ROMANITAS
THE REBIRTH OF THE ROMAN EMPIRE (528–628)

Romanitas is a solo-player game based on the Roman emperors' reconquering of the Orient from 528 to 628. In this game, the player must attempt to preserve the symbols of Romanness (Romanitas is Latin for "that which is Roman") – its capital Constantinople, its emperor, and its imperial provinces – to prevent its collapse against the barbarians, but also to reconquer the lands of the ancient Roman Empire in the west, struggling against destiny.

1- GENERAL

1.1 - SCALES

On the map, 2 cm represents approximately 250 km, one counter represents a historical figure or a combat unit of approximately 3000 cavaliers, 6000 foot soldiers or two hundred ships.

There are ten turns in a game; one turn represents ten years.

1.2 - TERMS

Byzantine: the term Byzantine was invented in the 16th century to distinguish the western Roman Empire from the Greek state in western Europe; but throughout the 6th century these key players call themselves Romans.

Force: group of combat units and/or fleets, with or without a historical figure.

Metropolis: Antioch, Jerusalem, Alexandria, Carthage, Rome.

Nation: anachronistic word used to designate barbarian kingdoms or tribes, or the Persian Empire or the Roman Empire.

Tribes: barbarian population entity whose territory is represented by a box on the map.

Pioche: opaque container used for random drawings.

D6: six-sided die.

RP: Romanness Points.

1.3 - THE MAP

The map represents the Eastern Roman Empire (sky blue) and the immediately adjacent territories: Persian Empire (pink), the barbarian kingdoms of the Ostrogoths in Italy (dark brown), the Visigoths in Spain (light brown), the Vandals in Africa (orange) and the bordering territories where various barbarian peoples were stationed (different colours). You will find there:

• a counter/game help to use with markers to keep track of the turns and Romanness Points (rule 5);

• three lines of Acta Publica boxes (see 4.2);

• a combat module named Locus Pugnae (rule 7);

• the **Mobilised Roman units** and **Eliminated Roman units boxes** in which to place combat units, historical figures and Monuments;

• **Provinces**, delineated by a **continuous** line, with a name and a number in parentheses that indicates the number of Limitanei (Lim) combat units that can be mobilised in the province except for the provinces Lazica, Iberia, Albania, Lakhmids/Ghassanids;

• **Territories**, subdivisions of provinces, represented by a **dotted** line;

• **Square spaces** representing the principal cities: port cities are marked with an anchor, economic crossroads with resource point(s) (rule 8, optional rules), Christian religious metropolises with a cross (rule 8), fortified cities with a citadel symbol, and capitals with the name written in capital letters;

• **Maritime zones** marked by a white dotted line, with a name and containing a square maritime space, with a number representing the value in RP lost when occupied by an enemy Roman fleet (see 3.2).
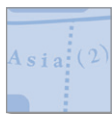
1.4 - THE COUNTERS

The counters represent Historical figures, combat units, Monuments, and Diplomatic Actions; they

bear the colour of their camp.

• **Historical figures**: they display a name, a combat bonus of +1 and a number indicating how many troops they may command (see 5.2.2);

• **Combat units**: they display a name, a combat bonus, a bow for any fire capacity; on the back the Roman units list improved factors with an E for Elite;

• **Fleets**: they display a name and a combat bonus;

• **Monuments**: they display an outline and a name and require the spending of RP for their construction (see 5.6);

• **Stratagems**: counters with the name of a stratagem on both the front and back (see 7.1.3);

• **Markers**: These counters list the information used for the game-turn counter, RP tally, *Persian Diplomacy, Desolation* and *Roman Possession*.

2 - SEQUENCE OF PLAY

Each game turn, the player performs the following phases in the exact order:

1. Organisation Phase
– Drawing of the 3 Fatum (Fate) D6 (see 4.1)
– Attribution of D6 in the political, economic and religious domains (see 4.2)
– Counting of Romanness Points (cf. 3)

2. Actions Phase
– Determination of the attitude of the enemies of Romanness, one after another, and resolution of their actions.

At any moment, the Roman player may spend RP to act against these actions by mobilising combat units, fleets and/or historical figures (see 5.2).

3. Management phase
During this phase the player spends any remaining RP to:
– perform Diplomatic Actions (see 5.3);
– remobilise or improve combat units (see 5.2 and 5.4);
– remove Desolation markers (see 5.5);
– construct monuments (see 5.6).

3 - OBJECTIVES OF THE GAME
3.1 - OVERVIEW

In this game, the player must protect Romanness which is represented by Romanness Points (RP) which are allocated as follows:

• Constantinople: **2 RP**;

• Rome: **2 RP** (at the beginning of the game the city is not in Roman possession);

Note: At the beginning of the 5th century, Rome is a capital of about 800 000 inhabitants; in 540 AD, there are only around 40 000, but it remains an enduring symbol of Romanness. .

• the sieges of the other Christian metropolises Antioch, Jerusalem, Alexandria, Carthage (not in the player's possession at the beginning of the game): 1 **RP** each;

Note: on the first turn then, the player has a base of 5 RP.

• a victorious Roman expedition against the Persian Empire: **4 RP** (see 6.2);

• the impact of the Acta Publica boxes: **+/- x RP** (see 4.2).

Important: at no point in the game may the player have more than 10 RP; excessive RP are considered lost.

COMBAT UNIT

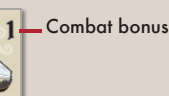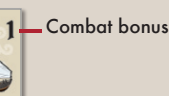- Name
- Fire capacity
- Combat bonus

Nation

back

back = Elite

HISTORICAL FIGURES

- Name
- Number of commanded troups
- Combat bonus

- Combat bonus

Fleet

Back

3.2 - ROMANNESS POINTS & THE FALL OF THE EMPIRE

During the game, the player may generate or be subjected to actions that endanger Romanness, leading to the loss of RP and the fall of the Empire. The actions that generate these losses are:

• **the Desolation markers**: each city space conquered by an enemy of Rome (Barbarian tribe or Persians) is destroyed. The Roman player places a *Desolation* marker on top and immediately loses **-1 RP**, then loses **-1 RP** at the beginning of every turn in which the *Desolation* marker remains on the map. To remove this marker, he must spend 1 RP (rule 5.5);

Note: the principle of the Desolation markers is to represent the impact of the repeated pillages and destructions of the barbarian raids. The ravaged provinces no longer provide taxes or military contingents, thereby weakening the Empire and its action capacity.

