

GOTHS

A. Alliance of the Goths

- Each turn, the Visigoths and Ostrogoths may lend each other **1 unit**, even if one migrates and the other does not.
- Each lent unit stacks and fights with the units of the nation it was lent to and is under its control.
- This exchange of mercenaries remains possible regardless of the status of either nation. In particular, this "alliance" does not prevent them from concluding alliances with other nations.

B. Ermanaricus the Conqueror

- On **turn 1** (350 AD), the Ostrogoths can either **conquer Sarmatia** and its vicinity, gaining territory and loot but leaving themselves exposed to the coming Hun invasion (on turn 2), or **migrate** their horde, taking advantage of Ermanaricus's stacking bonus of +2 but forfeiting the conquest gains.

→ Conquest

- The horde perforce stays in *Ucraina*.
- The Ostrogoths receive bonus **VPs** if they conquer their starting Area and those to its West. → **Ostrogoths nation card**
- For each submitted nation, the Ostrogoths gain **1 event card** in addition to the occasional Treasury share.
- Conquest of *Sarmatia* allows for a **Renaissance** on **turn 6** or later (F).

C. The Visigothic Great Invasion

- The Visigoths **invade** on **turns 2** (375 AD) and **3** (400 AD).

D. Scythia

- On **turn 1** only, this Area is open to the Ostrogoths.

E. Hordes and Unit placement

- At the end of the two successive military phase Goth activations, surviving lent units are redeployed to provinces controlled by their respective nations.
- All Goth units must also be redeployed within **3 provinces** of their respective horde.

F. Ostrogoth Renaissance


- If the **Ostrogoths** conquered *Sarmatia* on turn 1, they are allowed a Renaissance on **turn 6** (475 AD) or later.
- To make use of the Renaissance, they must be **free** (not submitted nor federated).
- If they were submitted by the Huns, the Ostrogoths may either attempt a rebellion or wait for Attila's death, hoping the Huns will crumble and disappear. → **Huns Player Aid**

→ Renaissance

- The Ostrogoth Renaissance is a **Barbarian invasion**. They additionally receive **5 units** as reinforcements with their horde.
- They lower their age by 0 to 3 spaces (their choice).
- If a **Kingdom** at that time, they **forfeit** the invasion and the reinforcements unless they opt to **return to Barbarian status!** If they choose to do so, unflip the capital to its horde side and place their Age marker at 3 on the Barbarian Age Track (this may not be lowered).

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

G. The Great Invasion

- On **turn 3**, four Barbarian nations ally to **invade** together: the **Alans, Burgundians, Suebi, and Vandals**.
- The leader *Radagaisus* is special and goes on **campaign** out of sequence, *before* the regular movement and battle of the allied nations' stacks.
- If he manages to successfully besiege Rome, the city is **razed**. Flip the Roma capital marker to its Razed (*Rasa*) side. A level I city may be built here. 
- Each Barbarian nation participating in this campaign earns a special bonus of **3 extra pillage markers** (ignoring any events or calamities) and **10 VP**, in addition to the normal Rome pillage benefits.
- The normal sequence resumes with the first unit stacks step of the **invasion**, during which only **half** of the allied Barbarian nations' surviving units may move. It is up to the controlling players to decide how to split the allowance between nations; if they can't agree, half of each nation's units may move.
- During the **2nd unit stacks step of invasion**, all of the allied Barbarian stacks are free to move normally.
- The remaining leaders of the allied Barbarians (*Atace, Gundocus, Hermericus, and Gundericus*) go on campaign normally.
- **As an exception**, each of the Great Invasion Barbarian **hordes** may move a 3rd time, during the campaign of its respective leader.

H. Invasions of Britannia

- On **turn 5** (450 AD), three Germanic Barbarian nations ally to **invade Britannia**: the **Angles, Jutes, and Saxons**.

I. Anglo-Saxons

- On **turn 10** (575 AD), Angles and Saxons unite. They are considered a single nation and activate in the Angles time slot. Their Treasuries merge (use the Angle Treasury marker). Keep the higher of the two nation statuses. Average the ages, treating a nation newly promoted to Kingdom as Age 1 (use the Angle Age marker). Pick a capital if two exist. An existing alliance is broadened, a Foedus or clientele remains in force, but a vassalage is lifted—unless both share the same suzerain.
- When scoring VPs, add the individual nations' scores together and award half to each of the Angles and Saxons controlling players.

