



ROME, INC.

RULES OF PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *ROME, Inc.* discussion folders at consimworld.com.

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1.0 INTRODUCTION

ROME, Inc. is a solitaire game of the Roman Empire from Augustus in 27 BCE to Diocletian in 286 CE. The player, as CEO of this vast corporate empire, appoints consuls and governors, raises taxes, deploys legions, fleets, and auxiliaries to garrison provinces, and fights wars to expand the prestige and power of Rome.

Historical statesmen are rated for their abilities in military, administration, popularity, and intrigue. Each also has a special ability. For example, Augustus is excellent at collecting taxes and increasing prestige, good at keeping the plebeians happy, but a poor military commander even though his *Conquest* special ability allows him to annex extra provinces. Nero has the *Usurper* ability, which increases unrest and encourages rebellion if he is Caesar. A player may use him, or plot to remove him for the greater good of Rome (“the Biz”).

Governors are used to fight wars, expand the empire, and develop provinces, but may rebel to make themselves Caesar. New imperial dynasties change the rules of the game, provide new units, and determine who will inherit the throne when Caesar dies.

The player, much like a modern CEO, faces new challenges and opportunities each turn, and success or failure will determine *ROME, Inc.*’s worth, standing and overall prestige. The player earns Prestige points by expanding the empire and triumphing over barbarians and rebels, deciding where to allocate his resources (capital spending), raise new forces (hiring), undertaking prestige projects (public relations), pleasing the populace (the shareholders), or even setting aside a reserve for a rainy decade or two. Annexing the rich provinces of the east will increase taxes, but is that more important than securing the northern frontier? Placing a popular, competent general in command may result in a triumph, but encourage rebellion. A more loyal but less able man may be better, or one may have Caesar risk himself in battle. Ultimately, “taking care of business” will mean victory for the player.

The map consists of provinces grouped into military commands such as Britannia and Syria, each commanded by a governor. Provinces may be controlled by barbarians, allies, or insurgents, which can be conquered and developed into peaceful taxpayers. Beyond these are the barbarian homelands where “Wars” (barbarian armies) and their leaders emerge to pillage their way from province to province until defeated.

There are four scenarios starting in 27 BCE, 70 CE, 138 CE, and 222 CE, which may be combined into campaign games. Each turn represented 5-10 years, with 10 turns in each of the four scenarios.

1.1 COMPONENTS

ROME, Inc. contains the following:

- This Rulebook
- One Map (22" x 34")
- One Countersheet with 280 ½" square counters
- One 4pp Player Aid Chart (PAC) insert

1.2 DICE

ROME, Inc. requires one red and two white six-sided dice to play. A **1D6** is the roll of one die, a **2D6** the roll of two dice and a **3D6** the roll of three dice. A **1D3** is the roll of one six-sided die, with the result halved (rounded up).

2.0 UNITS

2.1 OVERVIEW

2.1.1 Barracks Box Place Units in the Barracks Box on the map during scenario set up (Section 13.1), when their Emperors counter is drawn (Section 10.4), and when Dismissed as the result of Losses (Section 11.3).

2.1.2 Destroyed Legions Box Place Legions in the Destroyed Legions Box on the map when Destroyed as a result of Losses (Section 11.3). Legions may not be rebuilt.



2.1.3 Ordinary Units use the front side of their counter with one icon. Ordinary Units in the Barracks Box may be Built in the Unrest Phase (Section 10.6). They are promoted to Veteran Units as a result of a War 3D6 (Section 11.2) or Civil War 3D6 (Section 11.4).



2.1.4 Veteran Units use the reverse side of their counter with two icons. The *Plague* Event (Section 8.1) and Losses (Section 11.3) can Demote them to Ordinary Units. They affect Naval Strength (Case 3.2.3), Assassination (Section 8.3), Unrest (Section 10.1), War 3D6 (Section 11.2), Civil War 3D6 (Section 11.4), and Rebellion 2D6 (Section 11.5). Walls may not be Promoted to Veteran (Case 2.2.6).

2.1.5 Rebel Units are Units in Rebel Commands (Case 4.2.7).

2.1.6 Loyal Units are Units in Loyal Commands (Case 4.2.8).

2.2 UNIT TYPES

There are 88 Units representing the military forces of Rome, three Imperial Cavalry, three Praetorian Guards, 46 Legions, 20 Auxilia, 12 Fleets, and four Walls.