• **the Fatum D6**: the Acta Publica boxes linked to the intervention of Fatum can lead to the gain or loss of RP (see 4.2);

• **the occupation of a maritime space** by an enemy fleet: **-x RP** where x is the number of RP noted on the space (see 7.3);

• **the destruction of Monuments**: when a city is seized by an enemy of the Roman player, he automatically loses the purchase value in RP of a *Monument* potentially destroyed when the city is captured (see 5.6). The player removes it from the map.

3.3 - VICTORY CONDITIONS

• If the player loses Constantinople at any point in the game, it's an immediate major defeat.
• If the player has **0 RP** in the organisation phase, it's an immediate major defeat.
• If at any time in the game there are **ten** *Desolation* markers in the Roman Empire, it's an immediate major defeat.
• If at the end of the game (turn 10) the player has:
– *3 to 5 RP* during the organisation phase, it's a minor defeat;
– **6 to 8 RP** during the organisation phase, it's a major victory;
– **9 to 10 RP** during the organisation phase, it's a historic victory.

4 - INTERVENTION OF *FATUM*

4.1 - OVERVIEW

At the beginning of the game, fate (Fatum in Latin) intervenes to modify the course of events: the player rolls **3D6**, called the dice of fate; the result of each die is placed as the player chooses in the Acta Publica boxes, **1D6** per line of boxes, to determine the empire's political, religious and economic situation. .

Note: this point simulates the impact of events and/or historical figures on preserving the Empire or precipitating its fall. .

Example: the player rolls 1, 6 and 4 on the three dice. He chooses Strong Basileus (6) in Political affairs, Heresy (1) in Religion and Stability (4) in Economic Affairs. He could have chosen the opposite, for example: Patriarch and Financial Crisis.

4.2 - ACTA PUBLICA BOXES

There are three Acta Publica markers to track the result of the Fatum **D6** on three game help scales: Political affairs, Religious affairs, and Economic affairs. Each scale has 5 *Acta Publica* boxes with the number representing the die roll result.

Important: depending on the situation of the previous turn, the **D6** may be modified by the following (cumulative) factors:

-1 on the Political affairs **D6** if the Magister militum was defeated during a battle;

+1 on the Political affairs **D6** if the player conquered at least three territories;

-1 on the Religious affairs **D6** if the situation was Heresy or Religious quarrels;

-1 on the Economic affairs **D6** if the situation Financial crisis or Agrarian crisis;

Note: such modifiers illustrate the difficulty of managing an already complex situation. .

4.2.1 - Political affairs

The Basileus/Usurper marker is used to determine the Political affairs situation based on the *Fatum* **D6**. The corresponding boxes are Usurper (die roll result 1), Political revolt (2), Weak Basileus (3), Basileus (4-5), Strong Basileus (6). These boxes impact the political situation of the Empire:

• **Usurper** (Usurpateur): the Basileus marker is turned to its Usurper side; the player immediately loses **-2 RP** and cannot perform a Diplomatic action (see 5.3), he adds **+1** to the Attitude determination **D6** for the barbarian and Persian nations (see 6). Roll **1D6**: on a **1 or 2**, place a *Desolation* marker on Syène (Aswan) following a Nobades raid, on 4 to 6 on Oxyrhynchus.

Note: usurpers are a major threat to the Empire because they call into question the very principle of Romanness. The emperors will ignore Persian or barbarian attacks to concentrate their military forces on usurpers..

• **Political revolt**: the Basileus marker is placed in the box and the player immediately loses **-1 RP**. During the turn, he cannot use the combat units Scholae palatinae (Scholae) **or** Excubites (see 9). Roll **1D6**: on **1 to 3**, place a *Desolation* marker in the Jerusalem box to mark a Jewish revolt.

• **Weak Basileus** (Basileus faible): the Basileus marker is placed in the box, and the player immediately loses **-1 RP**. The mobilisation of a force of six combat units costs **+1 RP** (see 5.2).

• **Basileus**: the Basileus marker is placed in the box, and the player may mobilise one Scholae palatinae **or** Excubites combat unit (see 9) for **0 RP**, or perform a Donatio (mobilise two Mercenary units, see 5.2).

• **Strong Basileus** (Basileus fort): the Basileus marker is placed in the box, and the player immediately wins **+1 RP**. For **0 RP**, he can mobilise one Scholae palatinae or Excubites combat unit, or award the title of Caesar to a king of a barbarian tribe (unuseable for the Persians) and thereby reduce his Attitude **D6** by **-1** (see 6.1) for the whole turn **or** create one Elite unit (see 5.4) **or** carry out a Donatio (mobilise two Mercenary units, see 5.2).

4.2.2 - Religious Affairs

The Religion marker is used to determine the Religious Affairs situation, using the boxes Heresy (die roll result 1), Religious quarrels (2), Weak patriarch (3), Patriarch (4-5), and Loyal patriarch (6). These boxes impact the Empire's situation:

• **Heresy**: lthe Religion marker is turned over to its Concile (Council) side and is placed in the box; the player immediately loses **-2 RP** and cannot perform any Missionary diplomatic actions (see 5.3).

Note: from the 4th to the 7th century, Councils were convened at the emperor's initiative to attempt to resolve the major religious problems affecting the Empire and to define True Faith: the Council of Nicaea in 325 declared Arianism to be heretic, Ephesus in 431 condemned Nestorianism, Chalcedon in 451 or Constantinople in 553 condemned monophysitism, etc. Historically, the heresies divided and monopolised the emperor, the pope and the patriarch, sometimes abandoning the Empire for the resolution of religious quarrels.

