



## ***Rise and Fall of the Roman Empire: Strategic Decision Series***

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*"Dulce et decorum est pro patria mori." -Horace*

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### **Turns**

A turn is a decade, starting in 60 BC. A turn consists of the Roman turn, followed by the Parthian turn. The turn order is:

1. Roman player turn:

Reinforcements/Replacements Phase

Movement and Combat Phase

End of player turn Phase

2. Parthian player turn (repeat same phases)

(In a three player game, the German player now gets his turn.)

3. Move turn counter forward 10 years and repeat. Once every hundred years, or after the BC to AD calendar change, move the century marker forward as well!

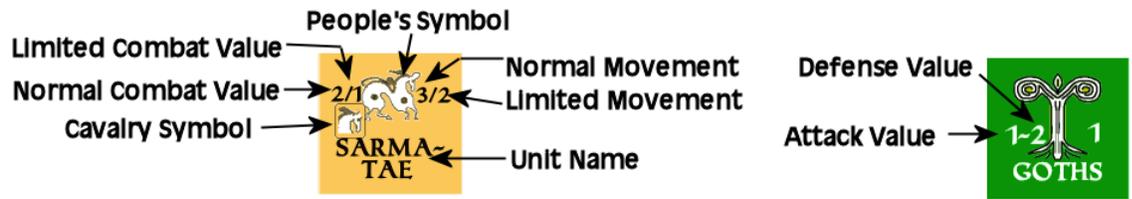
[Note: During the BC area, we count downwards: the decade of 60BC includes the years 60BC, 59 BC, etc. down to 51BC, then the decade 50BC starts. This continues until 10BC, which counts down to 1BC. Then we switch to the AD calendar. The first decade begins with 1AD (there is no 0 AD), and counts up to 9 AD, and then a new decade of 10AD-19AD begins. We kept the "0 AD" nomenclature for years such as 100 AD.]

See Optional Rules for a three-player version.

### **Units and Counters**

Units show the salient information needed to play the game.





	Roman Legion		Roman Reformed Legion (Comitatenses)
	Roman Border Guards (Limitanei)		Roman Guards (Scholae Palatini)
	Roman Rebels		
	African Peoples		Asia Minor Peoples
	European Peoples		
	Alan Kingdom		Sarmatians of Asia
	Sarmatians of Europe		
	Germanic Kingdom		Germans
	Germans, Migratory		
	Kingdom of Huns		Huns
	Kushan Empire		
	Celts		Parthians/Sassanids

**Peoples**

"Peoples" is the term used for the many different tribes and ethnic groups present in Europe and near-Asia at the time of Rome. Any unit that is not Roman or Parthian/Sassanid is a Peoples unit, although the Germans and Huns are specialized within that term.

There are two players: a Roman Player (gold eagle) and a Parthian (winged lion) player. When either of these go to war against any other People (sometimes called "tribes" herein), then the other player plays that People's units. Essentially they become allies (see Allies rule).

Elimination. Once all units of a People are eliminated and they are no longer able to place a unit as a replacement, their units are removed from the game. Note there are exceptions, such as the Armenians and the Celts, and that Peoples north of the Barbarian Line are handled differently. The Romans and Parthians can never be eliminated from the game.

If not at war, the listed player may move the counters of the People listed. Note: When a People is not at war, the player moving their units is not Allied with them.

The Controlling Player and the People are:

Parthia - Africans (Bull symbol) - in Africa: Tingi to Egypt including Cyprus; designated by a black stripe at the bottom of the brown unit

Parthia - Europeans (Bull symbol) - only in Europe: Byzantium west to Legio, east to Bosporene and north to Veneti (Slavs); designated by a white stripe at the bottom of the brown unit

Rome - Asians (Bull symbol) - Bithynia and east to Colchis and south to Petra, including India, a brown unit

Parthia - Celts (Colored Shield) - Gaul, Britannia and other places as noted on map, a blue unit

Parthia - Germans (World Tree) - north of Rhine/Danube (see special movement rule). There are three types of Germans: those that start the game, Migration Germans, and Germanic Kingdoms.

These latter two are covered in separate rules. Germans are dark green.

Parthia - Euro-Sarmatians (Stylized Horse) only in Europe: Scythia and Sindi west, tan units

Rome - Asian-Sarmatians (Stylized Horse) only in Asia: Alans and Alani east and south designated by red stripe at bottom of the tan unit

Rome - Kushan Empire - see special rule; pale yellow/tan unit

Huns (Loaded Bow) (controlled by Parthians); black unit

Hunae (Loaded Bow) (controlled by Romans); black unit

Hunnic Kingdoms originate from either the Huns or Hunae, black units

The Peoples have "home countries" or "home provinces" (same thing). Germans in Germania (as marked on the map) are in their home country. Dacian units in Dacia are in their home country, and so on. Note that the Romans and Parthians have no home areas north of the Barbarian Line.

Armenian Exception. Armenia was the largest, most powerful, and best organized of the minor nations. As an exception to the above rule, the Armenian units are controlled by whichever player controls the production area (Artashat) in Armenia. When the Roman controls it, the Armenian units are controlled by him. When the Parthian controls it, the units are controlled by him. Any units in play switch sides if control of Artashat changes, but not until the end of the entire turn. The controlling player can voluntarily eliminate any Armenian unit (that might be isolated in a rear area for example). Any eliminated units can return to play via replacements but only at the Armenian star, which also counts toward the controlling player's star areas. The Armenian units are never removed from the game.

### **Movement**

Movement is the number of areas that a unit can enter during a turn. A unit that has a 1 movement factor can only move one area, whereas a unit with a 3 movement can move 1, 2 or 3 areas. Basic movement is printed on the counter (see above). Terrain can affect movement (see Terrain rule). Movement can only occur between areas that are connected by a path (a dashed black line) and for some units along a blue sea transportation path (a ragged blue line between ports). Movement can never occur between areas that are not directly connected. Control of an area is complete during movement, as an empty area is entered, or after combat.

Roman Legions: 3, unless entering an area north of the Barbarian Line in which case: 1

Roman Palatini: 6, with exceptions (see Roman Army Reform rule)

Roman Comitatus: 2

Roman Limes: 1

Parthian Cavalry, Germanic Kingdoms, Hunnic Kingdoms, Kushan Empire: 3 areas per turn

Germans, Huns, Hunae: 1 area per turn

Germans with a Leader in play: 2 areas per turn

German Migratory: 4 (see rule) on or after 250AD

Sarmatian Cavalry: 3 areas north of Barbarian Line in either Euro- or Asian-Sarmatia, otherwise their movement is 2; if in Germania movement is 1. (Sea movement allowed on 250 AD+)

All other Peoples: 2 areas per turn

ALL UNITS when north of Barbarian Line: 1, unless unit is native to the areas in which it moves (see below).

Until 250 AD "Peoples" (see above) must move only within their own "country" unless at war or moving into an empty area that is adjacent to their home country. The "country" is the geographic area defined for the People. For example, African Bull Peoples move anywhere in Africa. The units of the Peoples may never move through other Peoples' units. They may move through Rome's or Parthia's units if they are allied (see below).

When a movement penalty applies, it applies for the entire move. For example, if a unit moves three, but enters an area that reduces its movement to one, then its entire movement for the turn is one, which means it would have to wait until the next turn to enter.

Sea Transport Limitations. Only Rome, the Celts, and the Germans may move by sea (that is, along the blue transport lines) from the beginning of the game. Parthia may never move by sea. Starting in 250 AD, the Euro-Sarmatians may also use sea movement. Note that the path from Frisia to Camulodunum is not available until 250 AD. Also note there are no separate naval units. Whenever a land unit moves by sea, the requisite naval units are presumed to be present.

Long-range Transfers. Units may move any distance as long as they move entirely through areas they control and do not engage in combat, including support, at any time during the turn.

Prohibited Movement. Movement in the two areas, Huns and Hunae, is prohibited to all units until after all Hun/Hunae units have appeared.

Barbarian Line. North of the Barbarian Line all non-native units move only 1 area per turn. A "native" unit is a unit in an area in its home "province." For example, a Sarmatae unit in Euro-Sarmatia would be in its home province. If it moved into Germany, it would not and its movement would be only 1. Romans and Parthians always move "1" north of the Barbarian Line unless specifically exempted (e.g., Palatina).

### **Area Control**

Generally, an area is controlled if a player's units are the last to move through it, or have taken it via combat.

A "People" controls all the areas in its homelands (see list at end of rules) unless another player has moved through an area or taken it via combat. Once a people's units have been eliminated from the map and all its production star areas taken, it can no longer control any area for the remainder of the game.

Control north of the Barbarian line, however, always reverts to its original owner if not occupied by another player's units.

Failure to garrison (see Garrison rule) an area may cause loss of production, but it will not cause loss of control unless a Revolt causes a unit to be generated (see Revolts rule).

## **Terrain Effects**

Terrain affects combat and movement as follows:

Mixed, Arid: no effect

Mountain: +1 to defender (a 1 becomes a 2, etc.)

Heavy Forest/Swamp: +1 to defender (a 1 becomes a 2, etc.) unless a German is attacking. If a German is attacking a defender in Heavy Forest, the defender does not receive the +1 combat factor.

Desert: -1 movement (to a minimum of 1)

Major River: +1 to defender if all attacking units (including those providing support) are attacking across river.

Walls of Constantinople: A counter placed on Byzantium in 210 AD. It has 0 attack and movement and 10 defense. It is considered to be terrain (not a unit). A Roman unit can stack with it. Rebel Romans and all other units may not enter it (unless allied with Rome), but may attack it. The Wall is immune to revolt during a civil war, as is any unit stacked with it.

Path. The terrain affecting movement or combat is determined by the terrain along the path taken. If there is more than one terrain, use the one adjacent to the area being attacked.

Terrain effects are cumulative. Attacking a German defender in Heavy Forest and crossing the Rhine or the Danube gives the defender +1 twice, once for each terrain effect.

## **Stacking**

Units may not be stacked at the end of the Movement/Combat phase. Players may only stack with units or allies prior to the end of the Movement/Combat phase. Elimination of an enemy unit requires the attacker to stack one of the units he controls with the enemy unit, so stacking is allowed (required) in order to eliminate an enemy unit. It is not otherwise possible to stack with an enemy unit.

Only one unit may participate in combat per area per turn. That is, when an area contains a unit that has been used for support (see Combat), another unit may not participate in combat from that area.

If combat occurs on a stack, only one unit may defend. Other units are eliminated if the defender is.

Units may be overstacked during the Reinforcement phase. By the end of the Movement/Combat phase they must comply with the stacking limit.

If at the end of the Movement/Combat phase, a player cannot comply with the stacking rule, the other player decides which units to eliminate.

