

# BYZANTINES

## 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 *Limes* is fixed: In Europe, 4 along the Danuvius river (Savus–Tyrras) and 1 in Bosphorus; in *Oriens*, 2 at the Persian border (Osroene–Amida), 1 in Coele Syria.
- 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**, the division into two empires occurs: each empire is henceforth played separately, each with its own activation. Rome (but not Byzantium) gets an *In Decline* marker when the division occurs.
- If neither Empire collapses, reunification is possible starting on **turn 9** (550 AD).

## B. Roman-Byzantine Generals

- On certain turns, Byzantium has generals in addition to its Emperor: turn 3–4: *Asparus*; turn 8: *Belisarius*, *Narses*.
- A Byzantine leader can be neutralized or eliminated by events (*Assassination Attempt*, *Sedition*) or calamities (*Inaction*, *Usurper*) as well as by combat.

## C. Persian *Limites*

- The two *Limites* facing Persia can be redeployed according to border changes during the **Reinforcements** step (instead of the Purchases step).

## D. Imperial Administration

- Rome and Byzantium are administered separately, even while the Roman Empire is unified.
- **Byzantium: 70**  
(6 Areas 12, cities 32, capital 10, commerce 13, caravan 1, tribute 2)
- At the *beginning* of its administration phase, Byzantium's Treasury is adjusted (according to its age):  
**age 1–4** no change; **age 5–8** two-thirds kept; **age 9–12** half kept.

## E. Leader Inactivity

- When the Administration card forces leader inactivity, the Emperor relocates to Constantinopolis and the (unnamed) Caesar to Antiocheia or Dara (player's choice). Only the named Roman generals (*Asparus*, *Belisarius*, *Narses*) remain active and free to act.

## F. Roman Reunification

→ **Romans Player Aid**

## G. Collapse of Eastern Rome

- All imperial cities lose the use of their walls for the turn's military phase, including Constantinopolis (the capital), and can be taken without a siege.
- The Byzantine Guard, Palatine cavalry, elite Fleets and *Cataphractae* are permanently removed.
- The **active Cappadocian Kingdom** is created, age 1, Treasury 15 and is owned by the Byzantine player. It is made up of all of the provinces in *Asia* and *Cappadocia* that are still under Byzantine control at the moment of collapse. It is initially a client of Rome, paying **no** tribute and lending **no** mercenary.
  - The kingdom receives all remaining Byzantine **Themata** units (relocate them if need be). Its king is a Byzantine general if in play, otherwise the Caesar.
  - Put the capital marker (it's on the flip side of a Byzantine fleet) on an existing city within the Kingdom. If none, set it aside until a city falls to the Cappadocians.
  - The Kingdom inherits the Eastern Rome Age and Treasury markers.
- The **Western Roman Empire** becomes the sole legitimate Roman Empire.
- All former Byzantine provinces other than *Asia* and *Cappadocia* are now controlled by Rome.
- All Foedera are transferred to Rome. Clients and vassals are freed.

## H. Collapse of Western Rome

→ **Romans Player Aid**

## I. Roman Conscription

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

## J. Eastern Rome Auxiliaries

- From **turn 2** onwards, Byzantium may recruit Barbarian 'B' auxiliaries, limited only by their availability. Beware, those units are not always reliable:
- **turn 2**: 4 auxiliaries → 1 horse archer (Alan), 3 infantry (2 Goth, 1 Herule)
- **turn 3**: 2 auxiliaries → 2 heavy cavalries (Goth)
- **turn 4**: 1 auxiliary → 1 infantry (Gepid)
- **turn 5**: 2 auxiliaries → 1 horse archer (Hun), 1 infantry (Gepid)

## K. Byzantine *Limites* and the *Themata*



- Up until **turn 7** (500 AD) inclusive, a destroyed Eastern Rome *Limes* counter may be replaced during the Purchases step by flipping it to its local Byzantine unit side (*Thema*, etc.) at a cost of **2** each.
- On the purchases step of **turn 8** (525 AD), *Limites* cease to exist and all remaining markers are flipped to their local Byzantine unit sides.
- Previously eliminated Eastern Rome *Limites* may henceforth be repurchased as mobile combat units called **Themata** (singular *Thema*) at a cost of **2** each.

## L. Byzantine 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 Byzantium 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.

