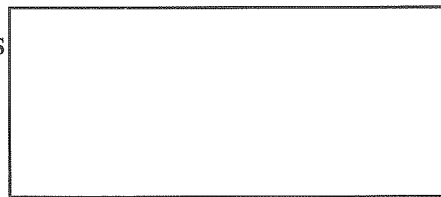
CAESAR IN GALLIA

Gallic Leaders

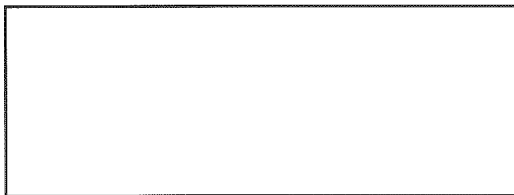
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(Vercinx)



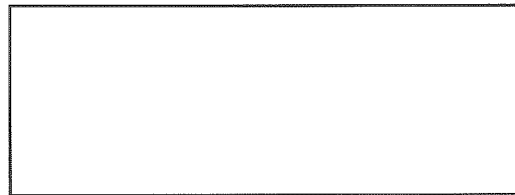
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(Vercass)



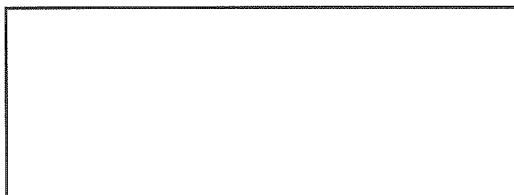
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(Ambix)



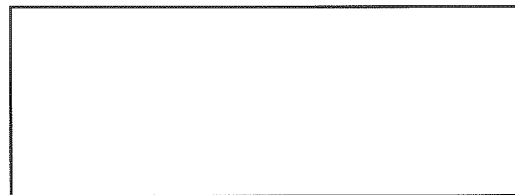
Gallic
CHIEF I



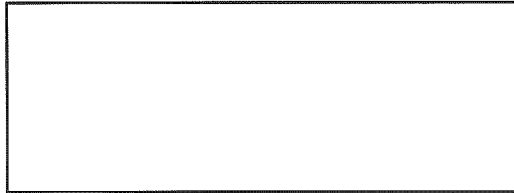
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(Dumnix)



Gallic
CHIEF II

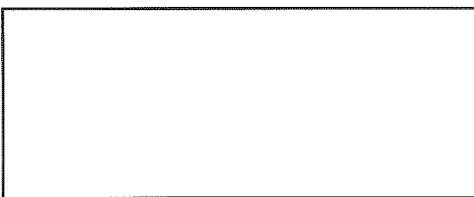


GALBA

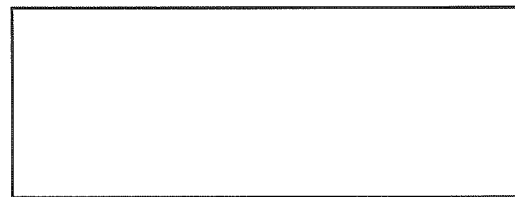


Britons

CASSIVELLAUNUS
(Cassiv)

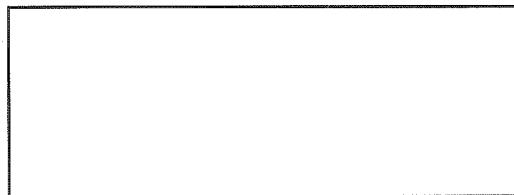


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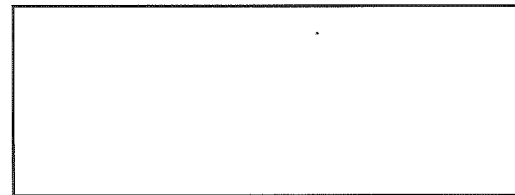


Germans

ARIOVISTUS
(Ariovtus)



CHIEF



GERMANIA

Roman Leaders

VARUS
(Supreme Leader,
Scenario 1)



CAEDICIUS



GERMANICUS
(Supreme Leader,
Scenario 2)



SILLIUS



APRONIUS



STERTINUS



ANTIUS



VALA



ASPRENAS



VITELLIUS



CAECINA



LEGATE



TIBERIUS



Client Leaders

SEGESTES



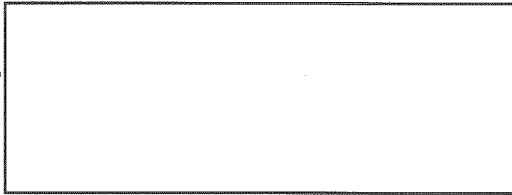
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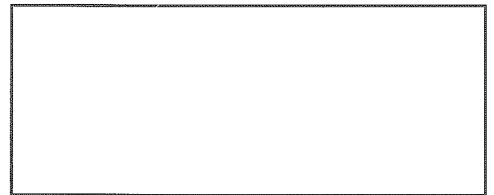
GERMANIA