• **Religious quarrels**: the Religion marker is turned to its Council side and placed in the box; the player immediately loses **-1 RP** and cannot perform any Missionary diplomatic actions.

• **Weak patriarch** (patriarche faible): the Religion marker is placed in the box; the player must spend **+1 RP** to perform a Missionary diplomatic action.

• **Patriarch**: the Religion marker is placed in the box, the player may perform a Missionary diplomatic action for **1 RP**.

• **Loyal patriarch** (patriarche fidèle): the Religion marker is placed in the box, and the player immediately wins **+1 RP**; he may perform a Missionary diplomatic action for **0 RP** or receive a gift from the church of **+1 RP**, which is immediately tracked on the game help scale.

4.2.3 - The Economic Affairs

The Economy marker is used to determine the Economic Affairs situation via the Financial Crisis (die roll result 1), Agrarian Crisis (2), Plague/Peste (3), Stability (4-5), Prosperity (6) boxes. These boxes impact the empire's situation:

• **Financial crisis**: the Economy marker is placed face down in the box; the player immediately loses **-2 RP**; he cannot perform a Donatio and he may not receive a gift from the Church. He must spend **+1 RP** to remove any Desolation marker, to mobilise a combat unit or a fleet, or to improve

any combat unit (see 5).

• **Agrarian crisis**: the Economy marker is placed face down in the box; the player immediately loses **-1 RP**. He must spend **+1 RP** to remove any Desolation marker or to mobilise a combat unit or a fleet. He rolls **1D6**; on **1 to 3**, place a *Desolation* marker on the Seleucia space, on **4 to 6** place it in Aswan.

• **Plague**: the Economy marker is placed face down in the box; the player immediately loses **-1 RP**, he can use no diplomatic actions and cannot construct a Monument (see 5.6.) Removing a *Desolation* marker costs **+1 RP** (see 5.5). Roll **1D6**; on a **1 or 2**, place a Desolation marker in Trapezus, on **3 or 4** in Ephesus, **5 or 6** in Corinthus.

Note: The Romans believed that each plague or cataclysm that affected the Empire was a punishment by the gods for the polytheists, or by God for the Christians. In their eyes, the political, economic and social crises were a sign of inevitable decline.

• **Stability**: : the Economy marker is placed in the box; the player immediately receives **+1 RP** and may perform a diplomatic action (see 5.3), or upgrade one unit to Elite (see 5.4) at no cost.

• **Prosperity**: the Economy marker is placed in the box; the player immediately receives **+2 RP** and may perform two diplomatic actions (see 5.3) or upgrade two units to Elite (see 5.4) at no cost.

5 - - UTILISATION OF RP
5.1 - OVERVIEW

PR   The Romanness points (RP) illustrate the Empire's power and its prestige beyond its borders, just as much as its economic power, and its strengths which allow it to act. The RP are counted during the organisation phase and then the player may use them during the action phases or management phase, as he wishes.

5.2 - MOBILISATION
5.2.1 - Overview

The player begins the game with Historical Figures (1 x Comes, 1 x Magister Militum), 17 x Combat units and 2 x Fleets, 6 x Monuments, placed in the Mobilised Roman units box. He may use them at any time during the Action phase by spending RP to defend his territories or to attack enemy territories.

5.2.2 - Mobilisation costs

0 PR: le joueur peut mobiliser x unités de *Limitanei* (the player may mobilise x Limitanei (Lim) units maximum (where x is the number of mobilisable Limitanei units in the province) to defend a Roman territory of a province without Comes or Magister Militum or to **attack with** a Comes or a Magister Militum.

0 RP: the player may mobilise up to three Skoutatoi NE (non-elite) units in defence or in attack with a Comes or a Magister Militum.

0 RP: the player may mobilise a Comes to accompany a Roman force in attack or in defence;

1 RP: the player may mobilise a Magister Militum to accompany a Roman force in attack or in defence;

1 RP: the player may mobilise **three** combat units (other than Limitanei or Skoutatoi NE) maximum to defend a Roman territory or attack any enemy territory **adjacent** to a Roman territory with a Comes;

1 RP: the player may mobilise **three** mercenary units maximum with any Roman force that is already mobilised;

2 RP: the player may mobilise **six** combat units maximum (other than Limitanei or Skoutatoi NE) to defend a Roman territory or attack up to **three mutually adjacent enemy territories** with a Magister Militum;

1 RP: the player may mobilise **a** Fleet in a maritime zone **adjacent** to a Roman territory;

2 RP: the player may mobilise **a** Fleet to perform the maritime transport of a force (see 7.4);

Important: A Comes can only command three units, and a Magister Militum can command six. There cannot be **more than nine** combat units in a force if it contains a Comes and a Magister Militum.

Reminder 1: the number of RP to spend may vary based on the Acta Publica boxes (see 4.2).

Reminder 2: The combat units and Historical figures in the *Eliminated Roman units box* may be rehabilitated and returned to the *Mobilised Ro-*

man units box at the end of the turn by spending RP (see 5.4).

5.3 - DIPLOMATIC ACTIONS

At *Romanitas*, the player may perform, during the management phase, **one diplomatic action** of each type maximum among the following:

• **Ambassador**: for **1 RP**, the player may attempt to sign a Neutrality Treaty with the nation of his choice. Roll **1D6**; on **5+** he signs a treaty with Persia; on a **4+**, he signs a treaty with the barbarian nation of his choice among the following: Vandals, Visigoths, Ostrogoths, Avars, Berbers, Franks, Lombards, Slavs. The player cannot attempt the Ambassador diplomatic action on a nation at war with the Roman Empire during the turn. A nation that signs a treaty becomes Neutral for the turn to come and is not concerned by the **D6** to determine the attitude of the enemies of Rome (see 6).