## **Combat**

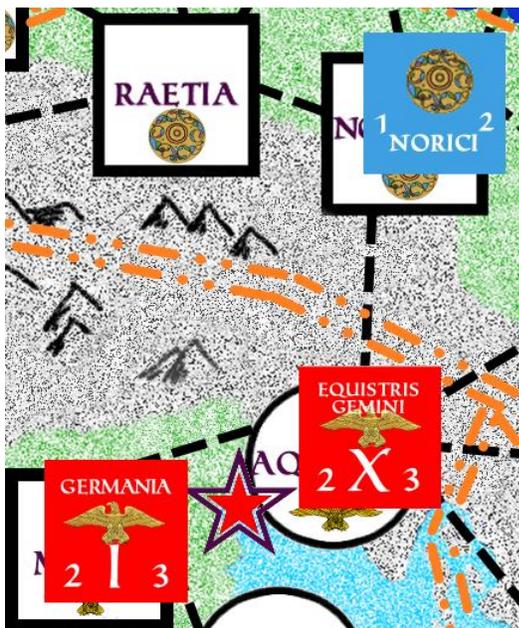
Combat is used to determine which side controls an area. It is a battle between the units involved.

Combat is part of movement. Combat occurs when a player moves a unit into an area containing an enemy unit (exemption: See German Migratory).

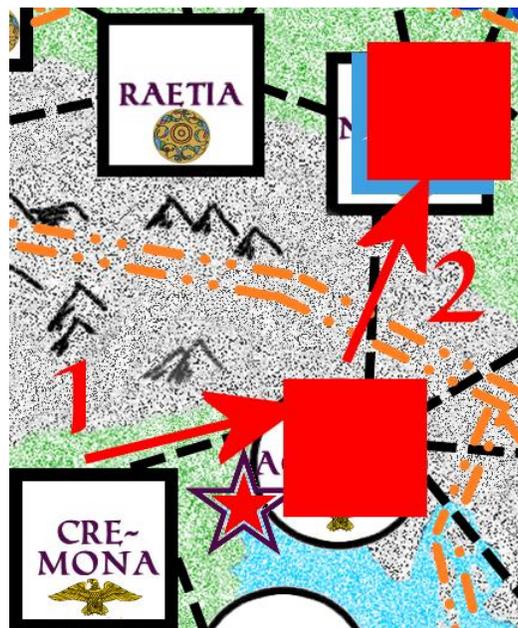
No dice is used for combat (or anything else in the game). Combat is resolved by counting the combat value of the attacker to that of the defender (including terrain and other effects). If the attacker's value is greater than the defender's, the defender is eliminated. If the attacker is the same or less, the unit cannot move into the defender's area.

When more than one attacking unit is required to achieve victory, the attacker may move units to "support" the attack. Move a unit adjacent to the area being attacked ("adjacent" means a path must exist, and the unit must be allowed to use the path). Flip the unit to denote it has been used. If necessary, move and flip additional units to other adjacent areas. Only one unit per area may be flipped. Finally, move the final unit on top of the defender and flip it too. We advise you to now flip the stack, leaving your unit face up underneath the defender which is flipped upside down where it can easily be removed at the end of the turn. Upon elimination of the enemy unit, the attacker now controls the area and may move other units through it if he can.

*Example 1. The Roman player is seeking to take Norica, which is defended by a Celtic tribe, the Norici. The tribe has a defense value of 1, but because the Romans must all cross the mountains, the Celtic unit's defense is raised to 2. A Roman legion's combat value is 2, which would only tie the Celtic unit, not beat it. So the Roman player moves the legion in Cremona (bottom left) to Aquilia and flips it for support. The Roman player then moves the legion in Aquilia to Norica and flips it. That's two legions, worth  $2 + 2 = 4$  vs a Celtic tribe worth 2, so the Celt is eliminated.*



*Roman Units Prepare to Move to Complete Attack.*



*Move and flip to indicate the unit has been used.*

If attacking into areas north of the Barbarian Line, a Roman or Parthian unit has its combat attack value reduced by "1" unless an Emperor is currently in play (for the Roman player), in which case it is its normal value, but only if in a region where an Emperor's counter is placed. There are three such regions: Germania, Euro-Sarmatian Peoples, Asian-Sarmatian Peoples. Only one region per turn can receive the Emperor's effect, but it can receive it multiple times in that region.

## **Combat Values of All Units**

Unit Type	Attack	Defense	Note
Roman Legion	2, 1 if North of Barbarian Line unless Emperor is placed in the region	1 if North of Barbarian Line unless Emperor is placed in the region	
Roman Palatina	3	3	Immune to rebellion
Roman Limes	1	2	
Roman Comitatus	2	2	
Parthian Cavalry	2, 1 if north of Barbarian Line	2	
Kushan	2	2	
Sarmatian Cavalry	2 if attacking North of Barbarian Line, 1 otherwise; 1 if attacking into Germania	2	
Huns, Hunae	7	13	
Hunnic Kingdom	3	3	
Germans	1 when attacking outside of Germania unless Leader in play; 2 if attacking inside Germania	2	
German Migratory	1	4	
Germanic Kingdoms	3	2	
All Others	1	1	

### **Reinforcements and Replacements (Production)**

Most units are either on the map or in the replacement pile at the beginning of the game except for the following:

1. One Kushan unit appears in the Yuezhi area on 20 BC as a reinforcement.
2. A single Goth unit appears in the Goth area on 160 AD as marked on the counter.
3. The Walls of Constantinople (a counter representing a terrain feature) appears in 210 AD in Byzantium (see Western and Eastern Roman Empire rule for details).
4. The Icenii-Frisia sea route becomes active in 250 AD.
5. In 280 AD the Moesia area receives a production star (a terrain feature) and can then be counted as a production area for all purposes.
6. Three Hunnic Kingdom units appear in 380 AD and one Hun in 390 AD in the Hun area. One Hunae appears in 410 AD in the Hunae area.
7. Other reinforcements may arrive pursuant to other rules (e.g., Civil War, Reform of Roman Army, German Migrations, Germanic Kingdoms, etc.)

Replacements are the most common way of obtaining new units. Replacements for the Romans and Parthians are primarily based on the control on the areas on the map with a purple or purple/red star. These are "production areas," "replacement areas," "star cities" or "stars" - all such terms refer to the same thing. Replacements are determined as follows:

Either the Roman or Parthian player may obtain units equal to the number of production areas he controls (including allied ones). If he also has a Leader in play, add three more units. If he is the Parthian player add three more (see the Silk Road rule). If he is the Eastern Roman Empire, add three more (only after Roman Empire splits).

*Example. The Roman player can have one Legion for each star he controls up to the counter limit. For example, if he has 18 on the board and 3 in the replacement pile, but owns 24 stars, he is entitled to  $24 - 18 - 3 = 3$  new reinforcements.*

Replacements are determined as follows:

1. Romans, Parthians. Count the number of production areas ("stars") the player controls. The player receives 1 unit for each star unless it has been looted. Looted areas produce nothing until rebuilt. (See Looting rule).
2. The units may then be placed in any non-looted controlled replacement star.
3. Replacements cannot be loaned or borrowed.

*For example, a Parthian player controlling the Celts cannot use their replacement stars to replace his Parthian units unless they are allied (see Allies) and there is an overland path between stars of the two nations, or he conquers the area(s).*

4. However, any player that has conquered enemy stars may then use them to generate his own replacements.
5. North of Barbarian Line. Peoples north of the Barbarian Line are handled differently (see below).
6. Allied Production Areas. If Rome (or Parthia) is allied with a People that owns production star areas, those areas produce for both the original Peoples and for the Roman (or Parthian). Germanic and Hunnic Kingdoms never share their stars if allied.
7. Reinforcements can be placed on any non-looted friendly production area (star). (Isolated stars are simply recruiting local populations.)
8. See *Western and Eastern Roman Empire* rule for steps to take after the Empire splits.

Kushan Empire Replacements. See Kushan Empire rule.

Disbanding. A player may disband units he controls anytime during his replacement phase. Such units are not available for replacement during the same phase, but may be replaced (if able) during the player's next turn. Bribed units may not be disbanded by either player. (Also see Bribery rule and other rules.)

Barbarian Replacements. The Romans called the peoples north of the Barbarian Line "barbarians." For these groups, see the replacement rules listed below and the Home Areas chart at the end of the rules. Other than the counter mix, there is no limit to the number of replacements per turn.

Reinforcement for Other Forces. For the counters not belonging to Rome, Parthia, or the Kushans, reinforcement works as follows:

1. A unit may not be replaced if its Home Area is controlled by an enemy unit.
2. German Replacements. The at-start Germans may replace any losses on the Home Area of that tribe (e.g., the "Teutones" tribe arrives only in the Teutones area). Some tribes may have more than one home area. No production area is required and any number of lost units can

be replaced (other German unit types are different, see Migration and Germanic Kingdoms Rule). Note this means every Roman-controlled (or Parthian-controlled) area north of the Barbarian Line must be garrisoned or else an enemy replacement may be placed there.

3. Sarmatian Replacements. The Sarmatian units work the same way as the Germans. Note that some units may have more than one Home Area. The Euro- and Asian-Sarmatians may only be replaced in an area in their respective home "countries" even if they have a Home Area in the other "country."

4. Celts. The Celtic areas north of the Barbarian line may use the same process as the Germans as listed above. (For all Celtic areas south of the Barbarian line, see "All Other Peoples" below.)

5. On or after 350AD, the Germans and the Sarmatians may no longer bring in replacements at all (but see Migration and Germanic Kingdoms Rule). This is due to loss of population and territory due to migration and due to the appearance of other Peoples not shown in the game. Note that the Celts north of the Barbarian line are not affected by this change.

6. See the Huns rule for all Hun, Hunae, and Hunnic Kingdom replacements.

7. All Other Peoples. For the three "Bull Peoples" and the Celts south of the Barbarian line:

- a. A unit cannot be replaced unless its home area is controlled and held during the replacement phase.
- b. A unit cannot be replaced unless at least one production area of that People is controlled during the replacement phase.
- c. As long as the home area and a production area of the same People is controlled, a unit can be replaced either in the production area or in its home area.
- d. Replacements are limited to the number of production areas held by the People (or their allies), provided the above requirements are met. Each People is counted separately.
- e. If Rome and Parthia are at war, the player that is allied with a People that is also at war with the other can replace a People as well, provided all the above conditions are met.
- f. Units that cannot be replaced should be inverted. Once all units of a People are eliminated, they are removed from the game.

*Example: The Romans have declared war on the African Bull People (the Egyptians, the Mauri, etc.). The Romans conquer all three stars in Egypt first, but not the production area in Tingi. The three Egyptian units are in the replacement box, but cannot be replaced unless the African Bull People control at least one production area in Africa and control the home area of the unit to be replaced. Parthia declares war on Rome and captures Alexandria. Parthia and the African peoples are allied now. If the areas are still held during the next Parthian replacement phase two Egyptian units could be replaced in Alexandria, or all the way over in Tingi, or split between them.*

### **Silk Road**

For a very long time there was trade between the East and the West. This is often called the "Silk Road" because the trade of silk was a primary part of the trade. However, trade was also conducted with India (the part of India off the map). This trade made the rulers controlling the access between China/India and Rome very wealthy.

In the game, this wealth is represented by a bonus of three production that the Parthian and Sassanid player receives each turn.

The Kushans, who also profited off the trade, did not stop the trade even when at war with the Parthians, nor did the later Hunae (see Huns rule), so the bonus continues throughout the game.