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

## M. *Cataphractae*

- *Cataphractae* (singular *Cataphracta*) are elite heavy horse archers  that become available on **turn 8** (525 AD).
- Once they are available, Byzantium may convert each Guard unit into a *cataphracta* during the Purchases step at no cost, whether the Guard is in play or in the unit pool (if previously eliminated). This is irreversible.
- The purchase cost of each additional *cataphracta* is **15**  (same as the Guard or the Palatine cavalry).

## N. The Theodosian Walls

- The walls of Constantinople can be reinforced and become **level -4**. This costs **15**  and is marked by turning over the Eastern Rome Capital marker.

## O. Byzantine Decline

- If *In Decline*, Byzantium (and Rome) must make a **D2** check after the Purchases step; if it is failed, a *Usurper* calamity occurs.

## P. Crossing the Bosphorus

- The straits between Thracia and Bythnia are known as the Bosphorus.
- A friendly Constantinople allows crossing the Bosphorus during normal movement (not during interception nor flight) as if it were a river as long as there is no naval blockade.
  - If Bythnia is hostile, strait penalties apply for combat purposes.
- A stack in Constantinople or in a province west of Constantinople that attempts to **intercept** in *Asia* or anywhere east of *Asia* suffers an additional penalty of **-2** to its **D10** roll. The same is true intercepting the other way.


## Q. Julian Persian Campaign of 350 AD

- On **turn 1**, at the beginning of the **Roman** military phase activation, Emperor *Iulianus* and Roman units anywhere in the (Western) Empire (except the Guard units) can be redeployed.
- If Rome captures **Ctesiphon** on turn 1, it may force a special peace on Persia (Persia Defeated, below) or decide to continue the war.

### → Persian War Continues

- At least one unit must be left as a garrison to control each Persian province. Control of the *Persis* Area does not grant Byzantium control of that Area's empty provinces.


### → Persia Defeated

- Persia transfers **15**  from its Treasury, shared between East and West Rome as desired.
- Control of all Roman provinces annexed by Persia earlier during the turn reverts to Byzantium. Redeploy Persian and Byzantine units as required to achieve this.
- Persia cedes **three provinces** (Atropatene, Assyria, and Euphrates) to Byzantium. Redeploy Persian and Byzantine units as required to achieve this.
- Rome evacuates all remaining Persian provinces (in *Persis*, *Mesopotamia*, and possibly Areas further east). Redeploy Persian and Roman units as required to achieve this.
- If **Armenia** had become a Persian client, it reverts to being a Byzantine client.
- Persia can't declare war on either Roman Empire on turn 2 (375 AD).


## R. Byzantine Garrisons

- Units with an **Area Name** (e.g. *Oriens*, etc.) are automatically **redeployed** to their Area of origin (player's choice of province) at the end of the Byzantine military phase activation—but **only if** these Areas are still Byzantine-controlled.
- The remaining Byzantine units are then automatically **redeployed** inside the controlled Areas of their own part (West/East) of the Empire.
- Byzantine units may remain outside Byzantium-controlled Areas only if stacking limits prevent them from redeploying as described above.


## S. The Kingdom of Armenia

- The provinces of Armenia and Armenia Minor form the inactive independent minor Kingdom of Armenia, initially a **client** of Byzantium, paying it a tribute of **2**  per turn.
- The Armenians lend one of their three units (randomly chosen) to Byzantium as a mercenary which must stay in the East (*Cappadocia*, *Caucasus*, *Mesopotamia*, *Persis*, and further east; if this requirement cannot be satisfied, it remains in Armenia). The other two garrison their provinces.
- Byzantium may attempt to regain Armenia's clientele with the *Alliance* diplomacy card. Otherwise its only recourse is to conquer its capital (Artaxata).
- Armenia is pro-Byzantium: A nation other than Byzantium (such as Persia) that plays the *Alliance* diplomacy card must pass **two D2** checks to succeed. The Armenian clientele marker has a pinkish side (for when it is a client of Byzantium) and a yellowish side (for when it is a client of Persia).

## T. The Kingdom of Iberia

- The provinces of Iberia and Azeria form the inactive independent minor Kingdom of Iberia, initially a **client** of Persia, paying it a tribute of **2**  per turn and lending a random unit which must remain in the East (defined as for Armenia, above).
- Byzantium may make this Kingdom its client either by conquering its capital (Ganzac) or by using the *Alliance* diplomacy card—however, pro-Persian sentiment means any nation other than Persia (such as Byzantium) will need to pass **two D2** checks to succeed with that card. The Iberian clientele marker has a yellowish side (for when it is a client of Persia) and a pinkish side (for when it is a client of Byzantium).
- Once Iberia has become the client of another nation than Persia, it behaves like Colchis (see below), breaking away after a turn as client unless convinced otherwise.

