

ROMANS

A. The Roman Empire

- At the beginning of the game, the Roman Empire is unified, although separated into two entities: **Rome** (West) and **Byzantium** (East).
- The setup of *Limites* is fixed: 2 in *Britannia*, 8 along the Rhenus and Danuvius rivers (Flandria–Helvetia and Rhaetia–Pannonia).
- The Empire stays united on turns 1 and 2. The two nations activate together, and Roman units stack and battle together.
- **Exception:** The **Guard** and **Themata** units must stay within their respective home entity's controlled Areas.
- On **turn 3** (400 AD), the division into two empires occurs: each empire is henceforth played separately, each with its own activation. The Western Roman Empire gets an *In Decline* marker and its capital moves to Ravenna.
- If neither Empire collapses, reunification is possible starting on **turn 9** (550 AD).
- **Britannia:** From **turn 4** (425 AD) onwards, if no Roman unit remains in *Britannia* (excluding *Limites*, vassals, and federates), the Area is no longer part of Western Rome and the remaining *Limites* counters are removed from play.

B. Roman Generals

- On certain turns, Rome has generals (★) in addition to its Emperor: turn 3, *Stilicho*; turn 4, *Aetius*; turns 5–6, *Syagrius*.
- A Roman leader can be neutralized or eliminated by events (*Assassination Attempt*, *Sedition*) or calamities (*Inaction*, *Usurper*) as well as by combat.

C. Attila and Aetius

→ **Huns Player Aid**

D. Emperor Theodosius

- On **turn 2** (375 AD), if Emperor *Gratianus* is eliminated, Emperor *Theodosius* is immediately placed on a Western Roman stack (possibly the eliminated one, since it is about to be recovered). Otherwise, if Emperor *Valens* is eliminated, Emperor *Theodosius* is likewise immediately placed on an Eastern Roman stack.

E. Imperial Administration

- Rome and Byzantium are administered separately, even while the Roman Empire is unified.
- **Rome: 67** 🍷 (7 Areas 14, cities 30, capital 10, commerce 11, caravan 1, tribute 1)
- At the *beginning* of its administration phase, Rome's Treasury is adjusted (according to its age):
age 1–4 no change; **age 5–8** two-thirds kept; **age 9–12** half kept.

F. Leader Inactivity

- When the Administration card forces leader inactivity, the Emperor relocates to Ravenna (not Roma) and the (unnamed) Caesar to Mediolanum or Treverum (player's choice). Only the named Roman generals (*Stilicho*, *Aetius*, *Syagrius*) remain active and free to act.

G. The Usurper Calamity

- The Roman Empire is very prone to usurpation, especially Western Rome which is already *In Decline* in 350 AD. Usurpation can occur in three ways:
→ **Administration Cards** step: A *Usurper* calamity strikes the Empire.
→ **Purchases** step: If the empire is *In Decline* and a **D2** check is failed.
→ **Pillage marker:** If a *Usurper* effect is drawn by the Roman player.

H. Abandonment of Areas

- Rome (not Byzantium) may decide to abandon certain Areas from **turn 3** onwards. The only Areas that can be abandoned are *Africa*, *Britannia*, *Gallia Meridionalis* and *Septentrionalis*, and *Hispania*.
- Abandonment inflicts a VP penalty on the turn it occurs.
- One Area per turn may be abandoned, at the start of the Administration phase. The consequences of abandonment are:
 - Roman armies, leaders, and fleets are immediately moved to the closest province not in an abandoned Area. *Limites*, if any, are abandoned in place.
 - **Britannia:** The **Briton Kingdom** is created (see S, below).
 - **Hispania:** The **Euskaldun Kingdom** is created (see T, below).
 - The Romans receive an immediate tribute of ½ 🍷 per province they controlled in the abandoned Area.
 - The Roman player immediately receives half of the VP worth of the abandoned Area (→ **Romans nation card**) **except** when the abandonment triggers the creation of a client Kingdom (i.e. the Britons).

I. Roman Reunification

- Roman Reunification is only possible as indicated on the Time Table, usually on **turns 9 through 12**. Neither Rome nor Byzantium may have collapsed or attacked each other in previous turns.
- This is done at the beginning of the Administration phase. The consequences of reunification are:
 - One of the two Empires abdicates to the benefit of the other. Replace the abdicating Empire's units with those of the beneficiary, as much as its pool allows.
 - The abdicating Empire loses its **entire** Treasury.
 - The abdicating Empire's player immediately receives all the VPs linked to its provinces and Areas as indicated on the VP list. Controlled Areas are worth a minimum of 3 VP each.
- **Unit shortage:** If there are not enough units of the beneficiary Empire to replace the abdicating Empire's units in the regions listed below, keep the excess abdicating Empire units (chosen by the abdicating Empire's player) on the map and treat those Areas and their units as independent minor Kingdoms, **clients** of the beneficiary Empire.
- If Rome abdicates in favour of Byzantium (see K for setup details):
 - *Africa:* Africano-Romans (inactive)
 - *Gallia Meridionalis* and *Septentrionalis:* Gallo-Romans (active)
 - *Hispania:* Hispano-Romans (inactive)
- If Byzantium abdicates in favour of Rome (see G on the **Byzantine Player Aid** for setup details):
 - *Asia* and *Cappadocia:* Cappadocians (active).