• **Marriage**: for **1 RP**, the player may attempt to marry a princess to a sovereign from the provinces of Albania, Iberia, Lazica or Lakhmids/Ghassanids. Roll **1D6**, on a **5+** the marriage is successful and he places a Diplomacy marker in the space of the chosen province; if there is already a Persian Diplomacy marker, it is immediately turned to its Roman side.

Note: the player gets a bonus of **+1** on the **D6** for his diplomatic actions toward Lazica if he has the Chersonesos space, and toward Iberia if he has the Trapezus space.

• **Missionary**: for **1 RP**, the player may remove a Desolation marker, or turn a Diplomacy counter for Albania, Lazica, Iberia or Lakhmids/Ghassanids to its Roman (front) side.

Important: while the cost in RP of diplomatic actions may vary according to the Acta Publica boxes, the Roman player may still only perform **one of each** maximum.

5.4 –REMOBILISATION AND IMPROVEMENT OF UNITS

5.4.1 - Remobilisation

At each management phase, the player may remobilise combat units present in the Eliminated Roman units box. To do so he spends:

0 RP: for one unit of Limitanei, Skoutatoi, or mercenary infantry or a Comes.

1 RP for three cavalry or `infantry units (other than Lim and Skoutatoi) or for a Magister Militum;

2 RP for a Fleet.

Note: *the number of available Roman combat units is intentionally limited to reflect the armies of the era.*

5.4.2 - Improvement

At each management phase, the player may improve the combat units present in the *Mobilised Roman units box*.

To do so, he spends **1 RP** per combat unit that he can then turn to its Elite side (the cost of these actions may change based on the *boxes*).

Important: an Elite unit that is eliminated may only be remobilised to a normal status.

Précision: Limitanei (Lim) and Mercenary units may not be improved to Elite status.

5.5 - REMOVING *DESOLATION* MARKERS

A Desolation marker on the map immediately causes the player to lose **-1 RP**, then **-1 RP** at the beginning of every turn the marker is still on the map. To remove it, the player must spend **1 RP** during the management phase..

Rappel: the cost of this action may change depending on the Acta Publica boxes.

5.6 - CONSTRUCTION OF MONUMENTS

During the game, the player may spend RP to construct buildings called Monuments, placed in the Mobilised Roman units boxes, and which award him special bonuses:

Monastery: costs **1 RP** and modifies the Religious Affairs **D6** by **+1** each turn.

Basilica: costs **2 RP** and awards **+1 RP** each turn if constructed in Constantinople, Antioch, Jerusalem or Alexandria.

Fortifications: cost **1 RP** and enable the player to remove **one** unit from a Persian force during a battle or siege of the player's choice if constructed in Melitene or Antioch (see 6.3).

Defensive Walls (Murailles): cost 2 RP, and require enemies to lay siege to seize the space containing this counter (see 7.2).

If the space containing the Monument is captured by an enemy force and there is a Desolation marker, it is considered destroyed and is returned to the Mobilised Roman units box.

6 - MILITARY OPERATIONS
6.1 - OVERVIEW

In Romanitas, there are numerous nations that are enemies of Rome – some of which constructed powerful kingdoms on the ruins of the western Roman Empire (Ostrogoths, Vandals, Visigoths on the map and the Franks and Gepids off the map) – while others represent a permanent threat (Persians on the map and Avars, Berbers, Lombards and Slavs off the map).

At the beginning of the Actions phase, the player must determine his Attitude toward the eastern Roman Empire: Neutral (the nation ignores the Roman Empire) or At War (the nation defends itself or attacks in various manners).

At the beginning of each Actions Phase, the player rolls **1D6**. The result, possibly modified, determines the nations' attitude toward the Romans and the military actions performed on the Table of the Attitudes of the enemies of Rome on page 16. The player **always** checks the attitude in the order on the Table.

Important: Obviously, the attacks on the table are only valid and applied if the targeted territory is in **Roman possession**, otherwise they are canceled.

The modifiers are as follows

+1 if the nation was already at war against the Roman Empire the previous turn.

+1 per barbarian nation already at war against the Roman Empire (applied with the tests in the order of the nations on the Table).

+1 if all the provinces of the Barbarian Vandal or Ostrogoth kingdoms have been completely conquered by the Roman Empire.

+1 in the case of a Usurper in power in the Roman Empire.

–1 for the Barbarian nation on which the emperor bestowed the title of Caesar the previous turn.

6.2 - MILITARY ACTIONS OF THE ENEMIES OF THE ROMANS

A nation at war against the Romans performs the following military actions, depending on its Attitude die roll.

6.2.1 - Piracy

The fleet counter of the nation at war is immediately placed in the maritime space of the targeted Maritime Zone (see 7.3). This action is only possible if this enemy of the Romans possesses a coastal territory.

Important: if a nation's attitude was Piracy on the previous turn and it gets the same attitude on the following turn, the nation goes to war with Raid 1 attitude while maintaining the consequences of the Piracy mode (fleet placed in the nation's targeted maritime space).

6.2.2 - Persian Diplomacy

The Persian Empire extends its reach. On a **D6** roll of **3**, the Lakhmid Diplomacy counter is placed on its Persian side in the Lakhmid/Ghassanid space on the map; on **4** the Albanian Diplomacy in the Albania space; on **5** the Iberian Diplomacy on the Iberia space; on **6** the Lazica Diplomacy Lazica counter in the Lazica space.

A Persian Diplomacy counter remains on the map until it is removed.

Note: if the same score is rolled on the die and the counter is already present, add +1 to the die roll result and position the next counter on the list.

Important: if there is already a Roman Diplomacy counter in the space, it is immediately turned to its back (Persian) side..

Erratum: lthe Persian Diplomacy counter Lazica should have the value -**1 RP** like the others..