German Leaders

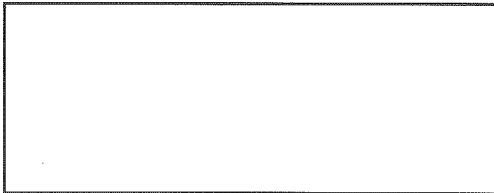
ARMINIUS
(Supreme Leader)



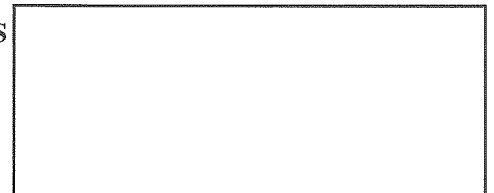
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(Inguiom)



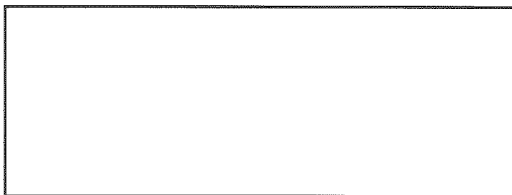
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(Marobod)



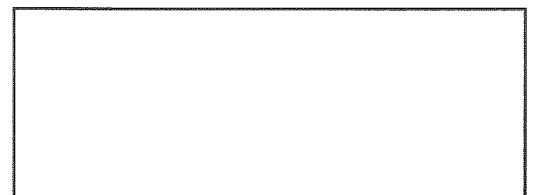
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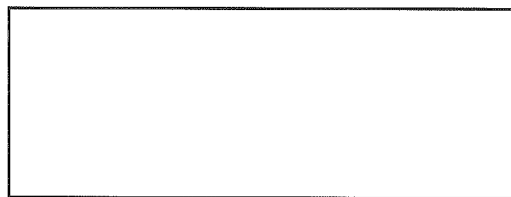
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CHIEF I

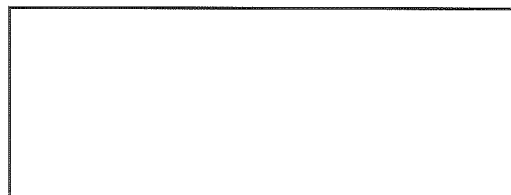


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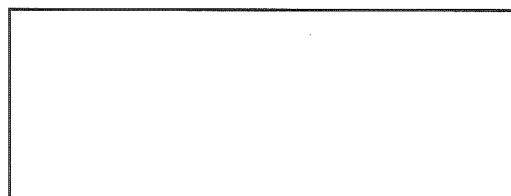
Sarmatian

CHIEF



Dacians

CHIEF



ROMAN CIVIL WAR

Caesarian Leaders

Gaius
Julius
CAESAR
(Supreme Leader)



Aulus
HIRTIUS



Marcus
ANTONIUS



Quintus
Cassius
LONGINUS



Gaius
CURIO



Quintus
CORNIFIUS



Marcus
Aemilius
LEPIDUS



OCTAVIAN
Caesar



Domitius
CALVINUS



LEGATE



ROMAN CIVIL WAR

Senatorial Leaders

POMPEIUS
Magnus
(Supreme Leader)



Gaius &
Sextus
POMPEIUS



Lucius
AFRANIUS



Cato of
UTICA



Marcus
SCIPIO



BRUTUS



Titus
LABIENUS



Marcus
Tullius
CICERO



Lucius
Domitius
AHENOBARBUS



LEGATE



Client Leaders

CLEOPATRA
(Aegyptus)



MITHRIDATES
(Asia)



JUBA
(Numidia)



PHARNACES
(Pontus)



EXPANSION

Loyal Roman Leaders

CRASSUS



AGRICOLA



VESPASIAN



SEPTIMIUS
SEVERUS



GALBA



MARCUS
AURELIUS



OTHO



IMPERATOR



VITELLIUS



LUCULLUS



DOMITIAN



L. VERUS



LEGATE I



LEGATE II



LEGATE III



LEGATE IV



LEGATE V



LEGATE VI



EXPANSION

Rebel Roman Leaders

CRASSUS



AGRICOLA



VESPASIAN



SEPTIMIUS
SEVERUS



GALBA



MARCUS
AURELIUS



OTHO



IMPERATOR



VITELLIUS



LUCULLUS



DOMITIAN



L. VERUS



EXPANSION

Rebel Roman Leaders

MARIUS



CICERO



SULLA



POMPEIUS



ALBINUS



M.
ANTONIUS



NIGER



LEGATE I



LEGATE II



LEGATE III



LEGATE IV



LEGATE V



LEGATE VI



EXPANSION

Barbarian and Client Leaders

TIGRANES
(Armenia)