J. Collapse of Eastern Rome

→ **Byzantines Player Aid**

Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

Purchase Costs	Kingdom	Empire
Noble Cavalry	5 🍷	10 🍷
Elite Inf. Heavy Cavalry	4 🍷	8 🍷
Heavy Inf. Horse Archer	3 🍷	6 🍷
Infantry	2 🍷	4 🍷
City Fortifications 15 🍷		Fleet 10 🍷

K. Collapse of Western Rome

- All imperial cities lose the use of their walls for the turn's military phase, including Ravenna (the capital), and can be taken without a siege.
- The Roman Guard (*Custodes*), Palatine cavalry, Elite Fleet and *Cataphracta* are permanently removed.
- The **Briton Kingdom** is created (see S, below).
- The **active Gallo-Roman Kingdom** is created, age 9, Treasury 5 🍷 and is owned by the Roman player. It is made up of all of the provinces in both *Galliae* that are still under Roman control at the moment of collapse.
 - The Kingdom receives all Gallo-Roman units (relocate them if need be). Its king is a Roman general (*Stilicho*, *Aetius*, or *Syagrius*) if in play, otherwise the Caesar.
 - Put the capital marker (it's on the flip side of a Roman fleet) on an existing city within the Kingdom. If none, set it aside until a city falls to the Gallo-Romans.
 - The Kingdom inherits the Western Rome Age and Treasury markers.
- The **inactive Hispano-Roman** and **Africano-Roman Kingdoms** are created, both owned by the Roman player. They are made up of all of the provinces in *Hispania* and *Africa* (respectively) that are still under Roman control at the moment of collapse.
 - Each Kingdom receives its units. Relocate them if need be.
 - Put each capital marker (they're on the flip side of Roman fleets) on an existing city within its Kingdom. If none, set it aside until a city falls to it.
- The **Eastern Roman Empire** becomes the sole legitimate Roman Empire.
- All former Roman provinces other than *Africa*, *Britannia*, both *Galliae* and *Hispania* are now controlled by Byzantium.
- All Foedera are transferred to Byzantium. Clients and vassals are freed.

L. Roman Conscription

- Rome may restore (unflip) **two elite units** each turn, during the Purchases step, at **half** the normal cost.
- Rome may only purchase (recruit) **a single Roman unit** per turn, until the end of **turn 7** (500 AD).
- From **turn 8** (525 AD) onwards, national recruitment improves and the limit of purchases is doubled to **two Roman units** per turn.

M. Western Rome Auxiliaries

- Rome may recruit Barbarian 'B' auxiliaries, limited only by their availability. Beware, those units are not always reliable:
- **turn 1**: 1 auxiliary → 1 horse archer (Mauritanian)
- **turn 2**: 6 auxiliaries → 3 infantry (Goth),
3 infantry (Herule)
- **turn 3**: 2 auxiliaries → 1 horse archer (Hun),
1 infantry (Alemanni)
- **turn 4**: 3 auxiliaries → 1 horse archer (Mauritanian),
2 infantry (Burgundian, Vandal)
- **turn 5**: 2 auxiliaries → 1 horse archer (Hun),
1 infantry (Gepid)

N. Western Rome *Limites*

- Starting with **turn 4** (425 AD), a destroyed Western Rome *Limes* counter may be replaced during the Purchases step by flipping it to its local Roman unit side (Gallo-Roman, etc.) at a cost of 2 🍷.
- On the purchases step of **turn 8** (525 AD). *Limites* cease to exist and all remaining counters are flipped to their local Roman unit sides.

O. Roman Elites

- The Guard (*Custodes*) and Palatine cavalry units count as **two elites** for the combat bonus but are still damaged by a single hit.
- If Rome has at least **four elites** participating in a battle, the elite combat bonus is doubled (to +2). Only Rome and Byzantium have this tactical advantage.