J. Slavic Tribes

- There are three **inactive** Slavic Barbarian nations: the **Aestii, Sclaveni, and Venedae**.
- They are handled by the **Roman** player.
- These nations do not activate and thus do not move except by fleeing.
- They each recover **1 lost unit** per turn during the Reinforcements step (at the same time as the first barbarian nation in play, if it matters).
- They can never transition to Kingdom, and therefore there is no point in tracking their Treasuries.
- They cannot leave (even by fleeing) the Areas of *Balticum, Barbarum, or Sarmatia*.

→ Combat Penalties

- When in battle, those Slavic tribes lose a white die (Advanced Combat: they have a **-1** to their combat rolls). As they have no leaders, they never have re-rolls unless an event is played on them to give them some.

Movement Allowances	
Cavalry, Nomad Horde	4
Infantry, Horde	3

VICTORY POINTS

BLEMMYES



Raid from Blemmyes

Bonus

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

PICTS



Raid from Caledonia


Bonus

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

OSTROGOTHS (#6)



Bonus

Creating a Kingdom in <i>Italia</i>	10
Creating a Kingdom elsewhere	5
Creating an Empire in <i>Italia</i>	20
Creating an Empire elsewhere	10
Each  in non-heretical Christian (Catholic) province income (once) ..	1
Each non-Goth eliminated	1
Each turn under Foedus	3

TURN #1: 350–374 AD

Each of <i>Balticum</i> , <i>Barbarum</i> , <i>Sarmatia</i>	4
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TURN #3: 400–424 AD

Each of <i>Dalmatia</i> , <i>Dardania</i> , <i>Epirus</i> , <i>Pannonia</i> , <i>Thracia</i>	5
Each of <i>Hypanis</i> , <i>Moesia Inferior</i> , <i>Moesia Superior</i> , <i>Savus</i> , <i>Valachia</i>	3

TURN #6: 475–499 AD

Each of <i>Tuscia</i> , <i>Umbria</i>	8
Each of <i>Cisalpina</i> , <i>Latium</i> , <i>Venetia</i>	7
Each of <i>Campania</i> , <i>Istria</i>	5
Each of <i>Beneventum</i> , <i>Dalmatia</i> , <i>Illyricum</i> , <i>Pannonia</i> , <i>Spoletum</i>	3
All provinces of <i>Italia</i> , excluding the island provinces	10

TURN #9: 550–574 AD

As for Turn #6 except for: All provinces of <i>Italia</i> , including the island provinces	15
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LAST TURN: 625–649 AD

As for Turn #6 except for: All provinces of <i>Italia</i> , including the island provinces	25
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VISIGOTHS (#7)



Bonus

Creating a Kingdom in <i>Hispania</i>	10
Creating a Kingdom elsewhere	5
Creating an Empire in <i>Hispania</i>	20
Creating an Empire elsewhere	10
Each  in non-heretical Christian (Catholic) province income (once) ..	1
Each non-Goth eliminated	1
Each turn under Foedus	3

TURN #3: 400–424 AD

Each of <i>Cisalpina</i> , <i>Provincia</i> , <i>Septimania</i> , <i>Tuscia</i> , <i>Umbria</i>	5
Each of <i>Alpes</i> , <i>Noricum</i> , <i>Rhaetia</i> , <i>Venetia</i>	3

TURN #6: 475–499 AD

<i>Hispalensis</i> (Barbarian)	10
<i>Hispalensis</i> (Civilized)	15
Each of <i>Baetica</i> , <i>Carpetania</i>	8
Each of <i>Cartaginensis</i> , <i>Celtiberia</i> , <i>Gallaecia</i> , <i>Tarraconensis</i>	7
Each of <i>Castulum</i> , <i>Emeritensis</i> , <i>Garumnus</i> , <i>Lusitania</i> , <i>Piranaei</i> , <i>Septimania</i>	3
All provinces of <i>Hispania</i> excluding <i>Balearica</i>	15

TURN #9: 550–574 AD

As for Turn #6 except for: All provinces of <i>Hispania</i> , including <i>Balearica</i>	20
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LAST TURN: 625–649 AD

As for Turn #6 except for: All provinces of <i>Hispania</i> , including <i>Balearica</i>	25
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🔥 = Raiders 🔥 = Raiders that become active nations ⚔️ = Barbarian 🏹 = Nomadic Barbarian
 👑 = Kingdom 🏰 = Empire **A nation under vassalage earns only half of its normal VPs.**

⚔️ BURGUNDIANS (#10)



