

THE JUGURTHINE WAR

ROME AGAINST NUMIDIA

The Jugurthine War is a historical strategic game based on the conflict between the Roman Republic and King Jugurtha of Numidia from 111 -105 BCE.

1 - OVERVIEW

The game is best played with ten six-sided dice (not included), abbreviated as **D6**.

1.1 - ABBREVIATIONS

Hex.: hexagon

DRM: die roll modifiers

SP: strength point

MP: movement point

RP: replacement point

TET: terrain effects table

CU: combat unit

VP: victory points

1.2 - COUNTERS

The counters represent commanders, combat units [CU], stratagems or markers.

The commander counters for the Numidian camp have **two sides**: they are placed on their back side, which corresponds to a hidden side (concealing the commander's identity from the opponent), and are revealed under certain circumstances (see 6.7).

CU have between one and six combat steps:

- **1 step**: raised armies (levées), elephants, milices, militia;
- **2 steps**: infantry and cavalry (including elite), royal guard;
- **4 steps**: defectors, ala (*sociorum*), i.e. Roman allied infantry (2 counters per unit);
- **6 steps**: legions (3 counters par unit).

CU with **more than one counter** (identified by a shield symbol) may only have **one** counter in play at any given time.

Example: legion I has 4 steps as the beginning of a combat and suffers two losses. The counter is removed to be replaced by the counter of the same legion with 2 steps.

Elite CU have no special rules. Their signage simply allows players to more easily identify their best units.

1.3 - THE MAP

The map principally represents eastern Numidia and part of the Roman African province. A hexa-

gonal grid is superimposed on the map to regulate the counters' movements. **No** Numidian counters may enter the African province. All Numidian cities are considered to belong to the Numidian camp unless occupied by a Roman CU.



Western Numidia is represented by a zone accessible by the row of hex located on the western edge of the map. Enter-

ing or exiting this zone costs **10 MP**. The fort of the Muluccha is in this zone.

1.4 - GAME SCALE

Each CU represents approximately 4000 fantassins or 2000 cavaliers.

Each game turn represents approximately two months of real time (each year takes 5 game turns).

Each hexagon represents a distance of approximately 25 km.

1.5 - COMPETENCY TEST

When the rules state that a competency test must be taken, the player rolls a **D6** (potentially modified by the modifiers mentioned in the game help and/or by stratagems). The test is successful if the modified die value is **less than or equal** to the competency of the concerned commander. A force with no commander has a competency of **1**.

2 - SEQUENCE F PLAY

A game turn comprises the following phases:

1. Stratagem Drawing Phase: each player randomly (and secretly) draws two stratagems.

2. Recruitment Phase: the Roman, then the Numidian, perform their recruitment operations.

3. Activation Phase: the players roll a **D6** and add the competency of their commander in chief. The player with the greater result wins the initiative. (Re-roll the dice in the case of a tie). The player may choose to activate his commanders first or to force his opponent to do so.

The two players activate their forces according to the order determined by the player who won the initiative.

At each activation, a commander may move, begin a pitched battle, initiate or continue a siege and

launch an attack. When a player has finished his activations, his CU that are besieged by his adversary must roll to test their attrition.

4. End of Turn Phase: Players may only hold on to **three stratagems** at the end of the turn. If they have more than three stratagems, they choose which to discard and return to the container.

At the end of the 5th turn of each year, the pillage markers on the map are removed (after potentially having lowered the VP marker: see 6.6). In addition, any force, even out of command (see 5.2), that is not in a controlled city is automatically positioned in the closest city (wintering).

The turn marker is moved forward one space (if it is on 5 already, it moves to space 1 and the year marker is moved forward one space).

3 - STRATAGEMS

3.1 - OBTAINING STRATAGEMS

At the start of the game, each player places his stratagems in an opaque container. During the Stratagem Drawing Phase, the players secretly and randomly draw two stratagems which they place concealed on their map edge.