After the Roman Empire split, the Eastern Empire continued to profit from trade, while the Western Empire's trade declined. Consequently, the Eastern Empire gets a bonus of three production stars per turn starting in 350 AD. These can be spent on either empire if an Emperor is in play, otherwise they may only be spent in the Eastern Empire.

## **Wars**

Only Rome and Parthia may declare war for much of the game, but later Germania can as well. Rome can also have the Kushans declare war, but only on the Parthians. Controlling players can have the Sarmatians declare war under limited circumstances as well.

War is declared on one of the peoples listed under "Peoples." Once declared war does not end until one side or the other is defeated by elimination from the map, with the exception that Rome and Parthia can declare peace at will (see below).

Also see "Allies"

*Example. Rome is at war with the Asian Bull Peoples and Parthia. Parthia sues for peace. Rome is still at war with the Asian Bull Peoples until they are all eliminated.*

New Wars. The Roman player can have Rome declare war on other Peoples anytime. Parthia can declare war on other Peoples at any time as well.

Celts. The Celts and Romans start the game at War. They remain at war permanently, even if eliminated. (The Celts will reappear North of the Barbarian Line unless the Roman constantly garrisons all 5 Celtic areas there.)

Sarmatians. The Euro-Sarmatians are not at war at the start of the game. Their controlling player may have them declare war on any People that enters one of their home areas. They may also enter any empty area. They will become at war with the enemies of the Germans if allied.

The Asian-Sarmatians are at war with Parthia at the start of the game. Their controlling player may have them declare war on any People that enters one of their home areas.

Germans Limited War. The Germans start the game in a Limited War with the Romans. The German tribes were not only disunited, they also fought among themselves. So, they are restricted in their ability to wage war externally early in the game. They may attack any non-German unit if able (but see the Great Leader rule), but they must stay in or adjacent to Germania in such attacks, nor may they leave Germania for any other reason except to attack or enter an empty area.

Full German War. On or after 160 AD, the Parthian (German) player can have the Germans North of the Rhine/Danube declare war on Rome. When this occurs the Limited War restrictions no longer apply. Germans may now move anywhere and declare war as they please against any People. If allied with the Euro-Sarmatians, they will be at war with the same Peoples as the Euro-Sarmatians.

Germanic Kingdoms. See Germanic Kingdoms rule for limitations on declarations of war.

Huns, Hunae and Hunnic Kingdoms. The Huns and Hunae are at war with all other Empires, Peoples and tribes. The Huns and Hunae are not at war with each other.

*Example 1. The Roman is currently at war with the Parthians. He declares war on the Asian Bull Peoples. The Parthian is now allied with them and may use their replacement areas for both them and Parthia as long as he controls them.*

*Example 2. Parthia is not at war with Rome. Parthia declares war on the Asian Bull Peoples. The Asian peoples are not allied with Rome. Next turn Rome declares war on Parthia. All the Asian peoples are now allied with Rome.*

## **Peace**

Either player may sue for Peace at any time during his turn, including before Reinforcement/replacements. The opposing player must accept Peace as detailed herein. A player may not declare war and peace in the same turn.

Both Rome and Parthia/Sassanids may sue for peace as many times as needed to prevent the other from conquering it, even after no more penalties are listed. Neither power may ever conquer the other. [Note: The Roman Senate had little stomach for protracted wars with Parthia and no desire to conquer it. These wars were seen largely as a waste of men and treasure. Defeat it, yes, but not conquer it. As far as we can tell, neither the Parthians nor the Sassanids had any illusions about the ability to conquer Rome beyond nearby lands.]

Peace lasts for two full turns after the turn it is declared.

Parthia Sues for Peace. Parthia may declare peace with Rome during the Parthian turn by implementing the First Peace Treaty:

1. Parthia withdraws from any area it controls in Africa, Europe, Syria and Asia Minor (including Osrohene and Palmyra) but excluding Armenia (Artashat and Tigranocerta ). (Pick units up and place them in a controlled area inside Parthia). Parthia yields control of such areas to Rome;
2. Rome must withdraw from any area within Parthia or east of Parthia (pick units up and place them in any Roman-controlled area without violating stacking). Rome may move units into Osrohene, Palmyra and other areas vacated by the Parthians.
3. Neither side may move into empty areas controlled by the other player until war is declared.
4. The two Empires are no longer at war. Peace lasts for two full turns following the end of the current turn. This means the side that sues for Peace is guaranteed two turns of Peace. After that, restrictions on declaration of war are removed. Parthian alliances remain in effect.
5. When Peace is declared any allied units that are in either Empire are immediately placed in their home areas. If that is not possible, they are eliminated.

There are additional penalties for subsequent treaties:

1. The Second Peace Treaty, Parthia must also withdraw from Armenia if it is controlled, and yield control of it to Rome. Armenia is now allied to Rome and is no longer allied with Parthia. All other Parthian alliances remain in place.
2. The Third Peace Treaty, Parthia must also yield control of Mesopotamia (Arbela, Hatra, and Nisbis) to Rome.
3. The Fourth Peace Treaty, Parthia must also yield one production per turn to Rome by reducing the Parthian trade bonus by one each turn.
4. The Fifth Peace Treaty. Parthia must also yield another production per turn to Rome (that is, two) by reducing the Parthian trade bonus by two each turn.
5. The Sixth Peace Treaty. As above, but three total are yielded to Rome.

6. If at any time Rome sues for peace, then start over with the First Peace Treaty if Parthia subsequently sues for peace.

Rome Sues for Peace. Rome may declare peace with Parthia during the Roman turn by implementing the First Peace Treaty:

1. yielding control of any Parthian area or Caucasus area that Rome controls back to Parthia which is now allied with those tribes if currently in game or if the Parthian player replaces them;
2. yielding both Artashat and Tigranocerta (if controlled) to Armenia under control of Parthia and allied with Parthia;
3. yielding one of the following areas (Parthian player's choice): Antioch or Damascus
4. Parthia takes control of Osrohene and Palmyra, if not already controlled and is allied with those tribes if currently in game or if the Parthian player replaces them.
5. Neither side may move into empty areas controlled by the other player until war is declared.
6. Rome is no longer at war with the Asian Bull Peoples.
7. The two Empires are no longer at war. Peace lasts for two full turns following the end of the current turn. This means the side that sues for Peace is guaranteed two turns of Peace. After that, restrictions on declaration of war are removed.
8. When Peace is declared any allied units that are in either Empire are immediately placed in their home areas. If that is not possible, they are eliminated.

There are additional penalties for subsequent treaties:

1. The Second Peace Treaty, Rome must also yield the other area to Parthia (that is, Antioch and Damascus both become Parthian areas).
2. The Third Peace Treaty, Rome must also yield Pontus if Rome or an ally owns it, or not enter it if not owned.
3. The Fourth Peace Treaty, Rome must also yield Tarsus and Cappadocia as described above.
4. The Fifth Peace Treaty, Rome must also yield Jaffa and Jerusalem as described above.
5. The Sixth Peace Treaty, Rome must also yield all three Egyptian production areas as described above.
6. If at any time Parthia sues for peace, then start over with the First Peace Treaty if Rome subsequently sues for peace.

*Example. In 160AD Parthia finds itself assailed by Roman Legions and Kushan forces. It sues for Peace with Rome (at any time during the Parthian turn). While the war goes on with the Kushans, Parthia and Rome will not fight anymore this turn or in 170AD or 180AD. Starting in 190AD either Rome or Parthia could declare war on the other.*

## **Garrisons**

Rome and Parthia must leave a friendly unit\* in a star area, or else it can be used as for replacements by the original Peoples and does not produce for the Empire that took it. If the Peoples that originally inhabited the area (as marked in the area) have been defeated (no more units on the map), then this rule no longer applies for that star and others like it. In any case, after 100 years of control (does not have to be continuous) "re-civilization" occurs, and that area no longer has to be garrisoned. Keep notes as needed. However, see "Provincial Garrisons" below. See "Revolts" for a description of additional penalties for failing to garrison.

Rome does not have to garrison stars in the following areas (denoted as partially red stars on the map):

Anywhere in Italia (7 stars)

Hispania (Tarraco, Gades only)

Carthage

Leptis Magna

Massilia

Salona

Pergamum

These above areas are indicated on the map by a red center in the star.

The following areas are relieved from garrisons as of the dates noted because of "re-civilization" or the presence of another "civilizing" culture:

50 BC - Athens, Macedonia

0 AD - Cyrene

20 AD - Bithynia, Byzantium

50 AD - Antioch, Damascus, Iaffa/Caesarea

Other conquered production areas, except for those in Parthia, can be re-civilized. This process takes 100 years, after which it is no longer necessary to garrison that production area. Players will need to note the turn a production center is conquered.

Provincial Garrisons. Rome always has a minimum Provincial Garrison of one unit for each of the main provinces. These are denoted on the map by a double orange border line, called a "Major Border" in the map legend:

Britannia

Gaul (note that Germania Sup. and Inferior are part of Gaul for this purpose)

Hispania

Africa (anywhere from Tingis through Egypt)

Illyrium, or Thrace, or Graecia (any one of these)

Asia Minor or Syria (either)

A Roman garrison is not required if a Roman rebel unit is in the province.

Failure to maintain the garrison will result in a revolt in all production cities of the province.

Provincial garrisons therefore total six units. Units may move and attack while in these areas.

Egypt. Egypt is a special case. Due to the long-standing government, stability and civilization there, only one unit is required to garrison any one of the three Egyptian areas prior to re-civilization.

Parthia and Sassanids. Parthia had a decentralized, feudal system with independent local lords. Parthia must garrison all its production areas except for two of the player's choice, which can change from turn to turn. The Sassanids, however, are only required to garrison non-allied stars outside of the original Parthian boundaries.

Barbarian Line. Any area north of the Barbarian Line cannot be "civilized" within the timeframe of the game.

No garrison is mandatory if a player is willing to face the consequences (or forgets about them). Players can intentionally (or unintentionally) allow Revolts to occur, or to have original Peoples reappear in an abandoned star area. The opposing player must point out the failure to garrison if his opponent fails to catch it, or else the penalty is waived.

\*A rebelling Roman legion counts as a garrison even though the area does not produce for the Roman player.

### **Allies**

When one side attacks one of the Peoples listed above, the People becomes allied to the other player. Allies provide their star production to either Rome or Parthia (whichever they are allied with), but the star will still continue to produce replacements for the allied Peoples as well. The alliance lasts until the Peoples are totally eliminated or Rome and Parthia are at peace (see War rule).

On or after 160 AD Euro-Sarmatians and Germans may ally any turn, even if already at war. The alliance lasts one full turn and may be renewed the following turn. Only the Germans may initiate the alliance. If the Germans and Euro-Sarmatians are allied then they are at war with the enemies of the other.

