

HUNS

A. The Hun Invasion

- On **turn 2** (375 AD), the Huns enter play with an **invasion**. This very powerful nomadic nation is coming from the Central Asian steppes.
- Their invasion is **interrupted** by other nations' activations as follows.
 - After the **Huns** play their **1st invasion unit stacks step**, their turn is temporarily halted.
 - **Each Germanic Barbarian nation** (→ **Rules, XXXII.A**) then activates, in the normal game order.
 - Once all Germanic Barbarians are done, the **Huns** resume play with their **2nd invasion units stacks step** and their leader *Balamir's campaign*.
 - The remaining nations activate normally afterward (the Alans, followed by the Persians and the Romans/Byzantines).
- The *Germania* Area cannot be entered by the Huns before **turn 3** (400 AD), and is therefore a safe haven for all the other Barbarian nations this turn.

B. Horde and Units

- At the end of their military phase activation, the Huns must redeploy their units within a **3 province** range of their horde.

C. Rebellion of a Vassal

- The **Alans** are reticent vassals: they may roll the rebellion die **twice**, keeping the better result.

D. Attila and Aetius

- On **turn 4** (425 AD), the Huns are not allowed to attack Western Rome.
- The Romans (*Aetius*) may hire up to **two Hun cavalries** (of any kind, including horse archers) as **mercenaries** for the price of **2** per unit per turn. This must be announced and resolved during the Roman **Reinforcements** step (instead of the Purchases step).
- *Attila* the Hun can't refuse to help his friend *Aetius* in this way. The mercenary units are freely redeployed to Roman-controlled provinces.
- On **turn 5** (450 AD), this can be repeated if *Aetius* is retired on the turn's Reinforcements step (i.e., if he survived turn 4), but this time the Huns may refuse, recovering those of their two cavalries that have not already been eliminated, freely redeploying them to Hun-controlled provinces.
- If the Huns help *Aetius* by lending any cavalries, they cannot attack Western Rome on turn 5.

E. Collapse or Empire?

- The Huns cannot found a **Kingdom**. While *Attila* lies dying at the end of the turn 5 Hun military phase activation, the Huns may found an **Empire** or collapse at once.

→ Total Destruction

- If the Huns control no more than **2 Areas** (Barbarian ones counting for ½; do *not* round up), they immediately disappear: all Hun units, their horde, and their leader, are **removed** from the game.
- **One** of their auxiliaries is removed each turn from each owning Empire (during Reinforcements).
- All their vassals are free again. Any surviving vassal mercenary units are redeployed back to their home horde or capital.

→ Possible Glory

- If, on the other hand, the Huns control **3+ Areas** (counting barbarian Areas as ½; do *not* round up), they roll a **D10** with the following modifiers:
 - **+1** for every 2 Hun cavalries sacrificed
 - **+2** for every extra Civilized Area above 3 (**+1** for Barbarian Areas)
 - **+3** if Ravenna or Constantinopolis is controlled
 - **-2** if the Hun horde is inside a Civilized Area
- If the result is **< 10**, the Huns fall into anarchy and their realm collapses.
 - Proceed as for Total Destruction, above, except that the Huns earn **4 VP** for every Hun cavalry still in play at the time of collapse (including those lent to Rome).
- If the result is 10 or more, the Hun Empire is founded (see below).

F. The Young Hun Empire

- Follow standard **transition to Empire rules**. Also follow the **transition to Kingdom rules** for founding the capital.
- The Huns gain an extra **5 VP** if the capital is located on the site of Buda (in Hunnia).
- The Empire's **capital** generates only an extra **5** each turn, not the **10** usual for other Empires.