Bonus

Creating a Kingdom in either <i>Gallia</i>	10
Creating a Kingdom elsewhere	5
Creating an Empire in either <i>Gallia</i>	20
Creating an Empire elsewhere	10
Each 🏰 in non-heretical Christian (Catholic) province income (once) ..	1
Each Alemanni, Bavarian, Frank, Goth, Hun, Lombard, or Roman eliminated in both <i>Galliae</i>	1
Each turn under Foedus	3

TURN #3: 400–424 AD

Burgondia	5
Each of Alpes, Arvernia, Helvetia, Lotharingia, Rhodanus, Vienna	3

TURN #6: 475–499 AD

Burgondia	8
Each of Lotharingia, Rhodanus	7
Each of Alpes, Arvernia, Helvetia, Vienna	3
Each other province in either <i>Gallia</i>	1
All provinces of <i>Gallia Meridionalis</i>	10

TURN #9: 550–574 AD

As for Turn #6.

LAST TURN: 625–649 AD

As for Turn #9.

⚔️ ANGLES 🔥 (#17)



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 Briton, Pict, Roman, Saxon, Scot, or Viking eliminated	1 or 3
Each turn under Foedus	3

TURN #9: 550–574 AD

Corinium Dobunorum	8
Each of Flavia Caesariensis, Maxima Caesariensis	7
Each of Bernicia, Caledonia, Cambria, Cumbria, Gallovidia, Lindum	3
Each other province in <i>Britannia</i>	1
All provinces of <i>Britannia</i>	10

TURN #10: 575–599 AD

The Angles merge with the Saxons.

LAST TURN: 625–649 AD

As for Turn #9 except that the controlling player earns half of the total Angles + Saxons VPs.

⚔️ BAVARIANS (#22)



Bonus

Creating a Kingdom in <i>Germania</i>	10
Creating a Kingdom elsewhere	5
Each 🏰 in non-heretical Christian (Catholic) province income (once) ..	1
Each Alemanni, Avar, Burgundian, Frank, Gepid, Hun, or Lombard eliminated in <i>Germania</i>	1
Each turn under Foedus	3

TURN #9: 550–574 AD

Bavaria	10
Each of Bohemia, Carnuntum, Noricum, Rhaetia	3
Each other province in <i>Danubius</i> or <i>Illyria</i>	1

LAST TURN: 625–649 AD

As for Turn# 9 with this addition:

At least 5 provinces in <i>Germania</i>	5
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⚔️ AVARS 🏹 (#23)



Bonus

Creating a Kingdom in <i>Danubius</i>	10
Creating a Kingdom elsewhere	5
Creating an Empire in <i>Danubius</i>	20
Creating an Empire elsewhere	10
Each Alemanni, Bavarian, Burgundian, Byzantine, Frank, Gepid, Hun, or Lombard eliminated in <i>Danubius</i> , <i>Germania</i> , <i>Illyria</i> , and <i>Moesia</i>	1
Each turn under Foedus	3

TURN #9: 550–574 AD

Hypanis	8
Each of Tisia, Valachia	3
Each other province in <i>Danubius</i> or <i>Illyria</i>	1

LAST TURN: 625–649 AD

Pannonia	8
Each of Dacia, Hunnia	5
Each of Tisia, Valachia	3
Each other province in <i>Danubius</i> , <i>Moesia</i> , or <i>Illyria</i>	1

Player 4 – Goths

Angles 🔥

Avars 🏹

Bavarians

Blemmyes 🔥

Burgundians

Colchidians 👑

Ostrogoths

Picts 🔥

Visigoths






















Raiders

Nomadic

Inactive Independent

350 AD SCENARIO – I













EASTERN ROMAN EMPIRE (a.k.a. Byzantium) – E3

Capital Constantinopolis
6 Areas *Aegyptus, Asia, Cappadocia, Graecia, Moesia, Oriens*
8 Limites 3 in *Oriens* (Amida, Coele Syria, Osroene), 4 along the Danuvius river (Savus, Moesia Inferior, Moesia Superior, Tyras), 1 in Bosphorus
10 Units Amida: Caesar, 1 Palatine       
 1 Legion (Sy) 
Aegyptus, Asia, Cappadocia, Moesia:
 1 Legion each (Ae, As, Ca, Mo) 
 Thracia: 2 Legions (Gr) 
2 Fleets Mare Aegeum: 1 
 Pontus Euxinus: 1 
Pool 5 auxiliary  (starting T2),
 2 auxiliary  (starting T2),
 2 auxiliary  (starting T3),
 1  
 2 *cataphractae*   (starting T8)
Income 70  (6 Areas 12, cities 32, capital 10, commerce 13, caravan 1, tribute 2)
Treasury 10 
Religion Christian (Catholic) (✝)