Game Note *The cost to Build, Pay and Transfer units is increased by Flavian Emperors and Severan Emperors (Cases 9.3.3, 10.6.2, and 10.7.3).*



2.2.1 Imperial Cavalry cost 30 Gold to Build and 6 Gold to Pay and Transfer, but Transfer for free if *Barracks Emperors* is in the Emperors Box. They affect Assassination, Unrest, Pillage, Revolts, Wars, and Civil Wars. They may only be commanded by a Caesar, Prefect, Rebel, or Imperial Statesman (Case 11.2.9).

Historical Note *Imperial Cavalry represent the powerful cavalry reserve raised by Septimius Severus and Gallienus.*



2.2.2 Praetorian Guards cost 25 Gold to Build and 5 Gold to Pay and Transfer, but Transfer for free if *Severan Emperors* is in the Emperors Box. They affect Assassination, Unrest, Pillage, Revolts, Wars, and Civil Wars. They may only be commanded by a Caesar, Prefect, Rebel, or Imperial Statesman (Case 11.2.9).

Historical Note *Praetorian Guards were raised by Augustus to protect and overawe Rome, but soon found they had the power to make and break emperors.*



2.2.3 Legions cost 10 Gold to Build and 2 Gold to Pay or Transfer to another Command. They affect Pillage, Revolts, Wars, Civil Wars, and Rebellions. Legions used at the start of the 27 BCE Scenario have a yellow stripe

on their shield, and those added by the Emperors Chart are colored by scenario: 27 BCE Scenario (purple), 70 CE Scenario (black), 138 CE Scenario (green), and 222 CE Scenario (red). When Destroyed (Section 11.3), Legions are placed in the Destroyed Legions Box (Case 2.1.2) and may not be rebuilt.

Historical Note Legions consisted of 5,000 heavily armed legionaries with artillery, engineers, and skirmishers in support.



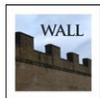
2.2.4 Auxilia cost 5 Gold to Build and 1 Gold to Pay or Transfer to another Command. They affect Pillage, Revolts, and Wars.

Historical Note Auxilia were raised from provincials and allies to provide cavalry, infantry, scouts, and frontier guards.



2.2.5 Fleets cost 15 Gold to Build and 3 Gold to Pay or Transfer to another Command. They are needed to match the Naval Strength of Wars (Case 3.2.3). Subtract one from the Revolt 1D6 of an Insurgent or Roman Province with a Fleet for **each** Homeland or Barbarian Province connected by River/Straits (Section 11.1).

Historical Note Fleets escorted grain ships sailing to Rome, cleared the seas of pirates, patrolled major rivers, and supported army operations.



2.2.6 Walls cost 20 Gold to Build and 4 Gold to Pay. They may not Transfer (Section 10.7), but are not paid if in a Barbarian, Allied, or Veteran Allied Province (Case 9.3.1). Subtract one from the Revolt 1D6 of an Insurgent or Roman Province with a Wall for **each** Homeland or Barbarian Province connected by Road, Desert, or Mountains (Section 11.1). Walls may not be Promoted to Veteran (Case 2.1.4).

2.3 UNIT STACKING

2.3.1 If a Province is overstacked immediately Transfer the excess to another Province in the same Command (Case 5.5.2). If this is not possible, Transfer them to another Command, increasing Unrest by one for the Transfer of each Unit.

2.3.2 Except for Walls (Case 2.2.6), immediately Transfer all Units in Homeland, Barbarian, Allied, and Veteran Allied Provinces as if they were overstacked.

2.3.3 If *Severan Emperors* is **not** in the Emperors Box (Section 10.4) each Insurgent and Roman Province stacks a maximum of one Praetorian Guard, one Fleet, one Wall, **four** Legions, and **two** Auxilia.

2.3.4 If *Severan Emperors* is in the Emperors Box (Section 10.4) each Insurgent and Roman Province stacks a maximum of one Imperial Cavalry, one Praetorian Guard, one Fleet, one Wall, **two** Legions, and **four** Auxilia. Immediately Transfer Units (Case 2.3.1) to conform to this new stacking when *Severan Emperors* is placed in the Emperors Box (Case 10.4.1).

2.3.5 Italia Each Insurgent and Roman Province in Italia may stack one extra Imperial Cavalry and one extra Praetorian Guard. Legions may not stack in Italia unless *Severan Emperors* is in the Emperors Box (Section 10.4).