*Example. In 160 AD, the Germans (Parthian player, or German player in a 3-player game) declare an alliance with the Euro-Sarmatians. Since the Germans are at war with the Romans, so are the Euro-Sarmatians. In 170 AD, the alliance is not renewed and the Germans declare war on the Euro-Sarmatians, who are now at war with both the Romans and the Germans. The same player controls both the Germans and Euro-Sarmatians and he moves those units and conducts combat as he pleases. In 180 AD, the Germans reinstate the alliance - they are no longer at war with the Euro-Sarmatians, and both are still at war with Rome. **The same turn, the Asian-Sarmatians***

The Parthians are not allied with the Celts, Germans, German migration units, Germanic Kingdoms, or controlled Foederati at any time, even if they control them. The Parthians may not import production from allies unless there is an overland path controlled by the Parthians or its allies from the allied star area to any Parthian star area.

### **Great Leaders: Emperors and Shahenshahs**

Both Rome and Parthia receive great leaders from time to time. When one appears, the side that receives it gains three extra military units for the duration of the leader's reign if they are available in the Replacement Pile. The Roman leader is the "Emperor" and the Parthian leader is the "Shahenshah" (King of Kings).

Units arrive at the beginning of the player's turn on the dates noted in the table. Units are removed at the beginning of the player's turn on the dates noted in the table.

Roman and Parthian Leaders. The Romans start the game (60 BC) with an "Emperor" (Julius Caesar, who was technically never an emperor). The Parthians get their first "Shahenshah" at the start as well. After that, each side periodically gets a great leader. Roman leaders have these additional abilities:

- a) Civil War cannot occur in the province where a Roman leader is placed (see Civil War rules);
- b) Roman units do not suffer the -1 combat penalty north of the barbarian line if a Roman leader is in that province (see Combat Values of all units);
- c) Replacements can move freely between the Eastern and Western Roman Empires when a leader is in play; replacements may be interchanged as well, etc. (see Western and Eastern Roman Empire rule).

German Leaders. About once per century a German leader arose that could unite some of the tribes. When one arrives, German units have a "2" combat factor for attack and defense and their movement is "2" for those turns. German leaders have no other effects.

Here is the complete list, with the date of appearance and removal:

<b>ROMANS</b>	Appearance Turn	Removal Turn (remove at <i>beginning</i> of turn during Replacement phase)
Julius Caesar	At start	40 BC
Octavian (Augustus Caesar)	30 BC	10 AD
Tiberius	10	40
Vespasian	70	80
Trajan	100	120
Hadrian	120	140
Marcus Aurelius	160	180
Septimus Severus	190	210
Diocletian	280	310
Constantine	310	340
Theodosius	380	400
<b>PARTHIANS</b>		
Oredes II	At start	40 BC
Artabanus	10	40
Vologases I	50	80
Vologases IV	150	190
Ardashir	220	240
Shapur	240	270
Shapur II	310	380
Bahram V	420	440
Yazdegerd II	440	460
<b>GERMANS</b>		
Arminius	20 AD	30 AD
Ballomar	160 AD	190 AD

### **Civil War**

Both Roman and Parthia had civil wars. Rome's were less frequent but more ferocious. Parthia's are dealt with in the garrison rules and the Sassanid Revolt. Rome's longer civil wars occur as follows. These steps occur at the end of the Reinforcement/Replacements phase.

1. Place "Civil War" counters on the calendar in 50 BC (two are placed), 40 BC, 60 AD, 190 AD, 240, 250, 260, 270 AD, 310, 320 AD (re-use spent markers for later years).

2. When a civil war occurs place the current Emperor (if any) in one of the Roman provinces named on the map and denoted by double orange borders (Hispania, Gaul, Africa, etc).

3. After Roman replacements are placed, the controlling player (Parthian player in a two-player game; German player in a three-player game) then places the civil war counter in any Roman area that is outside of the province where the Emperor is located. If there is no Emperor in play, any province may be chosen, except that Italia may never be chosen in any case. The

counter may not be placed on the Walls of Constantinople either. The area chosen becomes the capital of the rebellion. Any Roman units (except Palatina units and the Walls of Constantinople terrain effect) that are in, or adjacent to, that area are in rebellion.

4. Replace the rebelling Roman legions, comitatus, or limes (Palatina units cannot rebel as they are presumed to be under direct command of an Emperor) in or adjacent to the Rebellion Capital Area with up to five units\* of the orange Roman rebellion units under control of the Parthian player. Five units may be placed even if there are fewer than five Roman units in those areas. Rebel units cannot move until the controlling player's turn, except that overstacked units may immediately move (but not conduct combat) in order to unstack. If they cannot, excess units are placed in the replacement pile.

5. These rebel units are still at war with Rome's enemies. Rebel units may declare war on other Peoples, but that war ends upon the beginning of the next controlling player turn, and the war does not apply to the Roman player's units. Peoples that the rebels eliminate, can be replaced by the controlling player at his discretion.

6. Unlike regular Roman units, rebel units are not eliminated if they have too few supporting production areas.

7. Replacements may be obtained at the option of the controller by placing an eliminated unit on any rebel-controlled production area at the rate of one replacement for each rebel-controlled production area, up to a limit of two replacements per turn. For replacement purposes, the Romans and Roman Rebels are counted as two separate nations.

8. Garrison requirements are unchanged. Essentially, it becomes a second Roman Empire, but under control of another player.

9. The controlling player can move the rebel units to facilitate his play, but the rebels may not stack or cooperate in battles with the those of the controlling player (they are still at war if they were at the time of the rebellion). They may abandon areas that facilitate occupation of the controlling player's regular units.

10. Rebel units count as a garrison for any areas requiring a garrison that they occupy. (This means they count towards the 100-year occupation requirement for re-civilization.)

11. If a new Civil War occurs while a previous one is still in play, take the following steps:

- a. A second Civil War generates a rebellion of up to three new units (instead of five)
- b. A third Civil War generates up to two new units (instead of five or three).
- c. The maximum rebel units in play is, however, eight.
- d. If a fourth Civil War occurs, use up to five units from the replacement pile for it. If none are available, there is no fourth Civil War.

12. During multiple simultaneous Civil Wars, all rebelling units are allied.

13. Any Roman rebel in Hermopolis can only bring in a replacement there if the rebels also own Memphis at the start of the Parthian/German player-turn.

14. Prior to 200 AD any Roman rebel in Eboracum can only bring in a replacement there if the rebels also own Iceni and Britannia at the start of the Parthian/German player-turn.

*Example: In 50 BC, two Civil Wars occur. The first is placed with 5 units. The second is placed with three units. Three results may occur:*

*a. the Roman wipes out both rebellions, in which case the 40 BC civil war (which occurs the turn after 50 BC) gets five new units, or;*

*b. the Roman player wipes out one rebellion, but not the other, in which case the 40 BC gets three new units (the Parthian may disband the remaining rebellion, see next), or;*

*c. the Roman player is unable (or unwilling) to wipe out either rebellion. In this case, the 40 BC rebellion gets 2 units unless the Parthian player disbands one of the original rebellion's units, in which case the new rebellion gets 3 units. If he disbands both the original rebellions' units, then the new rebellion will get 5 units.*

\*Since the Civil War counter is placed after Reinforcement/Replacements it is possible there could be two or more legions in an affected area. If so, replace those with rebel units first, then place the remainder. If there are six or more Legions in a replacement area, none of them can be made to rebel (as there are only five rebel counters).

### ***Kushan Empire***

The Kushan Empire formed from Asian Iranian (also sometimes called Asian Sarmatian) peoples during the first century.

One Kushan counter starts the game in the Yuezhi area on the Eastern edge of the map. On 20 BC a second unit appears there as a reinforcement. Remove one Asian Sarmatian from the game and replace with a Kushan unit once per turn, starting in 30 BC. Replace units on the map, or in the replacement pile until all 6 units are in play. Kushan replacements may appear in any Kushan-controlled area - no limit to the number.

At any time the Roman player can have the Kushans declare war on the Parthians. Once at war, they will stay that way until they are eliminated.

The Kushans are controlled by the Roman player (including in a three-player game). Any Sarmatian Peoples that are "home" to an area the Kushans control reappear as a Kushan replacement and may appear in any area the Kushans control. Remove the original unit from the game, replacing it with a Kushan unit. For example, if the Kushan units take the Massagetae area, replace the Massagetae unit with a Kushan unit and remove the former unit from the game. If an area's cognate unit is already eliminated or removed from the game, the Kushan still gets a replacement. This may occur until the full complement of Kushans (6) is in play. Kushans do not have to garrison their production (star) areas if they are marked with the Sarmatian horse symbol. Kushans get no special benefit from owning any replacement areas other than depriving Parthia.

Any eliminated Kushan unit may reappear during the Roman reinforcement/replacement phase in any Kushan-controlled area (not just the replacement areas).

Kushans may not cooperate with other Sarmatian peoples in attacks. They are also not at war with the other Sarmatian peoples (even the one it removes units from). Kushan units may never ally with either player.

The Kushan Empire cannot be conquered until on or after 100AD. If all Kushan areas are Parthian (or Roman) controlled and all Kushan units are eliminated, then the Kushan Empire has fallen and its units are removed for the rest of the game. Before 100 AD, Kushan units may enter on the Hunae area if all other areas it controlled have been taken.

### ***The Sassanid Revolt***

Parthia was ruled by the Arsacid dynasty until the Sassanids took power. During the revolt, the Parthian player plays both sides.

In 220 AD replace any Parthian units in the following areas with Sassanid equivalents. Because all units are similar, indicate a unit's allegiance by facing like units in a similar direction. Replace units on the map as necessary to put units in these following areas, swapping like for like. If there are insufficient Parthian units in those areas, add units from the replacement

pile instead. If there are insufficient units in the replacement pile, remove a Parthian unit, and use it here instead:

Persepolis - any cavalry  
Susa - any cavalry  
Charax - any infantry  
Isfahan - any infantry)  
Kerman - any cavalry

In the event these areas are occupied by a Roman unit or its ally, the Sassanid unit does not appear. If one of these areas is owned by Rome but not occupied by a Roman unit or allied unit, the Sassanid unit does appear.

These units may move and attack any unit, including other Parthian units. Other Parthian units remain controlled by the Parthian player and may move or attack elsewhere during the turn. The Great Leader's effects apply to the above Sassanid units only.

During the revolt, replacements are only available to the Sassanids.

The instant that the Sassanid units outnumber the Parthian units, all other Parthian units immediately defect to the Sassanid dynasty and the Revolt is over. In the (unlikely) event that the revolt fails, the game proceeds with the Arsacid dynasty in control. Assuming the Sassanids are successful, implement the following:

The Sassanids implemented a more centralized government. This means that replacement stars inside of the original Parthian Empire no longer must be garrisoned. Any other replacement star area outside the Empire must be garrisoned until it has been held 100 years (areas north of the Barbarian Line cannot be civilized this way). Areas previously held by the Arsacid dynasty apply towards this requirement. This garrison requirement does not apply to an ally's stars.

At this point the game continues for the Parthian player, who is now representing the Sassanid Empire in all respects, even if the term "Parthian" or "Parthia" is referred to elsewhere in the rules.

### **Revolts**

Revolts occur if either player leaves a production area (star) without a garrison (unless the area is exempt from the garrison rule). At the end of the player's turn, place a Revolt counter on any ungarrisoned star that is required to have a garrison. When this occurs, take these steps:

1. If the area is in your home country, you lose the production for one turn. Place a revolt counter on the area to remind you, then remove it next turn after the production phase.
2. If the area is not in your home country but is an area that has completed the 100-year process of re-civilization, place a revolt counter, but do not remove it until one of your units has moved through or into the area.
3. If the area is anywhere else in your empire, place a unit of the home People if one is available. Place a revolt counter on top of it. The unit cannot move, but has its usual defense.