P. Roman Garrisons

- Units with an **Area Name** (e.g. *Hispania*, etc.) are automatically **redeployed** to their Area of origin (player's choice of province) at the end of the Roman military phase activation—but **only if** these Areas are still Roman-controlled.
- North (*Septentrionalis*) and South (*Meridionalis*) Gaul (*Gallia*) are treated as a single Area when redeploying the Gallia Legion and the Gallo-Roman units.
- The remaining Roman units are then automatically **redeployed** inside the controlled Areas of their own part (West/East) of the Empire.
- Roman units may remain outside Roman-controlled Areas only if stacking limits prevent them from redeploying as described above.

Q. Threats to Italia

- *May be used only once per game.*
- If **Arian** or **Christian Barbarians** enter *Italia*, the Romans may "expel" them on a later turn by federating them at the beginning of the Barbarians' military phase activation. The Barbarians may not refuse this Foedus.
- If possible, this Foedus should be in *Gallia Meridionalis*, and preferably in the *Aquitania* and *Garumnus* provinces.

R. The Mauritanian Kingdom

- The provinces of Caesarea and Mauritania form the inactive independent minor Kingdom of Mauritania, initially a **client** of Rome, paying it a tribute of 1 🍷 per turn.
- The Mauritanians lend one of their three units to Rome as a mercenary, which must stay in *Africa*. The other two garrison their provinces.
- Mauritanian loyalty is at best precarious. If a Barbarian horde is in *Africa* and the Kingdom is a Roman client, a **D2** check is made at the beginning of the horde's activation. If failed, Mauritania **rebels** and **submits** to the horde. Its mercenary unit immediately redeploys to a province controlled by its new suzerain.
- Rome may attempt to regain Mauritania's clientele with the *Alliance* diplomacy card. Even if it succeeds, the Mauritanians will be tested every turn, for as long as a Barbarian horde is in *Africa*.
- If the Barbarian horde leaves or becomes a Kingdom, Mauritania reverts to Roman clientele.
- If Rome loses control of all its cities in *Africa*, the Mauritanians immediately become a Roman client—even if a Barbarian horde is present in the Area—but they no longer pay a tribute.

S. The Briton Kingdom

- The **active Briton Kingdom** (owned by the Roman player) is created when *Britannia* is abandoned, when Rome collapses, or on the Reinforcements step of **turn 5** (450 AD) at the latest.
- It starts with Treasury 15 🍷, 6 infantries, and 1 Rex leader. Its age is two more than the turn's number (e.g. age 7 if formed on turn 5). Its capital (a fortified level 1 city) is in Corinium Dobunorum. Note that it immediately scores 10 VPs for founding a Kingdom.
- Roman auxiliaries, *Limites*, and local Roman units (Britanno-Romans) are removed; remaining Roman national units are moved to the closest friendly province(s) in *Gallia Septentrionalis*.
- Its elite, archer, and fleet units cannot be purchased before turn 6. Its elite heavy cavalry unit cannot be purchased at all—it arrives as a special reinforcement on turn 7.

T. The Euskaldun and Sarde Kingdoms

- The **inactive Euskaldun Kingdom** (owned by the Persian player) is created when *Hispania* is abandoned, when Rome collapses, or on the Reinforcements step of **turn 4** at the latest. Its two units appear in its home provinces (Cantabria, Piranaei).
- The **inactive Sarde Kingdom** (owned by the Hun player) is created on the turn after Roma is looted, when Rome collapses, or on the Reinforcements step of **turn 5** at the latest. Its unit and a **Rebellio** unit appear, randomly assigned to its home provinces (Corsica and Sardinia).

VICTORY POINTS

KUSHANS



Raid from Kushania


Bonus

Each unit eliminated while raiding	1
Each Raid – or Raid + marker	1 or 3

ROMANS (#1)



Bonus

Roman Reunification.....	→ Romans Player Aid
Each  in non-heretical province income (each turn).....	1
Attila eliminated.....	5
Each other historic (named) Barbarian leader eliminated	3
Each Barbarian or Persian eliminated	1
Each Raider eliminated.....	1
Each Roman city looted.....	-2
Each of <i>Africa</i> , <i>Britannia</i> , <i>Gallia Meridionalis</i> , <i>Gallia Septentrionalis</i> , <i>Hispania abandoned</i>	-10

TURN #2: 375–399 AD

Each of Agri Decumates, Dalmatia, Noricum, Pannonia, Rhaetia.....	5
All provinces of <i>Africa</i> , <i>Britannia</i> , or either <i>Gallia</i> (each Area).....	10

TURN #4: 425–449

Both <i>Galliae</i>	5
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TURN #6: 475–499 AD

Possible reunification of the Empire.

TURN #9: 550–574 AD

Possible reunification of the Empire.

LAST TURN: 625–649 AD

Possible reunification of the Empire.

GALLO-ROMANS (#1)

TURN #3: 400–424 AD

Each province	1
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TURN #6: 475–499 AD

As for turn #2.