## U. The Kingdom of Colchis

- The provinces of Colchis and Lacyzia form the inactive independent minor Kingdom of Colchis. When made a client, it pays a tribute of **2**  per turn and lends a random unit which must remain in the East (defined as for Armenia, above).
- Any Civilized nation may make this Kingdom its client either by conquering its capital (Phasis) or by using the *Alliance* diplomacy card—however, **two** successful **D2** checks are required in that case.
- After a turn as client, Colchis reclaims its independence at the beginning of the next turn's Administration phase, unless an *Alliance* diplomacy card is successfully played at that time (a **single D2** success is enough when continuing clientele).

### Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

# TIME TABLE

## TURN #1: 350–374 AD

**[3 Raids]** **Berbers** (→ *Africa*),  
**Kushans** (→ *Persis*), **Picts** (→ *Britannia*)  
**Alemanni** **[Agri Decumates]** Horde, 6 infantry,  
 🏰 *Vadomarus*; **Invasion**  
**Franks** **[Franconia, Rhenus]** Horde, 4 infantry,  
 🏰 *Rex*  
**Ostrogoths** **[Ucraina]** Horde, 3 heavy cavalry,  
 3 infantry, 🏰 *Ermanaricus*  
 (Conquer *Sarmatia* or migrate?)  
**Visigoths** **[Valachia]** Horde, 1 heavy cavalry,  
 3 infantry, 🏰 *Rex*  
**Alans** **[Alania]** Horde, 1 horse archer,  
 1 heavy cavalry, 1 infantry, 🏰 *Rex*  
**Persians** 🏰 *Sapor II*  
**Romans** 🏰 *Iulianus*



## TURN #2: 375–399 AD

**[4 Raids]** **Berbers** (→ *Africa*),  
**Kushans** (→ *Persis*), **Picts** (→ *Britannia*)  
**Huns** **[Siraces]** Horde, 7 cavalry, 1 infantry,  
 🏰 *Balamir*; **Invasion**  
 • Cannot enter *Germania* this turn  
 • Germanic Barbarians (→ *XXXII.A*) activate  
 between the two invasion unit stack steps  
**Alemanni** 2 units, 🏰 *Rex*  
**Franks** 2 units, 🏰 *Rex*  
**Ostrogoths** 2 units, 🏰 *Rex*  
**Visigoths** 6 units, 🏰 *Fritigernus*; **Invasion**  
**Burgundians** **[Pomerania]** Horde, 4 infantry,  
 🏰 *Rex*  
**Vandals** **[Teutonia]** Horde, 4 infantry, 🏰 *Rex*  
**Suebi** **[Prussia]** Horde, 4 infantry, 🏰 *Rex*  
**Alans** 2 units, 🏰 *Rex*  
**All other nations** 🏰 *Rex*,  
 1 unit (Barbarians only)  
**Persians** 🏰 *Artaxerxes II*  
**Romans** 🏰 *Gratianus*; 🏰 *Valens* (Eastern);  
 🏰 *Theodosius* if either is eliminated

## TURN #3: 400–424 AD

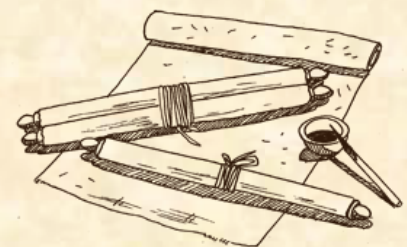
**[4 Raids]** **Angles, Saxons** (→ *Britannia*),  
**Berbers** (→ *Africa*), **Kushans** (→ *Persis*)  
 → Roman empire splits into **Western** and **Eastern**  
 → Barbarians may become **Arians**  
**Alemanni** 2 units, 🏰 *Rex*  
**Franks** 2 units, 🏰 *Rex*  
**Ostrogoths** 2 units, 🏰 *Rex*  
**Visigoths** 3 units, 🏰 *Alaricus*; **Invasion**  
**Huns** 6 units, 🏰 *Uldin*  
**The Great Invasion** (four allied Barbarian  
 nations)  
**Alans** 2 units, 🏰 *Atace*  
**Burgundians** 2 units, 🏰 *Gundocus*  
**Vandals** 3 units, 🏰 *Radagaisus*, *Gundericus*  
**Suebi** 2 units, 🏰 *Hermericus*  
 • *Radagaisus* goes on campaign *before* the  
 first unit stack step of the allies  
 • Only half of the allied units may activate  
 during the first invasion unit stack step  
 • Each horde may move during its leader's  
 campaign  
**Herules** **[Carpathia]** Horde, 3 infantry, 🏰 *Rex*  
**Gepids** **[Carpathia]** Horde, 3 infantry, 🏰 *Rex*  
**All other nations** 🏰 *Rex*,  
 1 unit (Barbarians only)  
**Persians** 🏰 *Iasgardes*  
**Western Romans** 🏰 *Honorius*, ★ *Stilicho*  
**Eastern Romans** 🏰 *Arcadius*, ★ *Asparus*  
 → Scoring