SPARTACUS



DECEBALUS
(Dacia)



PTOLEMY
(Aegyptus)



CARATACUS
(British)



BOUDICCA
(British)



CHIEF
(Illyria)



CHIEF
(Hispania)



LEGATE



Trajan Expansion

Front

I Ad 5-V-5	I Ger 5-R-4	I Ital 5-V-5	I Miner 5-V-5	I Parth 5-V-5	II Ad 5-V-5	II Aug 5-V-5	II Ital 5-V-5	II Parth 5-V-5	II Trai 5-V-5
III Aug 5-V-5	III Cyr 5-V-5	III Gall 5-V-5	III Ital 5-V-5	III Parth 5-V-5	IV Mac 5-V-5	IV Scyth 5-V-5	V Alau 5-R-4	V Mac 5-I-5	VI Ferr 5-V-5

VI Vic 5-V-5	VII Clau 5-V-5	VII Ger 5-V-5	VII Hisp 5-V-5	VIII Aug 5-V-5	IX Hisp 5-V-5	X Fret 5-V-5	X Ger 5-V-5	XI Clau 5-V-5	XII Fulm 5-V-5
XIII Ger 5-V-5	XIV Ger 5-V-5	XV App 5-V-5	XV Prim 5-R-4	XVI Gall 5-V-5	XVII 5-V-5	XVIII 5-V-5	XIX 5-V-5	XX VV 5-V-5	XXI Rap 5-R-4

XXII Dei 5-R-4	XXII Pri 5-R-4	XXX Ulpia 5-V-5	Praet I 5-I-5	Praet II 5-I-5	Cvol 5-R-4	CICR 5-R-4	CLASS 5-R-4	Frum 5-R-4	C Urb 5-R-4
Ger I 4-V-5	Ger II 4-V-5	Brit I 4-V-5	Brit II 4-V-5	Brit III 4-R-4	Danu I 4-V-5	Danu II 4-V-5	Danu III 4-V-5	Danu IV 4-R-4	Dac I 4-V-5

Dac II 4-V-5	Mac 4-R-4	Oriens I 4-V-5	Oriens II 4-R-4	Africa I 4-V-5	Aegypt 4-R-4	Africa II 4-V-5	IV 1-R-4	IV 1-R-3	ESP 2-I-6
Hisp 3-V-6	Ger 3-V-6	Brit 3-V-6	Danu I 3-V-6	Danu II 3-R-5	Asia 3-V-6	Oriens 3-R-5	Aegypt 3-R-5	Africa 3-V-6	Illyr 2-I-6

Ger I 2-V-6	Ger II 2-V-6	Danu I 2-V-6	Danu II 2-R-6	Asia 2-V-6	Oriens 2-R-6	Aegypt 2-V-6	Africa 2-V-6	Oriens I 2-R-6	Africa I 2-R-6
Oriens II 2-V-6	Africa II 2-V-6	Drom I 1-V-7	Drom II 1-R-7	ESO 2-V-6	E Praet 2-V-6	ES I 2-R-6	ES II 2-R-6	Dacia 3-V-6	Dacia 2-V-6

























































































































Crassus 2 0-R-10	Vespas 3 0-I-10	Galba 1 0-V-10	Otho 1 0-R-10	Vitellius 1 0-V-10	Domitian 2 0-V-10	Agricola 2 0-V-10	S. Sever 3 0-I-10	M. Aur 4 0-V-10	Imperat 1 0-R-10
Lucullus 2 0-V-10	L. Verus 2 0-V-10	Legate I 2 0-V-10	Legate II 2 0-V-10	Legate III 1 0-V-10	Legate IV 1 0-V-10	Legate V 1 0-R-10	Legate VI 1 0-R-10	Stratagem 1	Stratagem 2





















Tigranes 2 0-R-10	Legate 1 0-V-10	Caradoc 2 0-V-10	Boudicca 2 0-I-10	Decebalus 2 0-V-10	Spartacus 2 0-I-10	I 1-R-3	I 1-R-4	I 5-R-20	Ptol. Aeg. 1 0-R-10
Chief 1 0-B-10	I 5-B-4	II 5-B-6	III 5-R-4	IV 10-B-3	Chief 1 0-B-10	I 5-B-4	II 5-B-6	III 5-R-4	IV 10-B-3





