WESTERN ROMAN EMPIRE (a.k.a. Rome) – E9

Capital Ravenna
7 Areas *Africa, Britannia, Gallia M., Gallia S., Hispania, Illyria, Italia*
10 Limites 2 in *Britannia* (Bernicia, Cumbria), 8 along the Rheneus and Danuvius rivers (Flandria, Austrasia, Treveria, Lotharingia, Helvetia, Rhaetia, Carnuntum, Pannonia)
9 Units Cisalpina: *Iulianus*, 1 Palatine      
 1 Legion (It) 
 Latium: 1 Palatine 
 Treveria: 1 Legion (Ga) 
Britannia: Caesar, 1 Legion (Br) 
Africa, Hispania, Illyria:
 1 Legion each (Af, Hi, Il) 
2 Fleets Sinus Gallicus: 1 
 Mare Tyrrheneum: 1 
Pool 11 auxiliary  (starting T2),
 3 auxiliary  (starting T3),
 2 
 1 *cataphracta*   (T8 onwards)
Income 67  (7 Areas 14, cities 30, capital 10, commerce 11, caravan 1, tribute 1)
Treasury 6 
Religion Christian (Catholic) (✝)
Decline *In Decline* –

SASSANID PERSIA (Kingdom) – K4

Capital Ctesiphon
2 Areas *Mesopotamia, Persis*
19 Units Assyria: *Sapor II*, 1 satrapes 
 Atropatene: 1 satrapes  Babylonia: 1 satrapes 
 Euphrates: 1 satrapes  Hyrcania: 1 satrapes 
 Phraaspa: 1 satrapes 
 Assyria, Atropatene, Chaldea:
 Add 7, 5, and 1 (respectively) from this pool of 13:
 1 Immortals       
 3       
Pool 1 elephant  (starting T2), 2 
Income 41  (provinces 21, cities 10, capital 5, commerce 0, caravan 1, tribute 2, off-map 2)
Treasury 10 
Religion Mazdaism (𐬀)







MAURITANIA (inactive independent minor Kingdom) – Roman client

3 Units Caesarea: 1   
 Mauritania: 1 
Tribute 1  **Mercenary** random (must remain in *Africa*)






ARMENIA (inactive independent minor Kingdom) – Byzantine client

Capital Artaxata
3 Units Armenia: 1   
 Armenia Minor: 1 
Tribute 2  **Mercenary** random (must remain in the East)








IBERIA (inactive independent minor Kingdom) – Persian client

Capital Ganzac
3 Units Azeria: 1  
 Iberia: 2  
Tribute 2  **Mercenary**  (must remain in the East)















COLCHIS (inactive independent minor Kingdom)

3 Units Colchis: 1   
 Lacysia: 1 
Tribute 2  **Mercenary** random (must remain in the East)

SLAVIC TRIBES (inactive Barbarians)

Aestii Estia: Horde, 2  Novogardia: 2 
Sklaves Albarussia: 1  Bolgar: 2 
 Lituania: Horde, 1 
Venedae Polonia: Horde, 2  Velete: 2 




BARBARIANS – B2

Agri Decumates: **Alemanni** Horde, 6   *Vadomarus*
 Franconia, Rheneus: **Franks** Horde, 4  
Religion Pagan (☪)
 Ucraina: **Ostrogoths** Horde, 3      *Ermanaricus*
 Valachia: **Visigoths** Horde, 1     

BARBARIANS – B1

Alania: **Alans** Horde, 1     
Religion Pagan (☪)

Fortified Cities

Amida (Dara), Armenia (Artaxata), Assyria (Nisibis), Babylonia (Perisabor), Bosphorus (Heraclea), Carnuntum (Aquincum), Chaldea ( Ctesiphon), Iberia (Ganzac), Latium (Roma (-1)), Moesia Superior (Singidunum), Osroene (Edessa), Pannonia (Sirmium), Pontus (Trapezus), Melitene (Melitene), Thracia ( Constantinopolis), Treveria (Treverum), Umbria ( Ravenna)

Heresies

Africa: *Donatius* (Heresy +)
Britannia: *Pelagius* (Heresy +)

Raiders

No raid on turn 1 except **Picts** (→ *Britannia*)