3.2 - USING STRATAGEMS

The stratagems may be played at the moment indicated in their definition and, unless otherwise specified, are returned to the container after use.

Reminder: at the end of each turn, each player must discard any stratagems in excess of three..

A player can always respond to a stratagem played by his adversary by playing one of more of his own stratagems (if, of course, he has a useful stratagem).

Example: *the Roman has the stratagems "Treason", "Consul Talent" and "+1/-1". The Numidian has the stratagem "Jugurtha Talent". The Roman plays the "Treason" marker. Before applying this event, the Numidian attempts to cancel it out with his stratagem "Jugurtha Talent". The Roman responds by playing his marker "Consul Talent", with the bonus awarded by the stratagem "+1/-1" to attempt to cancel out the Numidian stratagem. The stratagems "Consul Talent" and "+1/-1" are applied first. If they fail to cancel out the "Jugurtha Talent" stratagem, it is then put into action. If this marker fails to cancel out the "Treason" marker, "Treason" is applied.*

3.3 - DEFINITION OF DIFFERENT STRATAGEMS










The stratagems may be identical for both camps or can only apply to the Roman or to the Numidian.

3.3.1 - Stratagems applicable to both camps

• **Jugurtha/Consul Talent**
[1]: if the Roman commander in chief passes his competency test, the effect of a stratagem that was just played by the Numidian is canceled out.

• **Recruits** [2]: during the recruitment phase, the

COUNTERS DESCRIPTION

COMMANDERS		ELEPHANTS	
<p>Front</p>  <p>Competency</p>		 <p>Commander in chief</p>	
<p>Back of Numidian Commanders</p> 			
INFANTRY		CAVALRY	
 <p>Name</p>	 <p>Combat value</p>	 <p>Elite unit</p>	 <p>Pro-roman numidian unit</p>



player receives an additional roll on the recruitment table.

- **Prepared manoeuvre** (3): this marker is played at the beginning of a force's activation: this force has an additional **4 MP** (28 or 40 MP if added to a forced march)..



- **Epidemic** (4): at the end of the recruitment phase, the opposing player rolls a die and must remove from his CU the number of steps indicated by the die result..



- **+1/-1** (5): before any die roll (including that of the other player), the player may modify the die, as he chooses, by **+1** or **-1**.



- **+2/-2** (6): *idem*, but the die is modified by **+2** or **-2**.



3.3.2 - Stratagems for the Roman only

- **Treason** (7): This stratagem must be played at the end of the Stratagem Drawing Phase. The Roman player rolls a die: Jugurtha is eliminated if the result (potentially modified by other stratagems)



is **greater than or equal** to the level of VP.

- **Submission** (8): during a movement in a hex containing an enemy city that only has a milice, if the commander passes a competency test, the garrison automatically goes over to the Roman side (the counter is turned over), resulting in the city being taken.



- **Reconnaissance** (9): during his Activation Phase, the Roman player chooses an enemy counter placed on its back side, that must be revealed, as well as, if need be, all the units in the commander's box. The counter is turned back to its back side at the end of the turn.



3.3.3 - Stratagems for the Numidian only

- **Ambush** (10): at the beginning of a battle, if the Numidian commander passes his competency test, the Roman CU cannot combat during the first round of a pitched battle (no Roman die roll). If Metellus or Marius commands the force that is attacked, the Roman losses for this first round are halved (rounding up).



Note: *this stratagem may provoke a Numidian victory as early as the end of the first round if the Roman commander fails his competency test.*

- **Open door** (11): during movement in a hex contain-



ing an enemy city with only one militia counter, if the commander passes a competency test, the militia counter is eliminated. From this moment on, each time the Roman seizes a city, he can (after applying the effects on the VP track) destroy the town if he rolls a **"6"** on a **D6**. The "destroyed town" marker



is placed on the space and the town can generate no other effects until the end of the game. Every subsequent successful use of this stratagem gives a **+1 DRM** to the town destruction die roll.