### **Bribery**

If the Romans or Parthians have production beyond that required to maintain the army, they may use it to bribe other Peoples that are adjacent to a controlled area, at a cost of one production per area bribed. Place a "Bribe" marker on the targeted tribe during the reinforcement phase. It lasts one turn and is removed during the following reinforcement phase, at which time

the player could elect to place it again if he has the resources. Roman, Parthian and Migratory units cannot be bribed. No German unit can be bribed while a German leader is in play. All other units can be bribed.

Only four Bribe markers are available for both players. If one player uses them all, there are none available for the other player.

Bribes target a unit, not an area, and so other units that may be able to move through the area where the bribed unit is are not affected by the bribe.

A bribed unit will not attack any enemy unit or ally, but may provide support for an attack elsewhere. The bribed unit cannot move while bribed. Other units that may move through the bribed unit are not affected. Neither player may disband a bribed unit.

A player may decline to bring in reinforcements in order to bring in Bribe counters instead. The Roman player may "retire" (disband) a Roman unit (move it from the map to the replacement pile) during the reinforcement phase in order to have a Bribe counter instead, or for any other reason. The Parthian player may also disband units during the reinforcement phase. Both players may disband any unit they control, as may the German player in a three-player game.

### **Looting**

Looting is the act of destroying a production area. Only production areas can be looted.

1. The following units can (in some cases, must) loot a production area:
  - a. any German unit, including Migration and Kingdoms
  - b. any Sarmatian unit, including Alani Migration and Kingdom units
  - c. any Hun or Hunae unit, including the Kingdoms
  - d. no other units or nations may loot
2. When a production "star" area is looted, place a looted marker on it.
3. Looting occurs at any time during the phasing player's turn.
4. The Roman or Parthian player (only) can rebuild looted areas.
5. To rebuild a looted production area, during first replacement phase that the Romans (Parthians) have one of its units in the area, flip the Looted marker to the Rebuild side.
6. In the second consecutive turn, remove the marker: the city now produces again, including that turn (the presence of a Roman or Parthian unit is not required). In all, a star would be out of production for two turns, if the Romans re-take it and rebuild it as soon as possible.
7. On or after 350 AD an additional requirement is added. Cities cannot be rebuilt without an additional payment represented by a bribe counter. To accomplish this, produce a bribe counter and then expend it on the rebuilt city. The Parthian player can forego one or more of the extra unit builds he gets from the Silk Road trade. This means the Romans are limited to four Rebuilds and the Parthians to three Rebuilds per turn on or after 350 AD.

### **Western and Eastern Roman Empire**

The Emperor Diocletian established the system in which the Roman Empire was administered by two emperors: one in Rome in the West, one in Byzantium (later Constantinople). The new system is established in 280 AD and is shown on the map as a north-south red border near the center of the Empire.

1. Upon the split, Roman military units can no longer move freely from one side of the Empire to the other except if an Emperor is in play. Other nations are unaffected.

2. The leader bonus, if any, applies only to one side, which the Roman player declares each turn.

3. The two sides cannot cooperate on attacks unless an Emperor is present.
4. Military unit counts and production area support are calculated separately for each side of the Empire unless an Emperor is in play.
5. Eliminated units should be kept in separate replacements piles in the boxes on the map provided for that purpose. Other rules remain unchanged except as noted in these rules.
6. For the conditions required to eliminate either part of the Empire, see "Reliability" under the Germanic Kingdoms rule.
7. Walls of Constantinople. In 210 AD (or later if necessary), the Roman player receives the Walls of Constantinople counter as a terrain reinforcement. Its attack value zero, its defense value is 10, but it cannot move. It may only be placed in the area labeled as Byzantium. If destroyed, it is placed in the replacement pile, where it can be replaced by spending four "Bribe counters" in one turn. The unit is considered to be a Terrain Effect with respect to stacking, which means another unit may be in the area too. As of 330AD Byzantium is renamed Constantinople and becomes the capital of the Eastern Roman Empire. Migration units may not move through this area if the Wall is present.

### ***Migrations and Germanic Kingdoms***

Starting in 250 AD units marked as the Migration units can begin a special movement capability (Raids), described in this rule. The Parthian (German, in a three-player game) player controls these units, within the limits described below. Before 250, they move as regular German units, except that their defense factor and movement factor is larger.

#### Raids

Starting in 250 AD, the German and Sarmatian Migration units (only) begin a special movement capability:

1. These units continue to have an attack value of 1, a defense value of 4, and a movement factor of 5.
2. These units can now move into an area even if it is occupied, but must stop movement for that turn if moving into an occupied area. This special case does not violate stacking and attacking is not required by either side, but may occur. Other migration units, however, can now move through that stack and continue into another area, stopping if they enter a different enemy-occupied area. (Through this process, the migration units can usually break through any Roman defense line without a fight.) Migration units can stack this way with any other unit, friendly or not, except Huns, Hunae, or Hunnic Kingdoms, or another German unit.
3. Migration units may move through the earlier, at-start German (or Sarmatian) units without having to undergo the stacking process described above.
4. If moving onto a production area that is not occupied, a Migrating German can either loot it or leave it intact. If it loots it, it must continue moving at the next opportunity, including the same turn if it is still capable to move. See Looting rules for effects of looting.
5. Migration units may cooperate in combat with any German unit or any German-allied unit. They may not cooperate with Foederati controlled by the Roman player.
6. Upon elimination by combat, a Migration Unit does not go directly into the replacement pile. Instead, place the unit(s) as a reinforcement 100 years (10 turns) later.
7. On or after 350 AD, if the Migrating tribe is in an intact production area (not looted), it can settle there and form a Germanic Kingdom (see Kingdoms below).
8. Migrations can never occur through the Walls of Constantinople.

## Germanic Kingdoms

Starting in 350 AD, the raids are more likely to become permanent settlements. The above process may continue as follows:

1. On the turn a migration unit arrives in an intact (unlooted) production area south of the Barbarian Line and containing no enemy (usually, Roman) unit, the Parthian (German) player may form a Germanic Kingdom. This can occur before or after combat. The chosen production area becomes its capital. The Migrating Unit that forms the Kingdom is permanently removed from the game.

2. Only one Germanic Kingdom may be founded per turn.

3. Once declared, a Germanic Kingdom will immediately produce "Germanic Kingdom" units. Five units are placed in the founding area which is the capital (see below). These units function like any other military unit. They lose any special stacking and movement abilities possessed by the Migrating Tribe that spawned the Kingdom, and gain the attributes printed on the counter.

4. Germanic Kingdom units may not move north of the Barbarian Line, nor use the production area there for replacements.

5. Upon founding the Kingdom, the Parthian/Sassanid (German) player may immediately move and attack with the five units as he chooses. Movement, however, is modified as follows: Each time a unit moves into an area not previously owned by the Kingdom, that unit must stop movement. At that point the Kingdom now owns the area, and the other units may move through the area. Use "Germanic Kingdom" markers to denote the area if the unit moves out.

6. Germanic Kingdoms may loot a production area, unless it is their capital. German looting is optional and decided by the current controlling player. Looting may occur at any point during the controlling player's turn.

7. After a Germanic Kingdom is founded and the units moved and any attacks made (and looting conducted if wanted), the Parthian (German) player no longer controls it. During the next turn, the Roman player declares it to be "Foederati" (see the rule so entitled) and now controls it. He may continue to expand it, cause it to fail, or attack other Germanic Kingdoms as he sees fit within the limits described below.

8. The Romans control the Kingdom as a Foederati with these limitations:

a. The Germanic Kingdom may move within the areas it already controls.

b. The Kingdom's units may not leave the areas it controls except to attack another adjacent enemy ("enemy" as defined by the Roman) including: another Foederati or Germanic Kingdom, other migrating tribes including any German or Alan migrating tribe, any Hun unit or Hunnic Kingdom unit, a Parthian, or any surviving Peoples units, including non-migrating Germans, Celts, etc.

c. At any time the Roman can have his Germanic Kingdom declare war on another Germanic (or Hunnic) Kingdom, or Parthia/Sassanids. The Kingdom receiving the declaration of war is now controlled by the Parthian (German) player for the remainder of the decade turn. If the attacked kingdom was a Foederati, it loses that status and reverts to an independent Germanic Kingdom. The Roman player does not have to be at war with the target either before or after such a declaration. Such wars only last one turn. The next turn, Kingdoms revert to Roman control as per the Foederati rules and 8. a. and 8.b. above.

9. Kingdoms do not have to have a "star" for each active unit. Instead, the Kingdom receives one replacement for each unlooted production star area it owns. It may not use any ally's

production areas, nor may the Roman use the Foederati's star. The upper limit of units a Kingdom can have is always five. Units being replaced may be placed in any unlooted production area the Kingdom controls. Units must be of the same tribe.

10. As long as the Romans control a Kingdom, it is allied to the Romans, however see the "Reliability" rule below. If the Parthian (German) player controls the Kingdom, it is not allied with him however. See "Allies" for details. Unlike other allies, Kingdoms never share their production stars with any other force, nor may they use any ally's production. This means the Romans (Parthians) may not count stars under a Kingdom's control or allied with them for Roman (Parthian) unit production.

11. Counter types used to form the Kingdom do not have to match those used as the Kingdom's units. *For example, if the Gepidae migratory unit forms a Kingdom, it may use the "Vandal" kingdom counters to do so.*

12. There are six sets of counters for Germanic Kingdoms (Franks, Saxons, Visigoths, Ostrogoths, Vandals and Gepidae). The Alan migration unit may also form a Kingdom using its five "Germanic" Kingdom units (the Alanis were Sarmatian, but allied with Germans). Kingdoms may be formed from a previously eliminated Kingdom, or from the counters of a current Kingdom available in the replacement pile. In the latter case the size of the Kingdom would be 1-4 units, not 5. Different Kingdom counters may not be mixed to form a new Kingdom. That is, the Parthian player could not form a Kingdom of 4 units using two Vandal units and two Frank units that might be in the replacement pile. He would have to form a Kingdom of either two Vandals or two Franks instead.

13. Germanic Kingdom units may cooperate with any ally as per the Allies rule, including other Germanic Kingdoms that are allied with the same Empire.

14. Note that it is possible for a Germanic Kingdom to be allied to Rome and at war with Parthia, even though Rome and Parthia may not currently be at war.

15. A Germanic Kingdom ceases to exist when all its units are eliminated and it controls no unlooted star production area. Kingdom units can be reused in a new kingdom, however.

### ***Foederati***

As indicated in the above rules, when the Roman takes control of a Germanic Kingdom it becomes a Foederatus (plural is "Foederati"). Effectively, it is an independent Kingdom allied to Rome. When allied, Roman units can move through Foederati territory. Foederati unit movement continues to be restricted as described in the Germanic Kingdoms rule.

### **Reliability.**

As the number of Foederati increased and the presence of Roman units decreased, Foederati reliability declined.