6.2.3 - Raid 1/2

A force of **three** combat units drawn at random is placed in the territory with the objective space and immediately attacks it; if it is victorious, place a *Desolation* marker in the space and remove the barbarian combat units from the map. Otherwise, any remaining units are removed from the map.

6.2.4 - Invasion 1/2

A force uniting **all** the nation's combat units

is placed in the first Roman territory identified by the Table of military actions of the enemies of Rome. Then, if it is victorious, the invading force progresses from one objective to the next (indicated by a ➞). Each time the invading force is victorious, a Desolation marker is placed in the seized space. Once the invading force has reached its objective or if it is defeated, the invasion stops and any remaining units are removed from the map.

Notes:

• if an invading force passes through a territory already containing a *Desolation* marker, it continues its progression;

• if two nations attack the same Roman target (Persian, Avars and Slavs against Constantinople for example) the first in the order on the Table of Attitudes is played, then the second, etc.

6.2.5 - Special action - Reconquest

If one of the Ostrogoth, Vandal or Visigoth kingdoms was attacked by the Romans on the **previous** turn and a Roman Possession marker was placed in one of the spaces (see 7.1.4), the player does not roll on the Table of the Attitudes of the Enemies of Rome.

On the contrary, this nation mobilises a force of **three** combat units and attacks the last of its conquered territories to attempt to reconquer it. (It is considered at war with the Empire, see 6.1). If the territory is reconquered, it once again becomes a possession of the kingdom (no *Desolation* marker is placed in the space).

Exception: : the Visigoth may not attempt to reconquer Narbo once it is lost.

6.3 - ROMAN EXPEDITION AGAINST THE PERSIAN EMPIRE

Note: *In this game, the Persian nation is an important enemy of the Empire. However, its objective was not so much to conquer the Orient all the way to Egypt and the cause Constantinople to fall but rather to plunder in order to supply its capital; thus, the Sassanian monarchy sought overall to preserve its civilisation, its prosperity and its commerce.*

There are two ways for the Roman player to combat the Persian Empire :

• **An Invasion**

Il He must mobilise a force containing a Magister Militum and at least **six combat units** to attack the Persian territory from any adjacent territory; the player rolls **1D6** :

on **1 to 3** he must launch two successive battles ;

on **4 to 6** he must launch one battle and one siege (see 7).

In the case of total victory, the player immediately gets **4 PR**.

• **Fortifications** (see 5.6)

For **1 RP**, the player may construct and place a Fortifications counter in one of the two Persian invasion territories (Melitene, Antioch); a Fortifications counter removes one combat unit from an enemy invasion force (as the Roman player chooses), but he must give battle or lay siege to the remaining units if he wants to stop the attack; otherwise the attack proceeds and the Fortifications counter is considered destroyed..

6.4 - ROMAN ATTACKS ON BARBARIAN TERRITORIES

• The player may attack any enemy territory **adjacent** to a Roman territory with a force accompanied by a Comes.

• The player may attack up to **three enemy territories adjacent** to each other and of which at least one is adjacent to a Roman territory with a Magister Militum.

• The player may attack up to **three enemy territories** adjacent to each other by mounting a naval expedition with a Magister Militum (see 7.4).

Respect the troop limits of 5.2.2.

To attack an enemy territory, the player:

• spends the RP necessary for the mobilisation of the combat units and historical figures (see 5.2.2) comprising his force;

• determines the enemy territory he will target for his attack;

• gives battle (see 7.1) against **three combat units**, drawn at random, of the attacked nation;

• lays Siege (see 7.2) to capture a fortified enemy city in the attacked territory.

Important: if the player attacks an enemy territory containing two cities (Mediolanum-Raven-

na or Viminacium-Naissus) and/or a fortified city, he gives battle to **four enemy** units drawn at random before he lays siege.

Special rule: when the player mounts an operation in the western Mediterranean, he attacks Corsica-Sardinia **and** the Balearic Islands a single territory (see below).

7 - THE COMBATS

There are three types of combats in the game: battles, sieges and naval combats.

7.1 - BATTLES

7.1.1 - Procédure

Note: the combats during this period are quite deadly. The opposing armies generally organise themselves into two wings and a centre, sometimes attempting an ambush or to gain terrain.

A battle is a combat between two enemy armies on a battlefield for the possession of a territory.

To manage the battles, the Roman player proceeds as follows:

1. He launches a battle by designating an enemy force and the location of the combat (city space and territory).

2. He mobilises a Roman combat force by spending the RP required to activate the combat units, taken from the Mobilised Roman units' box.

3. He mobilises the number of enemy units based on the military action engaged (see 6.1).

4. He places the Roman combat units as he wishes in the boxes for the *Locus Pugnae* combat module on the map (Media Acies and Alae), then positions the enemy combat units in their combat boxes in the order they are drawn, from left to right, one by one, making stacks if necessary (the weakest units will **then** be placed on top of the stack and the stronger units on the bottom);

5. He positions any engaged Roman historical figures (see 7.5).

6. He resolves the combat by opposing each combat unit on the top of the stack with that from the box facing it; bear in mind any modifiers linked to the stratagems used by each camp.

7. He tests the survival of any Roman historical figures who fought.

7.1.2 - Resolution of a battle

A battle is a succession of four impulses maximum, i.e. four oppositions between combat units. The combat module simulates the positioning of the armies; the counters at the top of the stack represent the front line, and the other counters represent the other lines of combat. Each combat pass opposes the front lines of each camp. A combat pass consists of a fire phase followed by a melee phase.

1. Fire Phase

Each Roman or enemy unit in its camp's front line that can fire (bow on the counter) targets the unit facing it; the player rolls **1D6** for each unit and adds its combat bonus:

– on a die roll of **6+**, the targeted enemy unit is routed; it is placed in the box to this effect and no longer participates in the combat, except if the player rallies it with a stratagem.

– on any other score, the unit remains in place and the combat is considered to have no effect.