Example: *if the "open door" stratagem has been used successfully three times, the DRM becomes +2.*

- **Negotiations** (12): this stratagem must be played each time it is drawn. Furthermore, it is removed from the game when it is drawn starting at **year -109** (Metellus' or Marius' command), and it is replaced at the end of the two turns of negotiation by the "Alliance" stratagem (marker 12 is definitively removed from the game and marker 13 is placed in the Numidian stratagems container).



The effects are as follows:

- when the marker is drawn, the negotiations occur during this turn and the following turn. No offensive actions may be undertaken: a force cannot enter a hex containing an enemy force or an enemy city. If a siege is underway when the marker is played, the besieging force must leave the hex during its activation phase.

- when the marker is drawn during the first two years (Consulates C. Bestia and de S. Albinus), if Jugurtha won the most recent battle against **at least 4 CU**, the Roman must evacuate, during the first turn of negotiations, all the cities of Numidia that he occupies. If this town had a militia, the counter is removed during the recruitment phase that follows and the Roman player receives an additional RP. If other Roman units are present, they must leave the hex during the first movement phase. The "negotiations" stratagem is returned to the container at the end of the negotiations (end of the second turn). Otherwise (if the Numidians are defeated or there is no battle), the Numidian player must immediately remove **all** the elephant and defector CU from his army.

- when the marker is drawn in year **-109** and later, the Numidian player must immediately remove **all** the elephant and defector CU from his army.

- **Alliance** (13): this stratagem must be played each time it is drawn. During the recruitment phase, Jugurtha takes a competency test:



– the first time he passes, the alliance with the Gaetuli is entered into. The Gaetuli counters are positioned with a Numidian force or in a controlled city.

– the second time, the alliance with the King of Mauretania is entered into. The Mauretanian counters are positioned with a Numidian force or in a controlled city.

– the following times, the Numidian player is awarded **2 RP** that he can use only for Mauretanian and Gaetuli counters (the reconstructed units may be positioned with any non-besieged force or in a controlled city).

4 - LE RECRUTEMENT

4.1 - OBTAINING RP

During the recruitment phase, the Roman then the Numidian rolls a die on the recruitment table, determines the applicable modifiers and receives the indicated number of Replacement Points (RP). Furthermore, during the recruitment phase of the first turn of each year, each player receives 4 additional RP.

4.2 - SPENDING RP

RP must be used immediately and cannot be held onto. An RP is used to raise one step for a CU that was eliminated. The Roman player must place the newly raised CU at Utica. The Numidian player may position his newly raised CU in a commander's box or in a town not under siege. A RP also allows a diminished, non-besieged unit on the map to be augmented by one step..

Example : *the Roman player can spend 4 RP to position at Utica a previously destroyed legion on its 4 step side.*

Special case for the Numidian side: the royal guard CU and the defector CU are subject to the general rules described below. The other Numidian units (infantry, cavalry and elephants) that are not present on the map are placed in an opaque container: for every 2 RP he spends, the Numidian player may draw at random one unit to place, with its maximum number of steps, in a commander's box or in a friendly non-besieged town.

Note: *destroyed CU may be reconstructed later. Destroyed Numidian CU (except guard and defectors) are returned to their container. The Mauretanians and the Gaetuli can only be reconstructed with the RP provided with the "Alliance" stratagem.*

5 - COMMANDERS

5.1 - CATEGORIES OF COMMANDERS

Commanders are either commanders in chief who are named (*Jugurtha* for the Numidians, and successively *C. Bestia*, *S. Albinus*, *Q. Metellus* and *C. Marius* for the Romans), or subordinate commanders who are generic.

Only **one** Roman commander in chief can be present at any given time.

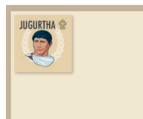
5.2 - ELIMINATION OF COMMANDERS

A commander is eliminated if **all** his CU are destroyed during a pitched battle or if the town in which he is besieged is taken. He is also eliminated if he is alone in a hex, an enemy CU enters the hex and he fails to evade it.