1. At the end of a Roman player turn when Foederati units outnumber Roman units in either the Western or Eastern Roman Empires the Parthian (German) player may select any one Kingdom to rebel against Roman control.

2. The Parthian (German) player will then take control of that Kingdom. Parthia is not allied with it, however. All movement and attack restrictions previously in place are removed for that Kingdom for that turn. The Parthian (German) player can have that Kingdom declare war on the Romans for one turn without Parthia being at war itself. Peace agreements between the Parthian and Roman do not apply to the Kingdom.

3. This may be repeated each turn until no production (star) areas remain controlled by the Roman player in either the Western or Eastern Roman Empire. The Parthian player may have a choice of Kingdoms to rebel. He may choose the same Kingdom or a different Kingdom each turn that the Reliability rule is in effect.

4. At the point where either half (West, East) of the Empire has lost all its production areas, it falls (ceases to exist) and its units are removed and placed in the replacement pile of the other Empire. If both halves of the Roman Empire fall, the game is over at the end of the turn.

#### Borders.

5. The Roman or Parthian player cannot control an empty production area that is owned by a Germanic Kingdom without being at war with that Kingdom. Use the Germanic Kingdom markers to show possession, and turn them in different directions if two Kingdoms are close. Note: If allied, the Romans may move into and through such an area, but not control it.

#### Elimination and Replacement.

The Germanic Kingdoms may replace their units by receiving one unit for each unlooted production area the Kingdom controls per turn, during either the Roman or Parthian turn, depending on which side is controlling them. Place the replaced units in any controlled star city. Kingdoms may not share production areas.

### **Roman Army Reform**

In response to decades of civil war and Germanic and other incursions, the army began to change the way it fought. Legions, which had been prominent in the civil wars and had begun to be loyal only to their immediate commander, were reduced in size, new units created, and army forces were used differently. In the game this begins on 260 AD.

1. Legions are gradually phased out. Instead, the Roman gets the following units:

Type	Number	Movement	Combat Attack	Defense	Stars
Palatina*	6	6 (2)*	3	3	1.5 @
Comitatus **	20	2	2	2	1 @
Limes	15	1	1	2	.5 @

\* 6 when moving anywhere except if moving in any area north of the Barbarian Line, in Parthia, or in Armenia: in those places movement is 2.

\*\* 1 if moving north of the Barbarian Line

2. Starting in 260 AD, each replacement phase upgrade any 5 Legions from the map or replacement pile: replace five legions with: Palatina, 3 x Comitatus, Limes until all legions have been replaced.

3. Any Legion that has been so removed is removed for the rest of the game. Units that are upgraded on the map require no expenditure of replacement points.

4. Units that are in the replacement pile are purchased at the rates listed above. When counting units to match production limits, Palatina count as 1.5 units, Comitatus at 1.0, and Limes as .5. *Example: The Roman player has 7 replacement points. He takes 2 Palatina (1.5 @, or 3 total), 2 Limes (.5 @, or 1 total), 2 Comitatus (1@, or 2) and 1 Bribe (@1), for a total of 7.*

5. Eventually, there will be more units than there are legions. These are received as reinforcements, up to five units (not production value) per turn.

Note: Palatina="palace troops" representing those troops directly under the Emperor's command; Comitatus (pronounced Ko-me-tah-tus) = "county" or regional field armies (essentially smaller legions); Limes (pronounced Lee-mays)= border troops/settlers.

## **The Huns**

There are two parts to the Huns: the Huns and the Hunae. The Huns may overstack, but only in their home areas. They must unstack at the earliest opportunity but they are not eliminated if they cannot.

1. The Parthian/Sassanid player (German player in a three-player game) will move the Huns. The Roman player will move the Hunae (even in a three-player game).

2. Three Hunnic Kingdom counters appear in 380 AD, and a Hun counter in 390 AD. These forces will be placed on their home area ("Huns") that turn, and the Hunae (one counter) will be placed in its home area (Hunae) in 410 AD .

3. The Huns and Hunae move after all other players as if they were a third (or fourth) player. First, the Roman moves the Hunae and their Hunnic Kingdom units. Then the Parthian moves the Huns and their Hunnic Kingdom units.

### Combat or Absorption

1. Any unit with a combat value of "1" or "2" that is defending against the Huns (or Hunae) will instead choose to migrate with them, unless exempted. They are "absorbed."

2. Any absorbed unit is removed from the game.

3. Parthians and Romans are never absorbed. They will defend.

4. Any German migration unit are not absorbed and will instead retreat before combat via a special movement conducted immediately as a regular movement would be.

5. Germanic Kingdom units are not absorbed and will defend.

6. Other Germans will be absorbed and removed from the game.

7. When absorption happens, remove the affected unit from the game, advance the Hun (Hunae) into the area the unit formerly held and increase the Hun's (Hunae's) Replacement Count by one (see replacements, below).

8. The Huns and Hunae may not be bribed. Hunnic Kingdom units can be bribed (see below).

9. The Huns or Hunae never ally with anyone.

10. The Huns or Hunae cannot be replaced once eliminated including forming a Hunnic Kingdom.

### Hunnic Kingdom

When Huns or Hunae arrive at a star area, the player may choose to form a Hunnic Kingdom or to loot the city.

1. Huns will always loot a production area if they do not form a kingdom. Hunae looting is optional and controlled by the Roman player. See German Kingdoms for rules on how to create a Kingdom. Note that two Hunnic Kingdoms can be formed, one by the Huns and one by the Hunae.

2. When forming a Kingdom, the player may disband other Hunnic Kingdom units he may control and instead place them with the founding units of the Kingdom, as long as there are no more than five founding units.

3. Replacements. Once Huns/Hunae form a Kingdom, replacements are available from three sources:

a. from the tribes (units) they have absorbed while moving (one tribe equals one replacement; keep track on the production chart).

- b. from the unlooted production area that is their capital.
  - c. one replacement is also added on the appropriate production chart each time a Hunnic Kingdom unit is bribed for each unit that is bribed.
4. Track replacements from 3.a. and 3.c. on the production chart. When replacements are used from the chart, subtract one until zero is reached. Each Hunnic Kingdom is counted separately.
5. Hunnic Kingdom replacements appear in any friendly area.
6. Hunnic Kingdom units derived from the Huns will always loot a production area, unless it is their capital. Those from the Hunae may loot or not at the Roman player's discretion. [Note: The "Hunae" are also known as the Ak Huns (Ak is the Turkic word for "white"), the White Huns, and the Hephthalites (by the Greeks) or the Ye-tai by the Chinese and the Sveta Huna in Sanskrit.]
7. Any unit defeated by a Hunnic Kingdom unit is removed from the game and adds one to the Hunnic Kingdom replacement for the next turn except for the following: any Roman unit, any Parthian unit, any Germanic Kingdom unit.
8. Hunnic Kingdom units may be bribed.
9. Hunnic Kingdom units may absorb other tribes like the Huns and Hunae units.
10. Hunnic Kingdoms inherit the replacement points accumulated by their parent unit, either the Huns or the Hunae units. Each is tracked separately on the production chart with the counters provided.

### ***Set Up and Start***

Rome starts with one Legion for each star replacement area it owns at the start (22, see list below). It owns the areas listed above under "Garrisons." Place one Legion in each area that requires a garrison. The rest may be placed in any area the Roman controls (see At Start map). No stacking is permitted during set up. The maximum Roman military units that may be in play is 30, so eight start in the replacement pile. Don't forget Julius Caesar!

Roman Territories (most, but not all, will have the Roman Eagle symbol):

All Red Star areas (14) do not require a garrison, although one may be placed there.

All areas in Hispania, except for the two with a Bull symbol.

Gaul: Tolosa, Lugdunum

Italia: all areas

Graecia: all areas including Crete

Asia Minor: Byzantium, Bithynia, Pergamum, Phrygia, Sinope, Tarsus

Syria: Antioch, Damascus

Palestine: Jaffa, Jerusalem

Africa: Cyrene, Berenice, Hadrumetum and the red star areas

TOTAL OF 22 STAR AREAS

Parthia starts with one for each star replacement (8) and three more, supported by the East-West trade that moves through their Empire from China/India to Rome. Parthia had a feudal system with a weak central government. Therefore, all but two of the Parthian areas have to be garrisoned. Any star area not garrisoned will revolt. All remaining Parthian military units are placed in the replacement pile. Note that the Parthian has a mix of cavalry and infantry. It is presumed, but not required, that the Parthian player will take the cavalry units first and will only take the infantry units should he have no further cavalry in the replacement pile. Orestes II also starts the game in play.



Both players set up all other Peoples in their respective locations (see "Peoples" rule on page 2 for assistance). All remaining available units are placed in their respective replacement boxes. game then begins with the Roman player turn starting on 60 BC. In the above map the peoples are represented as follows:

Inside the ...

Light purple line ---> Celts, light blue units (modern France, Britain and S. Germany)

White line ---> European "Bull Peoples" with a white bar at bottom of a brown unit (modern N. Spain, Serbia, Romania, and Slovakia)

Black line ---> African "Bull Peoples" with a black bar at bottom of a brown unit (modern Morocco, Algeria and Egypt)

Magenta line ---> Asiatic "Bull Peoples" with an all-brown unit (modern Crimea, Turkey, Armenia and Syria)

Red line ---> Asiatic Sarmatian peoples with a red bar at the bottom of a light tan unit (around the Caspian Sea)

Tan line ---> European Sarmatian peoples with a light all-tan unit (modern Ukraine)

Green line ---> Germanic peoples with an all-green unit (modern Germany, Denmark, Netherlands, Sweden and Poland)

Note that many of the peoples are separated. For example, the Cantabrians of the European "bull peoples" are in northern Spain, but their nearest neighbors are in the Balkans. They are connected with a white line.

The Celts are set up in Gaul (modern France), but not in Lugdunum (Rome held nearby Vienne), Tolosia, or Massalia. They are also set up in Britannia and Hibernia. Note several other populations north of Italy on the German border, and one in central Asia Minor (Galatia). (Other Celts were elsewhere, but we represent them by the "bull symbol" peoples due to the extensive mixing of ethnicities.)

One Kushan Empire counter starts the game in the Yuezhi area.

Germans are set up in Germany, except for the following Migratory Units (and the Germanic Kingdom units which arrive after certain conditions are met). The Migratory Units arrive on the map at the location noted and on the date noted (all dates are AD). When a Migratory Unit arrives, remove one other German (Sarmatian for the Alans) counter that started the game on the map from the game and place the new counter instead. Continue doing so until all units are placed. If necessary, arrivals can be delayed.

Migratory units can be bribed under the same conditions as other versions of German tribes. Until the Migratory rule commences, they are treated as any other German unit, except for the difference in combat and movements, of course.

Visigoths - 200 in Suiones

Alemanni - 210 AD in Hermunduri (historical removal: Marcomanni, Quadi, or Hermanduri)

Ostrogoths - 210 in Goths

Gepidae - 250 in Goths

Franks - 250 in Teutoburg Forest (historical removal: Sicambri, Chatti, or Chercusi)

Franks - 260 in Teutoburg Forest (historical removal: Sicambri, Chatti, or Chercusi)

Franks - 270 in Teutoburg Forest (historical removal: Sicambri, Chatti, or Chercusi)

Vandals - 270 AD in Vandals or Lugii/Vandals

Thuringi - 280 in Suebi

Alans (Sarmatian) - 370 in any area north of the Danube and east of the Roman Empire red border.