When a unit is routed, it is placed in the Routed units box and the unit at the bottom of the stack moves to the front line for the melee phase that follows.

Important: if a box is liberated by fire (enemy units eliminated), the player may advance his units into the liberated box for the melee phase that follows.

Note: two enemy units may rout each other.

2. Melee phase

For each friendly and enemy unit in the front line (on the top of the stack), the player rolls **1D6** and adds their combat bonus:

– the unit with the highest score is declared victorious; the other is defeated;

– if there is a difference of **1 to 3**, the defeated unit is routed and is positioned in that box; it can no longer participate in the combat unless the player rallies it with a stratagem;

– if there is a difference of **4 or +**, the defeated unit is destroyed and placed in the Eliminated Roman units box or on the side of the map for the other nations.

3. Breakthrough in the enemy line

As soon as a box on the combat line is empty (has no more troops after a fire or melee

phase), a camp is considered to have caused a breakthrough in the enemy line. If the Roman line is broken, he can fill an empty box in his line if he has the Reserve stratagem. Otherwise, the camp that achieves the breakthrough occupies the opposing empty box with its stack. During a melee phase only, the first unit can attack an adjacent box with a **D6** bonus of **+1** for infantry units and **+2** for cavalry or elite units.

7.1.3 - Stratagems (*Stratagema*)

During the battle, stratagems (or Stratagema) may influence a combat's progression. At the beginning of the game, the player places the six Stratagem counters in an opaque container.

Any Roman force commanded by a Comes or a Magister Militum automatically gets the Defensive Tactic stratagem (see below); if the Roman player has a Magister Militum participate in the combat, he may draw a stratagem counter by spending **1 RP** and choose which side he wants to play.

For the enemies of the Romans, the player must draw (after him) a stratagem counter of which he will apply the dedicated stratagem; the dedicated stratagems for the enemies of Rome are: Rally (from the Rally counter on the front side and Defensive Tactic on the back), Harassment, Frontal Assault, Favourable Terrain, Manœuvre and Siege.

After a Stratagem is drawn and chosen, it is placed in the box bearing its name on the combat module; once it is used in combat, it is returned to the Stratagem container.

The stratagems for the game are:

• **Rally** (x 2): the player may rally one routed unit (player's choice for the Roman camp, the unit with the highest combat bonus for the other nations); the rallied unit is placed in the rear line of a box of the Roman player's choosing or in an empty box. For the enemies of Rome, the score of **1D6** determines their placement: **1 or 5** to the left, **2 or 4** to the right, **3 or 6** centre, unless there is an empty box, in which case it is placed there..

• **Iron discipline**: one combat unit of the player's choice gets +1 on its combat bonus.

• **Defensive works**: the army has taken refuge and the adverse units that attack suffer a penalty of **-1** on their combat bonus in melee.

• **Reserve**: the Roman player may position one unit from his reserve to occupy a box that became empty after a break.

• **Favourable terrain**: place the stratagem marker in one of the player's Alae or Media Acies boxes. Throughout the combat the enemy units that attack this box have **-1** on their combat bonus during the fire and melee phases. For the enemies of the Romans, the score of **1D6** determines its placement: **1 or 5** to the left, **2 or 4** to the right, **3 or 6** in the centre.

• **Ambush**: **+2** on the combat **D6** for units in the front line during the first combat pass (fire and melee).

• **Harassment**: **+1** on the combat bonus for all the firing units in the army.

• **Manœuvre**: **+1** on the combat **D6** for the wing units (Alae).

• **Frontal assault**: **+1** on the combat bonus for units in the Media Acies box.

• **Siege**: allows for the immediate conquering of a fortified city space (or with Defensive Walls except Constantinople); the besieger rolls **1D6** to determine the losses: on a score of **1 to 3**: one unit; **4 to 5**: two units; **6**: three units

• **Defensive tactic**: the combat units Limitanei and Skoutatoi receive **+1** on their combat **D6**.

7.1.4 - Assessment of the battle

If a camp has no more units or if it suffers two breakthroughs in its line, it loses the battle and the combat ends.

If the Roman player is defeated, he removes his eliminated units, and returns the routed or surviving units to the Mobilisable units box. The barbarian or Persian adversary occupies the space for which the combat was fought; place a *Desolation* marker in the space. The barbarian or Persian potentially continues his advance.

If the barbarian or Persian player is defeated, all his units are returned to the side of the game, his

military action (Reconquest, Raid or Invasion) immediately ends and the Roman player seizes the targeted space and places a Roman *Possession* marker, unless there already is one.

If after four combat passes neither camp has succeeded in breaking the enemy line in two places, it's the player who has suffered a break, then the greater number of lost units that loses the battle. If it is still a tie, the attacker is defeated.

Important: for each of his victories, the Roman player wins **1 RP** that he can use at any time during the turn.

7.2 - SIEGES

7.2.1 - Overview

A siege is an attack against a **fortified city space** or a space with a **Defensive Wall** (Murailles) counter. If the Barbarians or Persians attack a territory containing one of these spaces, the Roman player may choose to battle or to suffer a siege. On the other hand, if the Roman player is the one to attack an enemy territory with one of these spaces, he must carry out a pitched battle then a siege (rule 6.3).

In a siege, there is the besieger and the besieged.

7.2.2 - Siege of a fortified Roman city

-1 PR A Roman city under siege may have **six combat units** maximum in garrison. The units mobilised to defend the city require the same expenditure of RP as the units used for an army giving battle. If the Roman player doesn't detach an army to defend the city, the city is automatically conquered by the enemy and a *Desolation* marker is placed in the space.

Reminder: if the Roman player placed a *Defensive Wall* counter in the city, it is removed from the space and returned to the Mobilisable units box.

7.2.3 - Siege of an enemy city

A fortified enemy city that is under siege can accommodate **three combat units** maximum in a garrison; these units are randomly drawn by the player. If the Roman is victorious the city is conquered and becomes a Roman possession and is marked as such.