The elimination of a named commander provokes the end of the game. When a generic commander is eliminated, the player rolls a die: the generic commander returns to the game in the number of turns indicated on the die roll.

Example : *if a legatus is eliminated on turn 3 of a year, the Roman player rolls a die. If he rolls a 3, the legatus returns to the game at the beginning of turn 1 of the following year.*

5.3 - ORGANISATION OF FORCES



The CU may be positioned directly on the map or be found in a commander's box (located next to the map). A commander, alone or accom-

panied by CU present in his box (and potentially by other commanders), constitutes a **commanded force**. One or more CU placed directly on the map constitute an out-of-command force.

If several friendly commanders are in the same hex at the end of an activation, one of these commanders must absorb the other commanders and their CU, so that there is only one commanded force from the same camp in the hex.

7 - MOVEMENT

6.1 - OVERVIEW

Each commander has **12 MP** (or **18 MP** if he is alone or only has cavalry CU). The player may move **each commanded** force by spending the number of MP indicated on the TET for each hex that is crossed.

Units without a commander **cannot** move.

During a commander's movement, he is free to leave units along the way or absorb CU from the hex he crosses (even if the CU is in another commander's box). However, a CU can only move with

a single commander in the same turn. Similarly, a commander that has already moved can no longer be activated.

Movement must stop when the force enters a hex containing an enemy force (unless the latter closes itself off within the walls of a town [see 6.3]).

6.2 - FORCED MARCH

At the beginning of his activation, a commander may decide to conduct a forced march, which doubles his movement potential (either 24 MP or 36 MP). At the end of his movement, he rolls a **D6** and removes the same number of steps as the die roll result..

6.3 - CITIES

Numidia's cities can contain **2 CU at most**. When a force is in the hex of a city it controls, it does not need to specify if the force's CU constitute the town's garrison. If an enemy force enters this hex, the inactive player may, if he wishes, post his force's CU as the garrison. A pitched battle is resolved if CU of both camps are in the hex, outside of the town (unless the inactive player succeeds in evading his enemy). If there is a combat, the garrison does not participate.

If a Roman force enters a hex containing a Numidian city without a garrison, the Roman automatically takes control of it and continues to do so as long as a Roman CU occupies the hex.

Reminder: a city without a garrison is controlled by the Numidian player [see 1.3].

6.4 - INTERCEPTION

When an enemy force enters a hex adjacent to one of the inactive player's forces with a commander, the inactive player may attempt an interception. Each force may attempt an interception for each adjacent hex crossed.

The inactive player takes a competency test for the commander that attempts the interception. If he passes, the force that intercepts is placed in the hex of the active player's force. active player; a combat is resolved, in which the intercepting force is considered the attacker. In any case, a successful interception puts an end to the movement.

Special cases: if an interception is successful in a hex that contains another force of the inactive player, the two forces fuse before the battle. Similarly, if several forces of the inactive player are successful in an interception, they fuse before the battle.

The intercepting force may leave CU and commanders in its starting hex.

Example: by leaving behind its impedimenta, a Roman force increases its chances of a successful interception [see game help].

6.5 - EVASION

When a force ends its movement in a hex containing an enemy force with a commander, the inactive player may attempt an evasion (if need be, leaving behind CU and/or commanders).

The inactive player takes a competency test for the commander that attempts the evasion. If he passes, the evading force is placed in an adjacent hex and no combat ensues.

Note: the active player cannot attempt to evade a force that just intercepted.

6.6 - PILLAGING



During the movement of a force comprising at least **5 CU**, a player may decide to pillage a hex containing a town (but not a city). The cost is 8 MP. Place a "pillage" marker in the hex. There can only be one pillage marker per hex.

At the end of each year, the Roman player rolls a **D6**: if the result (potentially modified by stratagems) is **less than or equal** to the number of pillage markers on the map, the VP marker is lowered by one. The pillage markers are then removed from the map.