## TURN #4: 425–449 AD

**[4 Raids]** **Angles, Jutes** (→ *Britannia*),  
**Berbers** (→ *Africa*), **Kushans** (→ *Persis*)  
 → *Aetius* may hire 2 Hun cavalry;  
**Huns** cannot refuse  
 → Besieged non-fortified cities are at -1  
 → *Limites* may be flipped  
**Euskalduns** may appear earlier → **Romans**  
**Player Aid**  
**Alemanni** 2 units, 🏰 *Horst*  
**Franks** 2 units, 🏰 *Chlodio*  
**Ostrogoths** 2 units, 🏰 *Rex*  
**Visigoths** 2 units, 🏰 *Theodericus*  
**Alans** 2 units, 🏰 *Atace* (2<sup>nd</sup> turn)  
**Huns** 6 units, 🏰 *Attila*  
 • Cannot attack **Western Romans**  
**Burgundians** 2 units, 🏰 *Rex*  
**Vandals** 3 units, 🏰 *Gaisericus*  
**Suebi** 2 units, 🏰 *Hermericus* (2<sup>nd</sup> turn)  
**Herules** 2 units, 🏰 *Rex*  
**Gepids** 2 units, 🏰 *Rex*  
**Hephthalites** **[Kushania]** Horde, 6 cavalry,  
 🏰 *Rex*; **Invasion**  
**All other nations** 🏰 *Rex*,  
 1 unit (Barbarians only)  
**Persians** 🏰 *Bahram V*  
**Western Romans** 🏰 *Valentinianus III*,  
 ★ *Aetius*, **[Africa]** ★ *Bonifacius*  
**Eastern Romans** 🏰 *Theodosius II*,  
 ★ *Asparus* (2<sup>nd</sup> turn)

## TURN #5: 450–474 AD

**[3 Raids]** **Blemmyes** (→ *Aegyptus* or *Africa*),  
**Hibernians** (→ *Britannia*),  
**Kushans** (→ *Persis*)  
 → *Aetius* may re-hire 2 Hun cavalry before  
 retiring; **Huns** may refuse  
 → Besieged non-fortified cities are at -1  
**Britons** and **Sardes** may appear earlier  
 → **Romans Player Aid**  
**Alemanni** 2 units, 🏰 *Rex*  
**Franks** 2 units, 🏰 *Meroveus*  
**Ostrogoths** 2 units, 🏰 *Rex*  
**Visigoths** 2 units, 🏰 *Theodericus II*  
**Alans** 2 units, 🏰 *Rex*  
**Huns** 2 units, 🏰 *Attila* (2<sup>nd</sup> turn)  
 • Check at end of military activation for collapse  
 or empire → **Huns Player Aid**  
**Burgundians** 2 units, 🏰 *Chilpericus*  
**Vandals** 2 units, 🏰 *Gaisericus* (2<sup>nd</sup> turn)  
**Suebi** 2 units, 🏰 *Rechiarus*  
**Herules** 2 units, 🏰 *Odoacer*  
**Gepids** 2 units, 🏰 *Ardaricus*  
**Hephthalites** 2 units, 🏰 *Rex*  
**Britannia Invasion**  
 • Alliance of three Barbarian nations:  
**Angles** **[Bernicia]** 2 units (no 🏰 *Rex*)  
**Saxons** **[Saxonia]** Horde, 1 heavy infantry,  
 2 infantry, 🏰 *Henges*  
**Jutes** **[Iutia]** Horde, 2 infantry, 1 fleet,  
 🏰 *Rex*  
 • None of the three can raid  
**All other nations** 🏰 *Rex*,  
 1 unit (Barbarians only)  
**Persians** 🏰 *Pirozen*  
**Western Romans** 🏰 *Valentinianus III* (2<sup>nd</sup> turn),  
 ★ *Ricimer*, ★ *Bonifacius* (2<sup>nd</sup> turn)  
**Eastern Romans** 🏰 *Marcianus*