Saxones - 400 in Saxones

Anglii - 400 in Cimbrica

Jutes - 400 in Cimbrica

### ***Victory Conditions***

If you finish the game, you win. Congratulations! To declare victory against your opponent though, we offer this guidance:

1. Count the star replacement areas the Roman own and subtract from that the star replacement areas the Parthians own (include allied stars on both)
2. Consult this list:

Victory Level	Result
Parthian Strategic	10 or less*
Parthian Significant	11-13*
Parthian Marginal	14-15*
Roman Marginal	16-17*
Roman Significant	18-19*
Roman Strategic	20+*

\*If both Rome and Byzantium are not Roman Controlled, shift one towards Parthian.

\*If both Ctesiphon and Persepolis are not Parthian/Sassanid controlled, shift one towards Roman.

### ***Credits***

Design: R. Steven Brown

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Playtesting: Brown, Millard and Charles Wright

Printing: Tom Johnson Games

### **Summary of Important Dates**

50 BC	Civil War x 2 (place markers at end of Roman replacement) Athens, Macedonia no longer need garrison
40 BC	Civil War (place marker at end of Roman replacement) remove Julius Caesar beginning of turn remove Oredes II at beginning of turn
30 BC	Octavian arrives at beginning of turn
20 BC	Kushan reinforcement arrives during Roman replacement phase
0 AD	Cyrene no longer needs garrison
10 AD	Octavian removed at beginning of turn, Tiberius arrives at beginning of turn, Artabanus arrives at beginning of turn
20 AD	Arminius arrives at beginning of turn Bithynia, Byzantium no longer need garrison
30 AD	Arminius removed at beginning of turn
40 AD	Tiberius removed at beginning of turn Artabanus removed at beginning of turn
50 AD	Vologases arrives at beginning of turn Antioch, Damascus, Iaffa/Caesarea no longer need garrison
60 AD	Civil War (place marker at end of Roman replacement)
70 AD	Vespasian arrives at beginning of turn
80 AD	Vespasian removed at beginning of turn Vologases removed at beginning of turn
100 AD	Trajan arrives
120 AD	Trajan removed Hadrian arrives
140 AD	Hadrian removed
150 AD	Vologases IV arrives
160 AD	Marcus Aurelius arrives Goth reinforcement arrives Ballomar arrives Germans and Sarmatians may ally with each other each turn Germans Limited War restrictions removed
180 AD	Marcus Aurelius removed
190 AD	Civil War (place marker at end of Roman replacement) Septimus Severus arrives Vologases IV removed

	Ballomar removed
200 AD	Visigoth Migration tribe arrives in Suiones (regular mvt. until 250AD)
210 AD	Septimus Severus removed Wall of Constantinople unit is placed in Byzantium if Roman controlled. Alemanni Migration tribe arrives in Hermanduri Ostrogoths Migration tribe arrives in Goths
220 AD	Sassanid Revolt Ardashir arrives
240 AD	Civil War (place marker at end of Roman replacement) Ardashir removed Shapur arrives
250 AD	Civil War (place marker at end of Roman replacement) Peoples may move out of their home countries at will German Migration tribes may now raid (special movement ability). Euro-Sarmatians may now move by sea. Sea path from Germania to Britannia now usable. Gepidae Migration tribe arrives in Goths Franks Migration tribe arrives in Teutoburg Forest
260 AD	Civil War (place marker at end of Roman replacement) Roman Army Reform begins Franks Migration tribe arrives in Teutoburg Forest
270 AD	Civil War (place marker at end of Roman replacement) Shapur removed Franks Migration tribe arrives in Teutoburg Forest Vandals Migration tribe arrives in Vandals or Lugii/Vandals
280 AD	Diocletian arrives Roman Empire splits into East and West. Thuringi Migration tribe arrives in Suebi
310 AD	Diocletian removed Constantine arrives Civil War (place marker at end of Roman replacement)Shapur II arrives
320 AD	Civil War (place marker at end of Roman replacement)
330 AD	Byzantium is renamed Constantinople, which becomes the capital of the Empire in the East.
340 AD	Remove Constantine
350 AD	Germanic Kingdoms may now be formed. German and Sarmatian replacements end (see pg 9) Cities cannot be rebuilt without an additional payment

	Eastern Empire begins receiving 3 trade points per turn (see pg. 9)
370 AD	Alani Migration tribe arrives in Euro-Sarmatia
380 AD	Theodosius arrives Remove Shapur II First Huns arrive (3 x Hunnic Kingdom units)
390 AD	Second Huns unit arrives ("Huns" unit)
400 AD	Theodosius removed
410 AD	Hunae unit arrives.
420 AD	Bahram V arrives
440 AD	Bahram V removed Yazdegerd II arrives Saxon, Angli, and Jute Migration tribes arrive
460 AD	Yazdegerd II removed
470 AD	Last turn of the game

### **Key Rules, Early Game**

**Sarmatians:** Must stay north of Barbarian line, or adjacent to it if they cross. May go no further than adjacent even if empty. Can only attack if at war with enemy. If at war may move in any area (including sea mvt) and attack any area north or south of line. South of line: Attack/defense factor is 1, movement is 2. Replacements appear on their home area - no limit to the number. Cannot be replaced if home area held by enemy until it is retaken.

**Germans:** Limited war: must stay north of Barbarian Line, or adjacent to it if they cross. May go no further than adjacent even if empty. At-start units' attack factor is 2 in Germany, but 1 everywhere else. Mvt and Attack each increase to 2 everywhere if they have a leader in play. Germans' enemies do not receive defensive bonus for heavy forest. Replacements appear on their home area - no limit to the number, but an individual tribe cannot be replaced if its home area is held by enemy until the area is retaken.

**Kushans:** Remove one Asian Sarmatian from the game and replace with a Kushan unit once per turn, starting in 30 BC.

**Other Peoples.** Attack/Defend = 1, movement 2. Replace in a tribe's home area OR on a replacement star within their national homeland. Replacements limited in number to stars controlled by each People.

**Parthia.** Make sure to count any allied stars for both your production and theirs. Usually, India and Artashat. Could be others IF you are at war with Rome, and can trace an overland path to your ally's star areas.

**Rome.** Take production areas until you have at least 34 production (all your units and 4 bribes)!

### ***Key Rules and Strategies, Mid Game***

**Germans:** On or after 160 AD Germans may declare "full war" on Rome at any time. German movement increased to 2 everywhere. Germans may enter any area (previous restrictions lifted).

**Migration Tribes:** As migration tribes begin to arrive, they are treated like other German units, but with different defense and movement factors, until 250 AD.

**Germans/Sarmatians:** On or after 160 AD Germans and the Euro-Sarmatians may ally (or be at war with each other) each turn.

**Sassanid Revolt:** On 220 AD the Sassanid revolt occurs. The Parthian player will make this go smoother if he prepares one turn ahead!

**Splitting the Empire:** Once the Empire splits, units will be replaced separately by each. You can only move units across the line when you have an Emperor in play. Make sure to balance the two to your best advantage!

### ***Key Rules and Strategies, Late Game***

**Roman Civil Wars:** Starting on 240 AD, the Roman player suffers four straight turns of civil war (part of the so-called Third Century Crisis). Things may go smoother if the Roman player prepares one turn ahead!

**Migration Tribes:** On 250 AD, the "Raid" ability of the Migration tribes takes effect. Migration units that the Romans kills won't return for 100 years, so be judicious! You want to be at your maximum strength with Migration units no later than 370 AD or so!

**Looting and Rebuilds:** The raids and kingdom-building of the German Migration units will likely result in some (or many) looted cities. These get more expensive to replace starting in 350 AD. Therefore, a looted city post-350AD is worth more to the German than one looted before then. But it depends on what's going on elsewhere on the map.

**German/Sarmatian Replacements:** The fecundity of the Northern Barbarians ends, as the Germans and Sarmatians get no more replacements starting in 350 AD. However the Germans convert to Germanic Kingdoms (along with one Sarmatian unit) which allows them to fight on and replace losses.

**Free Movement:** In 350 AD whatever Peoples are left that are not already at war are now free to move out of their home countries as their controller sees fit (not just into empty areas, or adjacent to the home country).

**Roman Army Reform:** Units begin converting from Legions to the new army types, a process which takes over 7 turns, but results in more units. The Palatina become the mobile fire-stoppers,

while the Limes become cheap stop-gaps. The Comitatus are like the Legions, but move more slowly as the intent was to use them regionally.

**Palatina** Move Limits. Palatinae move 6 when moving anywhere EXCEPT if moving in any area north of the Barbarian Line, in Parthia, or in Armenia: **in those places movement is 2**. The Parthian player should especially keep an eye on this!

**Roman Recovery:** In most games, the Romans should recover from the Third Century Crisis under Diocletian and Constantine, in spite of two more civil wars. The recovery will likely last until the 350 migrations start. The Roman must be prepared for the advance of the Germans! The more he slows it, or snuffs it out altogether, the better his survival chances. Heavy looting will result in a quick demise. Try to use one tribe to wipe out another, but if the German prevents this by spacing, try wiping one out at a time yourself. Once you attack a Kingdom, the Parthian is free to move it anywhere during his turn, so try to prevent more looting when he does.

**Germanic Kingdoms:** In 350, the Migratory tribes gain the ability to form Kingdoms. The German (Parthian) player should have saved up enough Migratory tribes to breakthrough and form these Kingdoms. The more he forms, the more likely one or the other Roman Empire will collapse, even with the Roman player controlling the Kingdoms as "Foederati." The key for the German player is to make sure the Kingdoms DO NOT border other Kingdoms - if they do, the movement rules allow the Roman to let Kingdoms fight each other. The Parthian player may wish to delay G.K. formation until the Huns form their Kingdom -- or not.

**Rebuild:** The Romans were unable to prevent the Germans from occupying and destroying cities and the large estates that had become important to their economy. However, you will have the ability to recover if you can rebuild the looted cities. This may be possible once the migration units have been eliminated or spent building Kingdoms, which you now control. The Roman can even disband Roman units in order to have gold to rebuild. Rebuilds weren't common historically, but you'll have a chance.

**Theodosius:** This presents the last opportunity for the Roman to move treasure and units between the two empires. Make sure to take advantage!

**Foederati:** Eventually, the Romans gave up and let the Germans stay in Roman territory as "Foederati" or allied kingdoms. However, this led to the Foederati outnumbering the Romans and following their own leaders rather than Roman ones, with a notable exception against the Huns. When the Roman player loses all the production areas in either the East or West, that Empire collapses. Even if he retains a few, the size of the army will likely be too small to matter. The Roman player must prevent this altogether, or at least delay it as long as possible. (Historically, the last part of the Western Empire was a "Roman" kingdom in northern Gaul.)