6.7 - FOG OF WAR

The Numidian player is the only player to benefit from the fog of war. At any moment, he may inspect Roman counters, including those located in the commanders' boxes. On the other hand, the Numidian commanders are placed face down and are revealed, as are the CU in the box, when they are in a hex with a Roman CU, unless they successfully evade it. They become hidden once again when the force is no longer in the same hex as a Roman CU. The Roman player may only examine the counters in a commander's box if this force is in the same hex as a Roman CU. As an option, the players may agree to conceal the Numidian commanders' boxes behind a screen.

7 - PITCHED BATTLES

7.1 - OVERVIEW



When forces of both camps are in the same hex at the end of an activation, and the inactive player does not want to attempt an evasion, or fails in his attempt, and one of the two forces is not within the walls of a town, a battle occurs. The active player is

considered the attacker (except in an interception). The players place a "battle" marker in the battle hex as a reminder then redeploy the concerned forces to a free space beside the map.

The combat is resolved in one or more successive rounds, of unspecified number, until the battle ends. Each round comprises :

- a cavalry combat
- then an infantry combat
- at the end of each round, the players determine if the battle continues.

7.2 - CAVALRY COMBAT

Each player adds up his cavalry SP and halves this number (rounding up). He then rolls this many **D6**. Each time he rolls a "5" or "6", an enemy cavalry unit suffers a loss. If the results provoke the destruction of **all** the enemy cavalry, or if the enemy force has no cavalry, all these unattributed losses are applied to the infantry. Once both camps' losses provoked by the cavalry combat have been determined, each player applies his losses to the units of his choice. A unit cannot receive two losses until all the eligible units have received one loss..

Example : the Numidian rolled "5" or "6" four times during a cavalry combat. The Roman has 3 cavalry CU. Each of these CU receives a loss and the Roman player chooses one of the CU present to take the fourth loss..

The total losses suffered by each camp is **noted** on the track using the loss markers.

7.3 - INFANTRY COMBAT

Each player adds up his infantry SP and halves this number (rounding up). He then rolls this many **D6**.

Note : the losses suffered by the infantry CU during the previous cavalry combat reduce the number of dice rolled during the infantry combat..

Each time he rolls a "5" or "6" an enemy infantry unit suffers a loss. If the results provoke the destruction of **all** the enemy infantry or if the enemy force has no infantry, all these unattributed losses are applied to the cavalry.

The losses are applied in the same way as for the cavalry combat.

Example : lthe Roman rolled "5" or "6" six times during an infantry combat. The Numidian only has one infantry CU with 2 steps and one infantry CU with 1 step. These 2 CU are destroyed and the three other losses are allocated to the Numidian cavalry CU..

The total losses suffered during this segment is **added** to the losses track.

7.4 - END OF THE ROUND

If one camp has suffered **more losses** than the other, his commander must take a competency test. If he fails the test, this force **loses** the battle and the battle comes to an end (if both camps have suffered the same number of losses, there is no test).

Otherwise, the attacker then the defender may decide voluntarily to put an end to the battle : the camp that chooses to do so concedes victory to his adversary.

If the battle continues, a new round of combat takes place and the new losses suffered are added to the previous ones.

7.5 - CONSEQUENCE OF THE BATTLE

The battle stops :

- if one of the two forces is destroyed (victory for the other camp) ;
- if a force fails its competency test at the end of a round (victory for the other camp).
- if a force voluntarily ends a battle (victory for the other camp) ;

Victory over a force of at least **4 CU** awards **1 VP** to the victor.

The victorious force is repositioned in the battle hex. The defeated force must retreat to an adjacent hex. If the defeated force was the attacker, it retreats to the hex from which it entered the combat hex. If the defeated force was not the attacker, it may retreat to any hex not occupied by enemy CU, excluding the hex from which the other force arrived.

Special case : if the defeated camp controls a town in a hex, it may retreat to the town with all or some of its units, bearing in mind the stacking limit (see 6.3).