## TURN #6: 475–499 AD

**[4 Raids]** **Arabs** (→ *Oriens* or *Mesopotamia*),  
 Berbers (→ *Africa*),  
 Hibernians (→ *Britannia*),  
 Kushans (→ *Persis*)

**Alemanni** 2 units, 🏰 **Rex**

**Franks** 3 units, 🏰 **Chlodovechus**; **Invasion**  
 (2 heavy cavalries available)

**Ostrogoths** 3 units, 🏰 **Theodericus**;

Renaissance may be possible → **Goths Player Aid**

**Visigoths** 2 units, 🏰 **Euricus**

**Alans** 2 units, 🏰 **Rex**

**Huns** 2 units, 🏰 **Imac**

**Burgundians** 2 units, 🏰 **Gundobadus**

**Vandals** 2 units, 🏰 **Huniricus**

**Suebi** 2 units, 🏰 **Rex**

**Herules** 3 units, 🏰 **Odoacer** (2<sup>nd</sup> turn); **Invasion**

**Gepids** 3 units, 🏰 **Ardaricus** (2<sup>nd</sup> turn);

**Invasion**

**Hephthalites** 2 units, 🏰 **Rex**

**Saxons** 1 infantry, 1 archer,

🏰 **Henges** (2<sup>nd</sup> turn); allied with **Jutes**

**Jutes** 2 units, 🏰 **Rex**; allied with **Saxons**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Balasar**

**Western Romans** 🐉 **Augustulus**,

**Gallia** ★ **Syagrius**

**Eastern Romans** 🐉 **Zeno**

→ Scoring



## TURN #7: 500–524 AD

**[3 Raids]** **Blemmyes** (→ *Aegyptus*),  
 Kushans (→ *Persis*), **Scots** (→ *Britannia*)

**Franks** 1 unit, 🏰 **Chlodovechus** (2<sup>nd</sup> turn)

**Ostrogoths** 1 unit, 🏰 **Theodericus** (2<sup>nd</sup> turn)

**Visigoths** 2 units, 🏰 **Euricus** (2<sup>nd</sup> turn)

**Alans** 2 units, 🏰 **Atace II**

**Huns** 2 units, 🏰 **Rex**

**Herules** 2 units, 🏰 **Rex**

**Gepids** 2 units, 🏰 **Rex**

**Hephthalites** 2 units, 🏰 **Rex**

**Angles** **Holsatia** Horde, 2 infantries, 1 archer,

1 fleet, 🏰 **Ida**; **Invasion**

**Saxons** 2 units, 🏰 **Cerdicus**

**Lombards** **Pomerania** Horde, 3 infantries,

🏰 **Rex**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Kavadh**

**Britons** 1 elite heavy cavalry, 🏰 **Artorius**

• remove cavalry permanently at end of turn

**Western Romans** 🐉 **Augustulus**, ★ **Syagrius**

(both 2<sup>nd</sup> turn)