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

VICTORY POINTS

ARABS



Raid from Arabia Deserta

Bonus

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

BERBERS



Raid from Numidia

Bonus

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

ALEMANNI (#4)



Bonus

- Creating a Kingdom in *Gallia Septentrionalis* 10
- Creating a Kingdom elsewhere 5
- Creating an Empire in *Gallia Septentrionalis* 20
- Creating an Empire elsewhere 10
- Each 🍷 in non-heretical Christian (Catholic) province income (**once**) .. 1
- Each Burgundian, Frank, Hun, or Roman eliminated in *Gallia Septentrionalis* 1
- Each turn under Foedus 3

TURN #3: 400–424 AD

- Lotharingia 5
- Each of Agri Decumates, Austrasia, Burgundia 3

TURN #6: 475–499 AD

- Lotharingia 8
- Each of Austrasia, Neustria 7
- Each of Agri Decumates, Flandria 3
- Each other province in *Gallia Septentrionalis* 1
- All provinces of *Gallia Septentrionalis* 10

TURN #9: 550–574 AD

- As for turn # 6 with this addition:
- All provinces of *Gallia Meridionalis* 10

LAST TURN: 625–649 AD

As for turn #9.

HUNS (#9)



Bonus

- Creating an Empire in *Danubius* 20
- Creating an Empire elsewhere 10
- Submitting both Goth nations 12
- Each Byzantine or Roman eliminated 1
- Each other unit eliminated ½
- Each city level looted 2
- Each Area with at least 3 pillage markers and a Hun presence 3
- Each turn under Foedus 3

TURN #6: 475–499 AD

- Each province outside *Danubius*, **excluding** vassals 5
- Each province in *Danubius* 3
- At least 6 provinces in *Danubius* 10

TURN #9: 550–574 AD

As for turn #6, **excluding** vassals everywhere.

LAST TURN: 625–649 AD

As for turn #9.

SUEBI (#12)



Bonus

- Creating a Kingdom in *Hispania* 10
- Creating a Kingdom elsewhere 5
- Each 🍷 in non-heretical Christian (Catholic) province income (**once**) . 1
- Each Alan, Roman, or Visigoth eliminated in *Hispania* 1
- Each turn under Foedus 3

TURN #6: 475–499 AD

- Gallaecia 8
- Each of Asturica, Cantabria, Carpetania, Celtiberia, Lusitania 3

TURN #9: 550–574 AD

- As for turn #6 except for:
- All provinces of *Hispania*, **excluding** Balearica 10

LAST TURN: 625–649 AD

As for turn #9.

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

⚔️ HEPHTHALITES 🏹 (#15)



Bonus

Creating a Kingdom in <i>Caucasus</i> or <i>Persis</i>	10
Creating a Kingdom elsewhere.....	5
Each non-Hun eliminated in <i>Caucasus</i> or <i>Persis</i>	1
Each turn under Foedus.....	3

TURN #9: 550–574 AD

Each of Cadusia, Phraaspa, Rhagae.....	5
Each of Artemita, Azeria, Kushania, Media, Zagros.....	3
Each other province in <i>Caucasus</i> or <i>Persis</i>	1
All provinces of <i>Persis</i>	10

LAST TURN: 625–649 AD

As for turn #9.

⚔️ SAXONS 🔥 (#18)



Bonus

Creating a Kingdom in <i>Britannia</i>	10
Creating a Kingdom elsewhere.....	5
Each 🏹 in non-heretical Christian (Catholic) province income (once)..	1
Each Angle, Briton, Pict, Roman, Scot, or Viking eliminated.....	1
Each Raid – or Raid + marker.....	1 or 3
Each turn under Foedus.....	3

TURN #6: 475–499 AD

Each of Corinium Dobunorum, Durnovaria, Maxima Caesariensis.....	8
Each of Cambria, Cantium, Dumnonia, Flavia Caesariensis, Lindum.....	3

TURN #9: 550–574 AD

As for turn #6.

TURN #10: 575–599 AD

The Angles merge with the Saxons.

LAST TURN: 625–649 AD

As for turn# 6 with this addition:	
All provinces of <i>Britannia</i>	10
The controlling player earns half of the total Angles + Saxons VPs.	