**Huns/Hunae:** These tribes can be used to finish off at least one of the Empires, thanks to the creation of Hunnic Kingdom units, which outfight most others. The Roman may be able to expend Germanic Kingdom units to stop the Huns, solving two problems at once. But the Huns will likely go where the resistance is least. On the Parthian side, the Sassanids must hold up against both the Roman and Hunae fronts, possibly by declaring Peace with the Romans often, if

the Romans haven't done so first! The initial wave of three Hunnic Kingdom units may shoot for the mountainous path that leads to Colchis, and thus the back door of the Eastern Empire. If so, the Romans must be prepared to wipe them out, or suffer heavy looting damage in the East.

## ***Optional Rules***

### Inherited Kingdoms

In the game, the Romans must defeat and occupy several places that were obtained historically without armed conflict. The Romans took possession of several kingdoms when the last King died, or simply just set up a government without a fight. Pergamum is one, but that had already happened before the game start time. Here are the others:

58 BC - Cyprus was occupied by a single man (Cato the Younger) who was sent to set up the Roman government there.

33 BC - Mauretania became a client state; made a province in 44AD following the 40AD death of last king (murdered by Caligula) and four years of revolts.

40 BC - Galatia (in modern Turkey)

25 BC - Numidia (in North Africa)

17 AD - Commagene (in Asia Minor, north of Antioch but not shown on game map)

106 AD - Petra (near Jerusalem)

### Three-Player Game

In addition to the Roman and Parthian players, add the German player. The German player controls all non-Roman and non-Parthian/Sassanid units, including German units, all Sarmatian units, the Huns, and all other Peoples instead of the other two players (unless noted in the rules).

The turn sequence is: Roman, Parthian, German

Victory conditions are as in two-player game, with the following changes:

1. Count the star replacement areas the Roman own and subtract from that the star replacement areas the Parthians own (include allied stars on both)
2. Consult this list:

Victory Level	Result
Parthian Strategic	10 or less*
Parthian Significant	11-13*
Parthian Marginal	14-15*
Roman Marginal	16-17*
Roman Significant	18-19*
Roman Strategic	20+*

3. Count the number of production areas (looted or not) the German player controls. If the total is more than the result from Step 1, then the Germans win. Otherwise:

\*If both Rome and Byzantium are not Roman Controlled, shift one towards Parthian.

\*If both Ctesiphon and Persepolis are not Parthian/Sassanid controlled, shift one towards Roman.

## Designer's Notes.

How to create a game that covers over 500 years and still retain the sense of military maneuvers and campaigns? Initially, we looked at decade-long turns, subdivided into yearly campaigns that would last until both sides had had enough. This caused two problems: 1) gamers rarely have "had enough" if they can gain one more objective, and so it seemed likely most "decade turns" would actually end up being 10 "annual turns." We also realized that most historical campaigns only lasted a few years, so that readily led to the conclusion that a decade-long turn would simulate nearly all of the military actions from Caesar's time forward. The Celts fell quickly to Rome on the continent, and later in Britain as well. All that is, except for those in Hibernia (Ireland) and Caledonia (Scotland). In playtesting, the Romans just took those too, which, of course, never happened historically. Coupled with regular Roman incursions, sometimes deeply into Germania, as well Sarmatia, we came up with the "Barbarian Line" north of which cities, oppidia, and the like were rare, the wilderness was indeed wild (aurochs were still common), and the spaces were vast - all three not conducive to Roman or Parthian expansion. When we added the barbarian replacement system and Roman movement restrictions for north of the Line, that ended most desire of either the Roman or the Parthian player to go there - but you can still try.

As far as the two main belligerents, Rome and Parthia, fighting was fairly regular as it is in the game. Historically, the two arrived at peace fairly quickly, and rarely held on to much in the other empire's territory, with the notable exception of Mesopotamia. Because our turns are a decade, those peacetimes are built into the decade, without having to be dealt with each turn. So in the game it seems that Rome and Parthia are constantly at war, which from a long-range view, they pretty much were. However, you will likely see periods of either minor combat or none at all that will be similar to those historical periods. On the other hand, gamers will stretch the system unto breaking, so we have a chance for either side to sue for Peace in order to gain a reprieve.

The Germans also presented a problem. Make them too strong and they'll do things they didn't (probably couldn't) do historically. Make them too weak and that part of the game gets stale. So we have the occasional leader that could overcome intertribal rivalries to launch a coordinated attack on the Romans: Arminius and Ballomar. Arminius took the Eagles, and Ballomar was one of the Germans who led the Macromanni and the Quadi when they attacked Rome in the 160s, and Marcus Aurielius had to fight them repeatedly. Both Germans had switched sides. The Germans and Sarmatae also plagued Rome in the 250-270 AD era, perhaps due in part to the reduction of Roman population due to a smallpox plague from Asia. We don't address the plague, but instead put the Germans into "migration mode" which allows them to breakout. The Romans should normally be able to put those invasions down, only to see them return 100 years later (as they did historically), due to the way we handle replacement of migration units. Parthia will pounce on Rome when it's weak, but they have their own problems with the Kushans in the East. Once the Sassanids take over, Parthia's prospects improve for defeating the Kushans, and then turning their attention to Rome. Unfortunately for Parthia, that's right about the time the Romans get two great leaders back to back, Diocletian and Constantine, who put the Empire back together just in time to face the final invasion of Germans, now able to create the Germanic Kingdoms, and then the Huns on top of that. The Parthians also have to face a different brand of Hun.

Letting the Parthian player control the Germans and most of all the rest of the non-Romans keeps them busy, so that this isn't a "Roman only" game - but the Romans were the big dogs for a long time and they hold many assets. With the Roman Army Reform, the Romans get some cheap units to hold the fronts, slower legions called "Comitatus" (a shorter version of the actual name), and the troops used by the Emperors to conduct their campaigns, in the game called Palatina. Their movement is a direct result of the Emperor being in charge, and they are nearly always at the forefront of whatever area the Roman player has as his top priority.

We could have started the game earlier, and let it go further, and those are both still possibilities for expansions. Especially interesting is the advent of the Islamic conquests, which begin only 150 years or so after this game ends.

Lastly, we do all this with no die rolls and no randomization events of any kind. It's a 100% skill game. The player that makes the best "strategic decisions" and the fewest tactical boo-boos is going to win - although in a game this long, anyone who finishes it "wins." Still, it would have been a lot longer if we had used traditional hex grid and combat calculations. As it is, combat is quick and simple - the players really do focus on their strategy and less on repeated calculations and unit movements to get that 3-1 odds up to 4-1, only to see the bad die role ruin the plans anyway. So with a quick combat (and movement) system, and the ability to replace the units you need the most where you need them the most, the game moves along quickly, once the Peoples have left the board. We used the bull symbol to represent most of the peoples the Romans faced in Europe, Asia, and Africa. There was, of course, no "bull people" but it was a common symbol of power in the area, tracing back to the aforementioned aurochs and tales of minotaurs. By the way, most of those people are still there after their counters disappear, absorbed into the Roman units as either legionnaires or auxilliae, and the same is true for Parthian conquests.

Turns go quickly once you have the rules down, but it's still a lot of game. If you can't leave it set up, take some cellphone photos of the game after you unstack any stacks of counters. Then you can break it down and reset it up next time. We did this a lot, since we liked to playtest at the local donut store!

Nota bene: This game is dedicated to my high school Latin teacher, Miss Lorene Swann, from whom, in spite of my classroom shenanigans, I learned much. I mean I can still decline irregular Latin verbs ferchrissake! So, thank you, Miss Swann!

***Home Areas for all Peoples  
(except Rome and Parthia)***

*Celts*

Britannia:

AREA	UNIT
Caledonia	Caledoni
Concani	Hiberni
Ulaid	Hiberni
Hibernia	Hiberni
Iverni	Hiberni
Mona	Cornovii
Brigantes	Brigantes
Eboracum	Brigantes
Silures	Atrebates
Iceni	Iceni
Dumnoni	Dumnoni
Britannia	Cantiaci

*Celts*

Gaul:

Crociatonum	Venelli
Belgica Inferior	Nervi
Vannes	Veneti
Lutetia	Parisi
Belgica Superior	Remi
Noviodunum	Carnutes
Alesia	Mandubi
Burdigala	Bituriges
Aquitania	Aquitani
Gergovia	Arverni
Bibracte	Aedui
Vesontio	Sequani
Lugdunum	(none)
Tolosa	(none)
Massilla	(none)
<u>Border with Germania (Celts):</u>	
Germania Inf.	Eubrones

Germania Sup.	Treveri
Agri Decumates	Boii

*Germans*

Germania:

AREA	UNIT
Cimbrica	Cimbri
Saxones	Cherusci
Frisia	Frisi
Teutoberg Forest	Chatti or Sicambri
Hercynian Forest	Chatti or Sicambri
Hermunduri	Hermunduri
Teutones	Teutones
Suebi	Suebi
Marcomanni	Marcomanni
Burgundians	Burgundians
Boiemia	Boii (a Celtic unit)
Suiones	Goths
Vandals	Vandals
Goths	Goths
Lugii/Vandals	Vandals
Quadi	Quadi
one additional German unit is in the	
Balkans:	
Bastarnae	Bastarnae

*European Bull Peoples*

Hispania:

Legio	Cantabria
Cantabria	Cantabria
Balkans and Crimea:	
AREA	UNIT
Singidunum	Illyri
Viminacium	Illyri

Naissus	Thrace	Osrohene	Osrohene
Moesia	Thrace	Palmyra	Palmyra
Thrace	Thrace	Jerusalem	Judea
Tomis	Thrace	Petra	Nabeteans

Daci	Daci
Sarmizegetusa	Daci
Bosporus	Bosporene
Panticapaeum	Bosporene

*Euro-Sarmatians*

Balkans and Ukraine:

AREA	UNIT
lazyges	lazyges ( a Sarmatian Unit)
Roxolani	Roxolani
Oium	Sarmatae
Sarmatae	Sarmatae
Scythae	Scythae
Tanais	Sarmatae
Sindi	Sindi
Scythia	Scythae

*Asian Bull Peoples*

Asia Minor:

AREA	UNIT
Lycia	Lycia
Sinope	Pontus (Roman at start)
Trapezus	Pontus
Colchis	Colchis
Iberia	Iberian
Albania	Albanians
Artashat	Armenians
Tigranocerta	Armenians
India (far edge)	Indians
Galatia	Galatians (Celts)
Cappadocia	Cappadocia

*African Bull Peoples*

Africa:

Alexandria	Egypt
Memphis	Egypt
Hermopolis	Egypt
Cirta	Numidians
Gaetuli	Gaetuli
Cartennas	Gaetuli
Mauri	Mauri
Volubis	Mauri
Tingi	Mauri

*Asian Sarmatians*

Northeast Asia:

AREA	UNIT
Alans	Alans or Alani
Alani	Alans or Alani
Caspiane	Alans or Alani
(Caspiane is empty at start)	
Scythians	Scythae
Dahae	Scythae
Massagetae	Massagetae
Chorasmia	Chorasmia
Sogdiana	Sogdians
Bactria	Bactrians
Saka	Sakans
Yuezhi	Kushan
(Kushans also appear elsewhere)	