Exception: if Ravenna is besieged, **four** Ostrogoth units are placed in a garrison.

7.2.4 - Resolution of a siege

To resolve a siege, the player performs 4 combat impulses maximum, like for a battle. Moreover, the units defending the city (of the besieged) may only be eliminated (not routed) on a score of **7+**. Any other score against the besieged is considered to have no effect (thanks to the Defensive Wall).

If all the units of the besieged are eliminated, before or after four combat passes, the city is taken. Otherwise, the besieger fails and the siege immediately ends.

Note: in a siege, the combat module represents the remparts of the fortress. If any of the besieged units exploit a break in the fortress, they are no longer protected by the walls and are subjected to the effects of the enemy attacks, like in a battle (see 7.1.2-2).

7.3 - NAVAL COMBATS

Reminder: the enemy fleets are mobilised with an attitude of Piracy (see 6.1) or Raid. The player loses the number of RP of the maritime space occupied by an enemy fleet.

The enemy fleet counters may only be removed following a combat with a Roman fleet, if the enemy nation no longer has access to a coastal territory or if the enemy nation is eliminated.

For **1 RP**, the player may engage a Roman fleet in a maritime territory adjacent to a Roman territory, potentially with a Historical figure as commander; this fleet then attacks each enemy fleet present as follows:

– the combat lasts four impulses maximum;

– in each pass, the player rolls **1D6 per Fleet**, modified by each fleet counter's combat bonus and the potential presence of a Comes (**+1**) or a Magister Militum (**+2**);

– if there are more than 2 points between the scores, the defeated party is considered to be eliminated and is removed from the map;

– for any other score the combat continues.

At the end of the four combat impulses, if a Roman fleet has not eliminated its enemy, it is considered defeated.

Note: two enemy fleets may be in the same maritime space. The player only loses the RP once but must eliminate the two enemy fleets which each roll **1D6**.

Reminder: any victory awards **+1 RP** to the Roman player.

7.4 - MARITIME TRANSPORT

In his territory, the Roman player spends RP to mobilise combat units and commanders. By spending **2 RP**, he may also mobilise a fleet to transport up to **six combat units** maximum, and the necessary Historical Figures, from a Roman coastal territory to an enemy coastal territory by crossing **one maritime zone** maximum (in addition to his departure zone).

If the maritime zone he crosses is occupied by an enemy fleet counter, the player must give battle, with the benefit of a **+1** bonus on the **D6** for the transport of **three or more** combat units. If he is defeated, the combat units are considered to be eliminated; if he is victorious, the Roman transport fleet may continue its route.

Important: landing Roman combat units in a foreign territory is considered a declaration of war.

7.5 - ROLE OF THE HISTORICAL FIGURES

A Comes or a Magister Militum that participates in a battle is stacked with one unit of the player's choice, and provides his combat bonus.

If a unit is routed, the player moves the figure stacked with it to another unit.

At the end of the battle, he must take a survival test by rolling **1D6**: on a **5**, he is immediately returned to the Mobilised Roman units box (considered to be wounded, he can no longer participate in this battle); on a **6**, he is placed in the Eliminated units box.

Modifier: if the battle is lost, add **+1** to the **D6**.

8 - OPTIONAL RULES

The player may choose to apply one or more of these additional rules to enliven the game or to make it more or less difficult.

8.1 - DESOLATION MARKERS

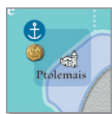To remove a *Desolation* marker, the player must spend **2 RP** in the management phase (and not **1RP**, see 3.2 and 5.5).

8.2 - INTRINSIC COMES

The religious metropolises and Ravenna have a little **helmet** symbol to indicate an intrinsic Comes is present. If attacked, he may recruit troops other than *Limitanei* in defence only. He is never wounded or killed.

8.3 - ECONOMIC RULE

Certain spaces on the map have a **gold coin** indicating a fundamental economic resource for the Empire. Each time the player loses one of these spaces, he gets a penalty of **-1 RP** applied immediately. Conversely, if he conquers or reconquers one of these spaces, he immediately wins **+1 RP**.

These spaces are: Carthago Spartaria, Carthage, Syracusae, Naissus, Corinthus, Ptolemais, Antioche, Alexandria, Pessinus et Chersonesos.

8.4 - MILITARY RULE

Certain spaces on the map have a « **1** » indicating the potential recruitment of troops which is fundamental for the Empire. Each time the player loses one of these spaces, he suffers a penalty of **-1** on the number of eliminated Roman cavalry units that he can recover in the Eliminated Roman units space. The player chooses the cavalry unit which is unavailable to him. This penalty is cumulative. Conversely, if he conquers or reconquers one of these spaces, he immediately cancels out a penalty.

Rappel: the number of Roman counters is voluntarily limited.

These spaces are: Ravenna, Carthage, Naissus, Constantinople, Seleucia, Trapezus, Pessinus, Antioche, Damascus et Alexandria.

8.4 - RELIGIOUS RULES
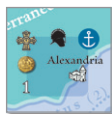
8.4.1 - Metropolises

The six spaces of the game (with Constantinople) with a cross represent religious metropolises. Each

turn during which at least one space is not in Roman possession, the player suffers a penalty of **-1** on this Religious Affairs **D6** (*Acta Publica* boxes).

8.4.2 - Vandals

Since the Vandals were fanatic Arians, as long as **Carthage** hasn't been conquered by the Romans, the player adds a penalty of **-1** to his Religious Affairs **D6**.

8.5 - ALLIANCE WITH THE KHAZARS

In 626 a Byzantine princess is married to the Kagan of the Khazars. His 40,000 warriors descend upon the Persian Empire to support the Byzantines and also supply numerous mercenaries. During the last **two turns** of the game, the player spends **no** RP to remobilise the mercenary archer cavalier units from the Eliminated Roman units box to the mobilisable box.

8.6 - STRATAGEMS

To distinguish the units other than simply by their combat value, the following stratagems may be played slightly differently.