⚔️ HIBERNIANS 🔥



Raid from *Caledonia Hibernia*

Bonus

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

⚔️ LOMBARDS (#20)



Bonus

Creating a Kingdom in <i>Italia</i>	10
Creating a Kingdom elsewhere.....	5
Each 🏹 in non-heretical Christian (Catholic) province income (once)..	1
Each Avar, Bavarian, Byzantine, Frank, Goth, Herule, Hun, or Roman eliminated.....	1
Each turn under Foedus.....	3

TURN #9: 550–574 AD

Cisalpinga.....	12
Each of Taurinorum, Umbria.....	7
Each of Liguria, Provenca, Tuscia, Venetia.....	3

LAST TURN: 625–649 AD

Each of Cisalpinga, Taurinorum, Umbria.....	10
Each of Beneventum, Latium, Spoletum, Tuscia, Venetia.....	5
Each of Apulia, Campania, Corsica, Liguria, Provenca.....	3
Each other province in <i>Illyria</i> or <i>Italia</i>	1
All provinces of <i>Italia</i> , excluding the island provinces.....	10

⚔️ KHAZARS 🏹 (#24)



Bonus

Creating a Kingdom in <i>Caucasus</i> or <i>Scythia</i>	10
Creating a Kingdom elsewhere.....	5
Each unit eliminated in <i>Caucasus</i> or <i>Persis</i>	1
Each turn under Foedus.....	3

LAST TURN: 625–649 AD

Each of Abascia, Alania.....	10
Each of Bosphorus, Donetus, Iberia, Lacyzia, Sarkil.....	5
Each of Azeria, Colchis, Pereaaslavia, Scythica.....	3
At least 5 provinces in <i>Caucasus</i> , <i>Sarmatia</i> , and <i>Scythia</i> combined.....	5

Player 2 – Huns

Alemanni	
Arabs 🔥	Raiders
Berbers 🔥	
Hephthalites 🏹	Nomadic
Hibernians 🔥	
Huns 🏹	
Khazars 🏹	
Lombards	
Sardes 👑	Inactive Independent
Saxons 🔥	
Suebi	

TABLES (2/2)

Land Interception Resolution (XIX.A)

Military Phase, Nation Activations step, Unit Stacks Movement

- Opponent reaction, **one leader-less stack** and **multiple led stacks**.
- A **land** connection through non-hostile territory must exist, **maximum distance 3 provinces**.
- A stack that is under attack by the active nation cannot intercept.
- Roll a **D10** with the following modifiers:
 - +? **Combat** bonus of the leader present, if any
 - +3 if the target province contains the opponent's capital
 - +2 if the opponent is an Empire
 - 1 if the land distance is 3 provinces
 - 2 for each ridge or strait crossed
 - 2 if crossing the Bosphorus (→ **Byzantines: P Player Aid**)
- Result **≥ 6**: the interception succeeds.

Flight Resolution (XIX.B)

Military Phase, Nation Activations step, Unit Stacks Movement

- Opponent reaction.
- Roll a **D10** with the following modifiers:
 - +? **Combat** bonus of fleeing stack's leader, if present
 - +3 the starting province has a fortified city
 - +3 the opponent has twice as many units
 - 1 the opponent has less cavalry
 - 2 if flight must start with crossing a river, ridge, or strait
- Result **≥ 9**: the flight succeeds.

Amphibious Landing Sea Risk Resolution (XXV.E)

Military Phase, Nation Activations step, Unit Stacks Movement

- Stack moving from a friendly coastal province into an **enemy or empty coastal province**. Resolve before naval interception.
- Roll a **D10** with the following modifiers:
 - 2 unless the nation controls a city on the same coast as the target province and coastal to the last sea zone crossed
 - +1 if landing on a Mediterranean or Pontus Euxinus coast (Romans and Byzantines only)
 - ±? *Storm or Expert Navigation* event
- Result **≥ 5**: the landing succeeds, subject to naval interception.