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Marius 2 0-I-10	Sulla 3 0-V-10	Cicero 1 0-I-10	M. Anton 1 0-I-10	Pompeius 2 0-I-10	Albinus 2 0-V-10	Niger 2 0-V-10	Prom I 4-R-6	Prom II 4-V-7	Prom III 4-V-7
Italica 4-V-5	Gall 4-V-5	Thrac 4-V-5	Illyr 4-I-5	C Vol 4-R-4	Brit 2-V-6	Bosp 2-V-6	A. Vol 2-R-6	CR 2-V-6	Africa 1-B-3

R	R	R	R	R	R	R	R	R	R
R	R	R	R	R	D	D	D	D	D

II Trai  5-V-5	II Parth  5-V-5	II Ital  5-V-5	II Aug  5-V-5	II Ad  5-V-5	I Parth  5-V-5	I Miner  5-V-5	I Ital  5-V-5	I Ger  5-R-4	I Ad  5-V-5
VI Ferr  5-V-5	V Mac  5-I-5	V Alau  5-R-4	IV Scyth  5-V-5	IV Mac  5-V-5	III Parth  5-V-5	III Ital  5-V-5	III Gall  5-V-5	III Cyr  5-V-5	III Aug  5-V-5
XII Fulm  5-V-5	XI Clau  5-V-5	X Ger  5-V-5	X Fret  5-V-5	IX Hisp  5-V-5	VIII Aug  5-V-5	VII Hisp  5-V-5	VII Ger  5-V-5	VII Clau  5-V-5	VI Vic  5-V-5
XXI Rap  5-R-4	XX VV  5-V-5	XIX  5-V-5	XVIII  5-V-5	XVII  5-V-5	XVI Gall  5-V-5	XV Prim  5-R-4	XV App  5-V-5	XIV Ger  5-V-5	XIII Ger  5-V-5
C Urb  5-R-4	Frum  5-R-4	CLASS  5-R-4	CICR  5-R-4	Cvol  5-R-4	Praet II  5-I-5	Praet I  5-I-5	XXX Ulpia  5-V-5	XXII Pri  5-R-4	XXII Dei  5-R-4
Dac I  4-V-5	Danu IV  4-R-4	Danu III  4-V-5	Danu II  4-V-5	Danu I  4-V-5	Brit III  4-R-4	Brit II  4-V-5	Brit I  4-V-5	Ger II  4-V-5	Ger I  4-V-5
ESP  2-I-6	IV  1-R-3	IV  1-R-4	Africa II  4-V-5	Aegypt  4-R-4	Africa I  4-V-5	Oriens II  4-R-4	Oriens I  4-V-5	Mac  4-R-4	Dac II  4-V-5
Illyr  2-I-6	Africa  3-V-6	Aegypt  3-R-5	Oriens  3-R-5	Asia  3-V-6	Danu II  3-R-5	Danu I  3-V-6	Brit  3-V-6	Ger  3-V-6	Hisp  3-V-6
Africa I  2-R-6	Oriens I  2-R-6	Africa  2-V-6	Aegypt  2-V-6	Oriens  2-R-6	Asia  2-V-6	Danu II  2-R-6	Danu I  2-V-6	Ger II  2-V-6	Ger I  2-V-6
Dacia  2-V-6	Dacia  3-V-6	ES II  2-R-6	ES I  2-R-6	E Praet  2-V-6	ESO  2-V-6	Drom II  1-R-7	Drom I  1-V-7	Africa II  2-V-6	Oriens II  2-V-6
Imperat 1  0-R-10	M. Aur 4  0-V-10	S. Sever 3  0-I-10	Agricola 2  0-V-10	Domitian 2  0-V-10	Vitellius 1  0-V-10	Otho 1  0-R-10	Galba 1  0-V-10	Vespas 3  0-I-10	Crassus 2  0-R-10
Stratagem 2 	Stratagem 1 	Legate VI 1  0-R-10	Legate V 1  0-R-10	Legate IV 1  0-V-10	Legate III 1  0-V-10	Legate II 2  0-V-10	Legate I 2  0-V-10	L. Verus 2  0-V-10	Lucullus 2  0-V-10

Prom III  4-V-7	Prom II  4-V-7	Prom I  4-R-6	Niger 2  0-V-10	Albinus 2  0-V-10	Pompeius 2  0-I-10	M. Anton 1  0-I-10	Cicero 1  0-I-10	Sulla 3  0-V-10	Marius 2  0-I-10
Africa  1-B-3	CR  2-V-6	A. Vol  2-R-6	Bosp  2-V-6	Brit  2-V-6	C Vol  4-R-4	Illyr  4-I-5	Thrac  4-V-5	Gall  4-V-5	Italica  4-V-5

									
OOC	OOC	OOC	OOC	OOC	