• **Manœuvre** : **+1** on the combat **D6** of the cavalry units on the wings (Alae).

• **Frontal assault** : **+1** on the combat bonus of the infantry units in the Media Acies boxes.

Note : in this case, distribute the enemy combat units based on the stratagem drawn and in the barbarian's favour. .

8.7 - RANDOM EVENTS

These more or less historical random events can spice up a game. They are drawn during the Organisation Phase after counting the RP. Roll a **D6** :

1 - Within the confines of the Empire

Nobadian foray into Egypt or a Slavic foray into Pont-Euxin. The player chooses one unit to remove from the Mobilised Roman units box for this turn (except Lim and Mercenaries) that cannot be used.

2 - Theological Disputes

Religious tension within the army. Before any battle during this turn, roll a **D6**. On **1-2**, one unit drawn at random refuses to combat. Return it to the Mobilised units box.

3 - Earthquake

Roll **1D6** to determine which city was affected. **1** : Constantinople, **2** : Melitene, **3** : Antioch, **4** : Ephesus, **5** : Jerusalem and **6** : Alexandria. Any Monument erected in this city is destroyed. Return it to the Mobilised units box.

4 - Epidemic

Each time a Comes (even intrinsic) or a Magister Militum participates in a combat, roll a **D6** beforehand. On a **1**, the historical figure does not provide his combat bonus. He tests his survival normally (see 7.5).

5 - Arab Razzia

Place a *Desolation* marker on Aswan (unless there already is one).

6 - Storm at sea

If a fleet (barbarian or Roman) performs an action during this turn, roll **1D6**; on **1-3**, the action is canceled. ◆

MOBILISATION OF UNITS (5.2.2)

0 PR : the player may mobilise x Limitanei units to defend a Roman territory of a province

0 RP : the player may mobilise up to three Skoutatoi NE units

0 RP : the player may mobilise a Comes

1 RP : the player may mobilise a Magister Militum

1 RP : the player may mobilise three combat units

1 RP : the player may mobilise three mercenary units

2 RP : the player may mobilise up to six combat units

1 RP : the player may mobilise a Fleet

2 RP : the player may mobilise a transport fleet

ITINERARY OF THE INVASIONS (6.2.4)

a- Antioche → Damascus → Caesarea → Jerusalem → Alexandria

b- Melitène → Sinope → Pessinus → Nicaea → Constantinople

c- Ptolemais → Alexandria → Oxyrhynchus → Syène

d- Marcianopolis → Philippopolis → Thessalonice

e- Marcianopolis → Philippopolis → Constantinople

f- Thessalonice → Dyrrachium → Corinthus

g- Viminacium → Naissus → Marcianopolis → Philippopolis → Constantinople

h- Mediolanum → Ravenna → Rome

*** :* *the raid 1 of the Lombards is considered an invasion. .*

ROMAN ORDER OF BATTLE

Limitanei (*Lim*) : troops posted at the borders, of medium quality and weak mobility, fighting against raids.

Skoutatoi : regular troops composed of legions or auxiliaries, the basis of an army in the field.

Isauriens : high quality foot soldiers from the province of Isauria.

Excubites : elite unit founded around 460 as a personal guard to the emperors.

Symmachoi (*Sym*) :quick archer cavalier units, often recruited among the allied peoples.

Boukellaroi (*Bou*) : heavy archer cavaliers attached to a Magister Militum or to an emperor, such as a personal guard or a private army.

Cataphracts (*Cat*) : heavy armoured cavaliers combatting via shock and lances.

Scholae palatinae (*Scholae*) : historically two elite units of 3 000 men (one in the West and one in the East).

BARBARIAN STRATAGEMS (7.1.3)

Stratagems for the Enemies of Rome

– Rally
– Harassment
– Frontal Assault
– Favourable terrain
– Manoeuvre
– Siege

TABLE OF THE ATTITUDE OF THE ENEMIES OF ROME (6.2)

Nations	Neutrality	Piracy Persian diplomacy	Raid1	Raid2	Invasion 1	Invasion 2
Gépides	1-6	–	7 Salonae	8 Viminacium	9+ Viminacium → Naissus	–
Empire Perse (Persian Empire)	1-2	3: Lakhmides/Ghassanides 4: Albanie 5: Ibérie 6: Lazique	7 Melitène	8 Antioche	9 Antioche → Alexandria[a]	10 Melitène → Constantinople[b]
Berbères	1-4	–	5 Caesarea	6 Constantina	7+ Thapsus → Carthage	–
Vandales	1-4	5: Med. occidentale 6: Med. centrale	7 Mer Egée Corinthus	8 Med. orientale Gortyne	9 Ptolemais	10+ Ptolemais → Syène[c]
Ostrogoths	1-6	7 Adriatique	8 Adriatique Dyrrachium	9 Viminacium	10+ Viminacium → Naissus	–
Slaves	1-4	5 Pont-Euxin	6 Pont-Euxin Chersonesos	7 Marcianopolis	8 Marcianopolis[d] → Thessalonice	9+ Marcianopolis[e] → Constantinople
Avars	1-6	–	7 Viminacium	8 Naissus	9 Thessalonice → Corinthus[f]	10+ Viminacium → Constantinople[g]
Wisigoths	1-6	–	7 Septem	8 Pollentia	9+ Septem → Caesarea	–
Francs	1-6	–	7 Narbo	8 Genoa	9 Mediolanum → Ravenna	10+ Mediolanum → Rome[h]
Lombards	1-8	–	9* Mediolanum → Ravenna	10 Aquileia	11+ Mediolanum → Rome	–

Modifiers (6.1): +1 if the nation was already at war the previous turn; +1 for each barbarian nation already at war; +1 if the Vandal or Ostrogoth kingdoms have been conquered; +1 if the Usurper is in power; –1 for the barbarian nation to which the emperor has awarded the title of Caesar