TURN #9: 550–574 AD

As for turn #2.


LAST TURN: 625–649 AD

As for turn #2.

BYZANTINES (#2)



Bonus

Roman Reunification.....	→ Romans Player Aid
Each  in non-heretical province income (each turn).....	1
Each Barbarian or Persian eliminated	1
Each Raider eliminated.....	1
Each Byzantine city looted.....	-2

TURN #3: 400–424 AD

Each of Armenia, Armenia Minor, Assyria, Atropatene, Euphrates.....	5
All provinces of <i>Oriens</i>	5

TURN #6: 475–499 AD

Possible reunification of the Empire	
Each of Assyria, Atropatene, Dalmatia, Euphrates, Illyricum, Istria, Pannonia	5
Each of Armenia, Armenia Minor, Creta, Cyprus.....	3
All provinces of <i>Oriens</i>	5
All provinces of <i>Mesopotamia</i>	10

TURN #9: 550–574 AD

Possible reunification of the Empire	
Each of Africa, Apulia, Campania, Cisalpina, Hispalensis, Latium, Umbria, Venetia.....	5
Each of Balearica, Bosphorus, Caesarea, Corsica, Sardinia, Sicilia, Tingitania, Tyras, Utica	3
All provinces of <i>Italia</i> (including the island provinces), <i>Mesopotamia</i> , or <i>Oriens</i> (each Area).....	10

LAST TURN: 625–649 AD

Possible reunification of the Empire	
Each of Africa, Hispalensis, Umbria.....	5
Each of Apulia, Beneventum, Latium, Sicilia, Spoletum, Tuscia	3
All provinces of <i>Italia</i> (including the island provinces).....	10
Each other Area	5

CAPPADOCIANS (#2)

TURN #3: 400–424 AD

Each province	1
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TURN #6: 475–499 AD

As for turn #2.

TURN #9: 550–574 AD

As for turn #2.

LAST TURN: 625–649 AD

As for turn #2.

🔥 = Raiders 🔥 = Raiders that become active nations ⚔️ = Barbarian 🏹 = Nomadic Barbarian
 👑 = Kingdom 🏰 = Empire **A nation under vassalage earns only half of its normal VPs.**

⚔️ FRANKS (#5)



Bonus

Creating a Kingdom in either <i>Gallia</i>	10
Creating an Empire in either <i>Gallia</i>	20
Each 🏰 in non-heretical Christian (Catholic) province income once converted (each turn)	1
Each non-Frank unit eliminated in both <i>Galliae</i>	1
Each turn under Foedus	3

TURN #3: 400–424 AD

Austrasia	5
Flandria	3

TURN #6: 475–499 AD

Each of Austrasia, Neustria	8
Saliens	7
Each of Flandria, Liger, Lotharingia, Lugdunus	3
Each other province in <i>Hispania</i> or either <i>Gallia</i>	1
All provinces of <i>Gallia Septentrionalis</i>	10

TURN #9: 550–574 AD

Each of Aquitania, Neustria, Provenca	8
Each of Arvernia, Austrasia, Burgondia	7
Each of Flandria, Liger, Lotharingia, Lugdunus, Treveria, Vienna	3
Each other province anywhere	1
All provinces of either <i>Gallia</i> (each)	10

LAST TURN: 625–649 AD

Each of Cisalpina, Taurinorum, Treveria	7
Each of Austrasia, Garumnus, Neustria	5
Each of Alpes, Osca, Piranaei, Tarraconensis	3
Each set of 3 provinces anywhere else	1
All provinces of either <i>Gallia</i> (each)	10

👑 BRITONS (#16)



Bonus

Creating a Kingdom in <i>Britannia</i>	10
Each Angle, Hibernian, Jute, Pict, Saxon, or Scot eliminated in <i>Britannia</i>	1

TURN #6: 475–499 AD

Each of Cantium, Maxima Caesariensis, Camulodunum	5
Each of Cambria, Corinium Dobunorum, Cumbria, Dumnonia, Durnovaria, Flavia Caesariensis, Lindum	3
Each of Armoricum, Bernicia, Caledonia, Gallovidia	1
All provinces of <i>Britannia</i>	10

TURN #9: 550–574 AD

As for turn #6 except for:	
Armoricum	10

LAST TURN: 625–649 AD

As for turn #9.

Player 1 – Romans

Aestii	Inactive
Africano-Romans 👑	
Armenians 👑	
Britons 👑	Independents
Byzantines (Eastern Romans) 🏰	
Cappadocians 👑	
Franks	
Gallo-Romans 👑	
Hispano-Romans 👑	
Kushans 🏹🔥	Nomadic Raiders
Mauritanians 👑	
Sklaves	
Venedae	
(Western) Romans 🏰	