Historical Note Emperors did not like potentially rebellious legions in Italia, but Septimius Severus barracked the veteran II Parthica Legion near Rome and limited provinces to a maximum of two legions to discourage rebels.

3.0 LEADERS AND WARS

3.1 OVERVIEW

There are 16 Leader counters and 44 War counters representing the enemies of Rome, which move from Province to Province generating Revolts (Section 11.1) and are removed by Triumphs (Section 11.2).

3.1.1 Leaders and Wars are placed in Provinces or mixed face down in the Wars Box as indicated in the scenario set up (Section 13.1). 1D3 counters are drawn from the Wars Box in the Treasury Phase (Section 9.6). Draw one extra counter when playing the 27 BCE Scenario (Module 14.0) or 222 CE Scenario (Module 17.0).

3.1.2 Matching Wars, Leaders, and Homeland Provinces (Case 4.2.1) have the same National icon, usually a shield. Wars also have the same name as their Homeland Province.

Example The Gothic Leader Kniva has 5 Strength and 4 Pillage and his matching Gothic War has 15 Strength and 3 Naval Strength.

3.2 WARS



3.2.1 Wars are placed in their Homeland Province when drawn from the Wars Box, and immediately Moved (Section 9.4).

3.2.2 Strength The large number on the left of a War counter is its Strength, which affects the War 3D6 (Section 11.2). The higher the number, the stronger the War.

3.2.3 Naval Strength The number next to the Sail icon on a War counter is its Naval Strength. If the number of Roman Fleets (counting Veteran Fleets as two) is < the War's Naval Strength, treat a Triumph as a Draw.

3.2.4 Coastal Raiders Frankish, German, Illyrian, and Judean Wars have a Naval Strength of two and treat River/Straits as Roads and Seas as Rivers/Straits for Movement (Case 9.4.2) and Revolts (Section 11.1).

3.2.5 Sea Raiders Gothic and Saxon Wars have a Naval Strength of three and treat River/Straits and Seas as Roads for Movement (Case 9.4.2) and Revolts (Section 11.1).

3.3 LEADERS



3.3.1 Leaders are placed on a matching War chosen at random when drawn from the Wars Box (Section 9.6). If a Leader cannot stack with a War (the War is not yet in play or has been removed by a Triumph) place the Leader counter in its Homeland Province, where it increases Unrest (Case 10.1.3) and affects Revolts (Section 11.1). Leaders remain in their Homeland Provinces until they join a new matching War or die (Section 8.2).

3.3.2 Strength The large number on the left of its counter is the Strength of a Leader, which affects the War 3D6 (Section 11.2).

3.3.3 Pillage The number next to the Fire icon on a Leader counter is its Pillage ability, which affects Pillage (Section 9.5) and Revolts (Section 11.1) in Provinces occupied by the Leader.

Historical Note Some counters represent several leaders, the Parthian Kings Vologases I, Vologases III, and Vologases IV, Judeans Simeon bar Giora and Simeon bar Kochba, and Illyrians Bato the Breucian and Bato the Daesitiate.

4.0 PROVINCES

4.1 OVERVIEW

Provinces are spaces connected by Roads, Mountains, Deserts, River/Straits, and Seas. They affect Movement (Section 9.4), Pillage (Section 9.5), Revolts (Section 11.1), and the War 3D6 (Section 11.2).

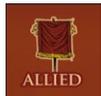
4.2 PROVINCE TYPES



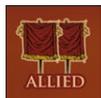
4.2.1 Homeland Provinces are represented by their National icon, are not in any Command (Case 5.5.2), are prioritized last for Movement along with Barbarian Provinces (Section 9.4), and may not be Annexed (Section 10.2). Leaders and Wars are placed in their matching Homeland Province when drawn from the Wars Box (Section 9.6).



4.2.2 Barbarian Provinces are marked with a Barbarian counter found on the reverse of out-of-play Leader and War counters. They are prioritized last for Movement along with Homeland Provinces (Section 9.4) and become Allied Provinces when Annexed (Section 10.2).



4.2.3 Allied Provinces are marked with an Allied counter with one Battle Standard icon. They become Veteran Allied Provinces when Annexed (or Insurgent if *Adoptive Emperors* is in the Emperors Box), and Barbarian Provinces when they Revolt (Sections 10.2, 11.1).