8 - SIEGES

8.1 - OVERVIEW



When a commanded force ends its activation on an enemy-controlled city with a garrison (perhaps after winning a pitched battle), the active player may place a **siege 1** marker (the +0 indicates the DRM for the besieged force's attrition roll). He may only launch a siege – or maintain it – if the active player's force has **at least one commander and more CU** than the besieged force.

A commanded force in the western Numidian zone can also besiege the fort of the Muluccha, under the same conditions.

The besieger may launch an attack as soon as a siege marker is placed or during the activation of

the commanded force during the following turns, as long as the siege continues.



During the turn after the one on which the "siege" marker was placed, the besieger may turn the siege marker over to side 2 (DRM +2) at the end of his activation, if the conditions are still met to maintain the siege.

The siege continues as long as the besieging force has at least one commander and more CU than the besieged force. The besieging force may then leave the hex by leaving behind at least one commander and the number of CU required to continue the siege.

If another force of the besieged player enters the hex later on, the besieging force may begin a pitched battle while maintaining the siege, as long as there are as many CU remaining to cover the town (and which will not participate in the battle) as there are besieged CU. The inactive player may also choose to raise the siege. In this case, the siege marker is removed. The active player then has the possibility of integrating into its force part or all of the garrison for the battle (note, the milices/militia may not, however, participate in a pitched battle: see 10.4). If the player loses the battle, he may retreat CU to the town as long as he still controls it.

Reminder: if the Roman player evacuates the garrison of a Numidian town for the needs of a battle, he loses control of it and can no longer send a garrison there (see 1.3).

8.2 - ASSAULTS



An assault is resolved in a single round (as opposed to a pitched battle).

During the assault, only the infantry CU make participate, whether in attack or in defence. If at any moment the garrison contains no infantry, the town is captured and any cavalry CU in the garrison are destroyed.

The combat is resolved like an infantry combat in a pitched battle, with the following modifications:

- The defenders receive a **+2 DRM** on their die/dice,
- The defenders also receive a **tripling** of their protection: the attackers must get three **"5s"** and/or **"6s"** on their die roll to inflict a loss on the garrison. If the attacker has impedimenta (transporting the siege materiel), the defenders' protection is only **doubled** (rolling a "5" and/or "6" twice, for example, would be enough to inflict a loss on the garrison).

At the end of the assault, if the garrison is destroyed, the city is captured.

8.3 - SALLY

If a commanded force is besieged, it may make a sally during its activation and this is resolved like a pitched battle.

8.4 - ATTRITION OF BESIEGED FORCES

For each besieged force, the player rolls a **D6** on the Attrition Table and applies the number of step losses.

9 - VICTORY CONDITIONS

9.1 - THE VP COUNTER TRACK



The VP counter track has 11 spaces from 0 to 10. The track marker moves according to the events referenced in the game help. In general, any event that is favourable to the Numidian player moves the marker up while any event favourable to the Roman moves it down.

When the number of VP is more than 10, it is placed on its "+10" side.

Example: for 12 VP, the marker is placed on its "+10" on space 2 on the track.

9.2 - VICTORY CONDITIONS

If the counter reaches **20 VP** or if the Roman commander in chief is eliminated, the Numidian player immediately wins a **major victory**.

If the VP counter reaches **0 VP** or if Jugurtha is eliminated, the Roman player immediately wins a **major victory** if this event occurs at the latest in **-106**. If it occurs in **-105**, the Numidian player wins a morale victory (historical).

If Jugurtha has not been eliminated at the end of the year **-105**, he also wins a **major victory**.

10 - SPECIAL RULES

10.1 - CHOSING SIDE

At the beginning of the game, the Roman side is attributed via a system of VP bidding. Each player rolls a die; the player with the higher roll bids first, from 0 to 19 VP. The other player may make a higher bid (without exceeding 19 VP). The bidding continues until one player decides to stop or the bidding reaches 19 VP. The VP marker is placed on the space of the winning bid number.

Tip: for the first game, a bid of approximately 15 VP is recommended.