**Eastern Romans** 🐉 **Iustinus**

## TURN #8: 525–549 AD

**[3 Raids]** **Arabs** (→ *Oriens* or *Mesopotamia*),  
 Berbers (→ *Africa*), Kushans (→ *Persis*)

**Franks** 1 unit, 🏰 **Chlotarius**

**Huns** 1 unit, 🏰 **Ellac II**

**Burgundians** 1 unit, 🏰 **Gondomar**

**Vandals** 1 unit, 🏰 **Gelimer**

**Herules** 2 units, 🏰 **Rex**

**Hephthalites** 2 units, 🏰 **Rex**

**Angles** 3 infantries, 1 archer, 🏰 **Offa**

**Lombards** 2 units, 🏰 **Rex**

**Scots** **Ultonia** Horde, 5 infantries, 🏰 **Feargus**;

**Invasion**; straits to Dal Riata, Gallovidia

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Chosroes**

**Western Romans** 🐉 **Majorianus II**

**Eastern Romans** 🐉 **Iustinianus**, ★ **Belisarius**,

★ **Narses**

## TURN #9: 550–574 AD

**[3 Raids]** **Blemmyes** (→ *Aegyptus*),  
 Hibernians (→ *Britannia*),  
 Kushans (→ *Persis*)

**Franks** 1 unit, 🏰 **Chlotarius** (2<sup>nd</sup> turn)

**Ostrogoths** 1 unit, 🏰 **Totila**

**Burgundians** 1 unit, 🏰 **Gunducus II**

**Hephthalites** 2 units, 🏰 **Rex**

**Lombards** 4 units, 🏰 **Alboinus**; **Invasion**

**Bavarians** **Noricum** Horde, 4 infantries,

🏰 **Rex**; **Invasion**

**Avars** **Siraces** Horde, 4 cavalries, 2 infantries,

🏰 **Baianus**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Chosroes** (2<sup>nd</sup> turn)

Roman reunification possible

**Western Romans** 🐉 **Majorianus II** (2<sup>nd</sup> turn)

**Eastern Romans** 🐉 **Iustinus II**

→ Scoring

## TURN #10: 575–599 AD

**[4 Raids]** **Arabs** (→ *Oriens* or *Mesopotamia*),  
 Berbers (→ *Africa*),  
 Hibernians (→ *Britannia*),  
 Kushans (→ *Persis*)

→ **Anglo-Saxons** Angles and Saxons merge

(→ **Goths Player Aid**)

**Franks** 1 unit, 🏰 **Theudebertus**

**Ostrogoths** 1 unit, 🏰 **Totila** (2<sup>nd</sup> turn)

**Visigoths** 1 unit, 🏰 **Reccaredus**

**Vandals** 1 unit, 🏰 **Almaricus**

**Burgundians** 1 unit, 🏰 **Gunducus II** (2<sup>nd</sup> turn)

**Lombards** 2 units, 🏰 **Alboinus** (2<sup>nd</sup> turn)

**Bavarians** 3 units, 🏰 **Rex**

**Avars** 4 units, 🏰 **Baianus** (2<sup>nd</sup> turn); **Invasion**

**Khazars** **Siraces** Horde, 4 cavalries, 2 infantries,

🏰 **Rex**; **Invasion**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Hormisdas IV**

Roman reunification possible

**Western Romans** 🐉 **Claudius III**

**Eastern Romans** 🐉 **Mauricius**

## TURN #11: 600–624 AD

→ **last game turn** if Islam is created

**[5–6 Raids]** **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*),

Blemmyes (→ *Aegyptus*),

Hibernians (→ *Britannia*),

Kushans (→ *Persis*), **Vikings** (→ *Britannia* if

D2 check)

**Ostrogoths** 1 unit, 🏰 **Athalaricus II**

**Huns** 1 unit, 🏰 **Attila II**

**Vandals** 1 unit, 🏰 **Almaricus** (2<sup>nd</sup> turn)

**Bavarians** 3 units, 🏰 **Rex**

**Avars** 2 units, 🏰 **Rex**

**Khazars** 2 units, 🏰 **Rex**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Chosroes II**

Roman reunification possible

**Western Romans** 🐉 **Antoninus**

**Eastern Romans** 🐉 **Heraclius**

**End of Turn:** Test for end of game (→ **Persians**

**Player Aid**). If Islam is created, Arabs invade

from the East—see *Volume 2 of Invasions*.

→ Final Scoring (if the game ends with turn 11)



## TURN #12: 625–649 AD

→ Only if Islam has *not* appeared

**[4 Raids]** **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*), Kushans (→ *Persis*),

Vikings (→ *Britannia*)

**Franks** 1 unit, 🏰 **Dagobertus**

**Ostrogoths** 1 unit, 🏰 **Athalaricus II** (2<sup>nd</sup> turn)

**Huns** 1 unit, 🏰 **Attila II** (2<sup>nd</sup> turn)

**Suebi** 1 unit, 🏰 **Hermericus II** (2<sup>nd</sup> turn)

**Bavarians** 2 units, 🏰 **Rex**

**Avars** 2 units, 🏰 **Rex**

**Khazars** 2 units, 🏰 **Rex**

**All other nations** 🏰 **Rex**,

1 unit (Barbarians only)

**Persians** 🏰 **Iasgardes III**

Roman reunification possible

**Eastern Romans** 🐉 **Heraclius II**

→ Final Scoring