4.2.4 Veteran Allied Provinces are marked with a Veteran Allied counter with two Battle Standard icons. They become Insurgent Provinces when Annexed and Allied Provinces when they Revolt (Sections 10.2, 11.1). Provinces cannot become Veteran Allied if *Adoptive Emperors* is in the Emperors Box, but those already in play remain until they are Annexed or Revolt.

Historical Note These represent powerful allies with capable rulers.



4.2.5 Insurgent Provinces are marked with an Insurgent counter, become Veteran Allied Provinces when they Revolt (Allied if *Adoptive Emperors* is in the Emperors Box) and Roman Provinces if their Revolt 1D6 is \leq the Military ability of their Governor or Rebel (Section 11.1).

Historical Note These represent provinces wasted by wars, raids, and revolts.

4.2.6 Roman Provinces have no Barbarian, Veteran Allied, Allied, or Insurgent counter, become Insurgent Provinces when they Revolt (Section 11.1), and pay Taxes if they are Loyal (Section 9.2).

Historical Note These represent peaceful, productive provinces.

4.2.7 Rebel Provinces are Allied, Veteran Allied, Insurgent, and Roman Provinces in a Rebel Command (Section 11.6).

4.2.8 Loyal Provinces are Allied, Veteran Allied, Insurgent, and Roman Provinces not in a Rebel Command (Section 11.6).

4.3 PROVINCE CONNECTIONS

Connections link adjacent Provinces, and affect Movement (Section 9.4), Revolts (Section 11.1), and the War 3D6 (Section 11.2). Connections are prioritized to regulate movement of Wars and Leaders.

4.3.1 Roads are prioritized first for Movement.

Historical Note Roads were built so that troops could be swiftly transferred but allowed barbarian warbands to raid deep into Roman territory.

4.3.2 Deserts are used for Movement after Roads and equal with Mountain and River/Strait Connections.

Historical Note Deserts could not supply full scale incursions.

4.3.3 Mountains are used for Movement after Roads and equal with Desert and River/Strait Connections.

Historical Note Mountains formed the frontier in Dacia and Pontica.

4.3.4 River/Straits are used for Movement after Roads and equal with Desert and Mountain Connections. Wars with a Naval Strength of two (Case 3.2.4) or three (Case 3.2.5) treat Rivers/Straits as Roads for Movement and Revolts.

4.3.5 Seas are not used for Movement (Section 9.4) by Wars with a Naval Strength of one. They are treated as Rivers/Straits by Wars with a Naval Strength of two (Case 3.2.4), and as Roads by Wars with a Naval Strength of three (Case 3.2.5).

Historical Note Roman naval supremacy was practically uncontested until Gothic and Saxon pirates appeared in the Third Century.

5.0 COMMANDERS

5.1 OVERVIEW

There are 12 Command Boxes at the bottom of the map for the Caesar, Consul, Prefect, and nine Governors, each with the name of its Command and its generic commander abilities, which are used if the Command Box has no Statesman counter (Module 6.0).

Game Note Generic Commanders represent unnamed emperors, consuls, and governors not important enough to warrant their own Statesman counter.

5.2 CAESAR

No Caesar may be appointed if there is a Caesar. A new Caesar **must** be appointed when the old Caesar dies. These rules apply even if there is only a generic Caesar.

5.2.1 Caesar uses his Intrigue ability for Assassination (Section 8.3) and Support (Section 8.4), Administration ability for Taxes (Section 9.2) and Bread and Circuses (Section 10.5), Military ability for Wars (Section 11.2) and Civil Wars (Section 11.4), and Popularity ability for Bread and Circuses (Section 10.5) and Rebellions (Section 11.5).

5.2.2 Caesar commands all Loyal Provinces and Units. He may only fight Wars if *Flavian Emperors* is in the Emperors Box (Section 11.2) but **must** fight all Civil Wars (Section 11.4). If *Illyrian Emperors* is in the Emperors Box Caesar may fight one extra War after each of his Triumphs (Section 11.2).

5.2.3 Statesmen with the *Prefect* special ability (marked in red) may not be Caesar unless *Severan Emperors* is in the Emperors Box (Case 6.3.4). Other non-Imperial Statesmen may not be Caesar unless *Claudian Emperors* is in the Emperors Box (Case 6.1.6).