Siege Resolution (XXIV.C)

Military Phase, Nation Activations step, Unit Stacks Combat

- Roll a **D10**, **re-roll** per the leader's combat bonus. Modifiers:
 - +1 assault ordered: Besieger takes 2 hits to receive bonus
 - +1 Civilized besieger
 - 1 Nomadic besieger (until turn 9)
 - +1 besieged is *In Decline* (+2 if doubled)
 - ? wall value (**fortified city**) -2 to -4 (-1 for Roma)
 - 1 non-fortified city (turns **4 and 5**)
 - 1 **coastal city** ⚓ with a city-friendly naval stack off-shore (voided if an assault is ordered)
- Result **≥ 7**: the siege succeeds.

Leader Assassination (XX.J)

Military Phase, Nation Activations step, Unit Stacks Combat

- Empire *In Decline*, leader gains a **victory** (attacking or defending).
- On a **D10** roll of **8+**, the leader is *assassinated* (eliminated).

Combat & Naval Battles (XX, XXV.C)

- Cavalry (🐎), Heavy (🏹) Advantages = 1:0 or $n+2:n$
- Archery Round (**land only**)
 - 2 🏹 = 🏹 4 🏹 = 🏹 🏹 Adv = Opponent loses a 🏹
 - In clear, steppe, or desert: 🏹 → 🏹 for each 2 🏹
- Mountains Ambush Archery Round
 - Attacking leader must not have 🏹; automatic if the attacker crossed a ridge or a river (D2 check otherwise).
 - 🏹 units count double Resolve defender fire first.
 - Defender 4 🏹 = 🏹
- Melee Dice Pools
 - Each unit (except Hordes, *Limites*) = 🏹
 - Naval battles don't lose or add** 🏹.

Attacker loses 🏹 for:

- Marsh; Forest (if the Defender is a non-Nomad Barbarian ‡);
- Crossing strait, river (except ⚓), or ridge † (not if intercepted)

Attacker adds 🏹 for:

- Barbarian attacker in a Barbarian province vs. Civilized ‡

Defender adds 🏹 for:

- Fortified city; *Limes*; one or more Hordes

Minimum 1 🏹 each

- Dice Trades

- 🏹 → 🏹 if 2+ 🏹
- 🏹 → 🏹 if 4+ 🏹 (Rome & Byzantium only)
- 🏹 → 🏹 if 🐎 Adv
- 🏹 → 🏹 if Empire vs. Barbarians †
- 🏹 → 🏹 if Nomads in steppe †
- 🏹 → 🏹 if imperial fortified city
- 🏹 → 🏹 if opponent has 🏹 Adv

† All of the units involved must comply.

‡ One of the units must comply (on both sides if pertinent).

- Re-roll Trade (Optional)
 - A leader with a combat bonus of 2+ can forfeit a re-roll **once** to add or remove a 🏹.
- Melee Round
 - Red swords** inflict hits only in clear, steppe, or desert.
 - Each hit eliminates a unit or damages an 🏹.
 - First unit eliminated must be national (or auxiliary) if possible.
- Victory Determination
 - Nation which eliminates its enemy; else
 - Nation with fewest losses; else
 - Defender if fortified city or horde; else
 - Nation whose leader has the better combat bonus; else
 - Defender.
- Leader Elimination
 - When its stack/**fleet** is completely eliminated (if D2 ✕ on land).
 - When an Empire is *In Decline*, victorious leader on a D10 of 8+.
- Recovery
 - Up to two units on each side. Recover an 🏹 as 🏹.
 - Recover only one unit if either side started with 2 units.
 - Recover no units if either side started with 1 unit.
 - Each Civilized nation may also restore a 🏹 to 🏹.
 - Naval battles**: restore all 🏹 fleets to 🏹.
- Retreat of loser