10.2 - GAME SET-UP

Unless otherwise indicated, the units are placed on the side of their **maximum** force.

The Roman player positions at Utica Calpurnius

Bestia [back of the Metellus counter], his two generic commanders, legions I and II, each on their 4 SP side, two ala CU, one elite cavalry CU and the baggage train. The legion III (with 6 steps) and the 3rd ala are placed on the turn counter on -107. They appear as reinforcements at Utica during the arrival of Marius.

The Numidian player places Jugurtha at Cirta. The other two commanders are placed in his box along with the two royal guard CU and the Numidian treasure [optional]. He also positions one milice CU in each of the Numidian cities. He puts aside the defectors unit and the Mauretanian and Gaetuli units. The remaining Numidian units are placed in an opaque container from which the player draws at random 3 CU and places them with Jugurtha. The Numidian stratagem "Alliance" is put aside. The other Numidian stratagems and the Roman stratagems is placed in two separate opaque containers.

10.3 - FIXED EVENTS

When appropriate, the year counter indicates the name of the new Roman commanders in chief who replace their predecessor.

During the first two years, the Roman legions can never have more than four steps.

When Metellus becomes the Roman commander, the legions automatically win 1 SP and may now have five steps.

Design note: *this rule simulates the intense training Metellus imposed on the Roman troops after his election.*

When Marius becomes the Roman commander, the Roman legions automatically win 1 step and may now have six steps.

Design note: *this rule simulates Marius' reorganization of the Roman army upon his first election as consul.*

10.4 - SPECIAL UNITS

• **Numidian milice/Roman militia:** this type of CU



can never move and may only be used as a garrison to a city. Milice/Militia may never participate in a pitched battle in its hex. The CU are positioned during the recruitment phase directly in the city's hex (by exemption to rule 4.2 for the Romans). Only one of these CU may be in a given hex..



• **Elephants:** during a pitched battle, an elephant CU is considered like an infantry CU. For each infantry combat in which the Numidian suffers at least

one loss, the first loss must taken by the elephant CU.

Design note: *elephants of this period were particularly fragile, bringing about the eventual end to their use as a weapon of war.*

During sieges, however, elephants are not considered like an infantry unit.

• **Impedimenta:** they do not constitute a CU and do



not participate in battle. They are destroyed if, at any moment, they are alone in a hex with a Numidian force. They may be reconstructed for 2 RP..



• **Pro-Roman Numidians:** the Roman player may recruit pro-Roman Numidians directly in a Numidian city that he controls or with a commander in Numidia, with exemption from rule 4.2..

11 - OPTIONAL RULES

11.1 - TREASURE OF JUGURTHA



This counter does not constitute a CU and is not taken into account for stacking or during combats. If it is with a force succeeds in an evasion or wins a combat, the counter is eliminated on a roll of 4, 5 or 6. If the Numidian force loses the battle, the treasure is automatically eliminated. It is also eliminated if the treasure is alone in a hex with a Roman force. It cannot be reconstructed..

11.2 - SPECIAL RP

If the Numidian wins a pitched battle or seizes a city, he immediately obtains 1 free RP that may only be used for the defector CU. The RP is lost is this CU is besieged at the moment or if it is at full strength. If this CU is not present on the map, it is placed with the force responsible for the gain in RP, with one strength step.

Reciprocally, the Roman wins 1 RP for a victory or victorious siege and with the same consequences benefitting his two pro-Roman Numidian units.

11.3 - THE KING OF MAURETANIA'S ROLE IN CAPTURING JUGURTHA

If the Mauretanian reinforcements were acquired through the Numidians stratagem "Alliance", any die roll for the Roman stratagem "Treason" receives a +1 DRM until the end of the game.e.

12 - CORRESPONDENCE OF NAMES

12.1 - ANCIENT TOWNS - CONTEMPORARY TOWNS

Cirta : Constantine

Saldae : Bejaia

Sitifis : Sétif
Choba : Ziana-Mansouriah
Igilgili : Jijel
Chullu : Collo
Lambaesis : Tazoult
Rusicade : Skikda
Calama : Guelma
Capsa : Gafsa

Hippo Regius : Annaba
Theveste : Tebessa
Ammadara : Haidra
Cillium : Kasserine
Sicca : El Kef
Thabraca : Tabarka
Thugga : Dougga
Vaga : Beja



Movement Potential

12 MP (18 MP for forces composed exclusively of commanders and cavalry)
MP doubled for a forced march

DRM for interception and evasion

- +1 if the force attempting interception or evasion has impedimenta
- 1 if the force attempting interception or evasion only has cavalry
- + 1 or -1 according to the TET

Pitched Battle

On each round :

- Cavalry Combat (total SP/2 gives the number of dice ; losses on rolls of "5" or "6").
- Infantry Combat (idem).
- End of round Phase (competency test for the commander that suffered the most losses then voluntary retreats for the attacker then the defender).

Siege

Conditions for the initiation and pursuit of a siege: presence of a commander + more CU than the garrison

Assault

- A single round of infantry combat
- **+2 DRM** on the defender's die roll(s)
- Protection is tripled for the defender (doubled if the assailant has impedimenta).

Events affecting the VP counter track

- **Events favouring the Roman**
 - If the Roman seizes a city : - **1 PV**
 - If the Roman wins a pitched battle against at least 4 CU : - **1 PV**
 - At the end of a year, at the moment of the removal of the "pillage" markers, if the result of a **D6** is less than or equal to the number of markers present on the map (see 6.6) : - **1 PV**
 - Destruction of a marker "Numidian treasure" (optional) : - **1 PV**

- **Events favouring the Numidian**

- If the Numidian seizes a Numidian city controlled by the Romans : + **1 PV**
- If the Numidian wins a pitched battle against at least 4 CU : + **1 PV**

Un jeu de Matthieu Dangla
Graphismes et maquette : studio VaeVictis
Tests : Arnaud Vergé-Brian, Serge Martin

RECRUITEMENT TABLE

Modified Die	1 or less	2-3	4-5	6-7	8 +
RP	1	2	3	4	5

Numidian : + 2

Roman : + 1 if commander in chief is Metellus or Marius

TERRAIN EFFECTS TABLE

Terrain	Movement	Combat	Notes
Plain	1MP	–	–
Difficult terrain	2MP	–	DRM +1 interception in difficult terrain DRM -1 if evasion attempted in mountains
Mountain hex edge	+1MP	3	DRM +1 if interception across DRM -1 if evasion and the attacker entered by the edge
City	Terrain hex.	Siege	Stacking limited to 2 CU if there is a siege Cannot be pillaged
Town	Terrain hex.	No siege	May be pillaged
Fort of the Muluccha	–	Siege	Stacking limited to 1 CU if there is a siege
Road	1MP	–	Cancels the terrain effect
Western Numidia	+ 10MP	–	DRM +1 for the interception DRM -1 for the evasion Unlimited stacking
Waterway	–	–	No effect
Sea or lake	–	–	Impassable

ATTRITION TABLE OF BESIRGED FORCES

Dé	1 CU	2 CU
3 ou moins	0	0
4	0	1
5	0	1
6	1	2
7 ou plus	2	2

SEQUENCE OF PLAY

- 1. Stratagem drawing phase** (two per player)
- 2. Recruitment phase** (one die roll per player + 4 RP during turn 1 of each year).
- 3. Activation phase:**
 - the player with the initiative (see rule 2) determines the activation order (Roman/Numidian or Numidian/Roman);
 - activation of the first player's forces;
 - attrition test of this player's besieged CU;
 - activation of the second player's forces;
 - attrition test of this player's besieged CU.
- 4. End of turn phase** : possible discarding of stratagems (3.2), pillage effect on turn 5, move the turn marker forward and, if necessary, the year marker, with wintering (see rule 2).