5.2.4 Succession When Caesar dies, appoint a new Caesar in the following order of priority:

- a) **March on Rome** If Caesar is killed by a March on Rome in a Civil War, the Rebel he was fighting is made Caesar (Sections 11.5, 11.6).
- b) **Imperial Statesmen** The highest ranked Imperial Statesman with his Emperors counter in the Emperors Box is made Caesar (Case 6.1.5).
- c) **Prefect** The Prefect is made Caesar if *Claudian Emperors* is in the Emperors Box and Caesar is Assassinated (Section 8.3) unless he has the *Prefect* special ability and *Severan Emperors* is not in the Emperors Box (Case 6.3.4).
- d) **Rebel** A random Rebel is made Caesar (Section 11.6).
- e) **Consul** The Consul is made Caesar (Section 5.3).
- f) **Senate** Use the generic Caesar (Section 5.1).

Example Commodus Caesar is Assassinated by the Prefect Laetus. He was not killed by a March on Rome. Severus is an Imperial Statesmen, but Severan Emperors is not in the Emperors Box. Claudian Emperors is in the Emperors Box, but Laetus' Prefect special ability means he cannot be Caesar until Severan Emperors is in the Emperors Box, so he is killed. There are no Rebels, so the Consul Pertinax is made Caesar, and his Statesman counter is moved from the Consul Command Box to the Caesar Command Box.

5.3 CONSUL

The Consul commands no Provinces, may not fight Wars, may become Caesar, and uses his Administration and Popularity abilities for Bread and Circuses (Section 10.5).

Historical Note Consuls were the official co-rulers of the Roman Empire, a prestigious office despite its decline in power since the Republic.

5.4 PREFECT

5.4.1 The Prefect adds his Intrigue ability to the Assassination 1D6 and is killed if he Assassinate Caesar and is not made Caesar (Section 8.3).

5.4.2 The Prefect is Governor of Italia, but only makes a Support 2D6 (Section 8.4) or Rebellion 3D6 (Section 11.5) if *Barracks Emperors* is in the Emperors Box (Section 10.4).

Historical Note Praetorian Prefects were the commanders of the Praetorian Guard and rose to great power. They were usually killed by loyal guardsmen if implicated in the assassination of an emperor.

5.5 GOVERNORS

5.5.1 Governors command all the Provinces in their Command, including the Prefect as Governor of Italia (Case 5.4.2).

5.5.2 Their Command Box, Command Icon, and Provinces have the same color, Aegyptus (pale green), Africa (brown), Britannia (maroon), Gallia (dark green), Hispania (orange), Italia (purple), Moesia (pale blue), Pannonia (black), Pontica (dark blue), and Syria (red).

5.5.3 Governors use their Military ability for Revolts (Section 11.1), Wars (Section 11.2) and Civil Wars (Section 11.4), Administration ability for Taxes (Section 9.2), Popularity ability for Rebellions (Section 11.5), and Intrigue ability for Support (Section 8.4).

5.5.4 A Command has no Governor if its Rebel counter is in the Command Box of a Rebel (Section 11.6).

5.5.5 A Statesman may not be made Governor of a Command with no Insurgent or Roman Provinces (Section 4.2).

6.0 STATESMEN

6.1 OVERVIEW

The 66 Statesmen counters represent historically important Romans, each with a name, four abilities (Section 6.2), and one special ability (Section 6.3).

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6.1.1 The reverse of Statesmen counters show their scenario. Statesmen are placed face up in a Command Box or mixed face down in the Statesmen Box as indicated in their scenario set up (Section 13.1).

6.1.2 Flip 1D3 random counters in the Statesmen Box in the Unrest Phase. Flip one extra counter if an Event Counter is in the *Adoption* Event Box (Section 8.1). On Turn 10 flip all remaining counters in the Statesmen Box.

6.1.3 Statesmen are appointed to Command Boxes in the Unrest Phase. Only one Statesman may occupy each Command Box, assuming its powers, but using his own abilities and special ability. If a Command Box does not have a Statesman use the generic abilities printed in the box (Section 5.1).

6.1.4 Remove Statesmen from play when they die (Section 8.2).

6.1.5 Imperial Statesmen have their name in purple and are ranked from Augustus on the top right of the Emperors Chart to Carinus on the bottom left (Section 10.4). The highest ranked Imperial Statesman with their Emperors counter in the Emperors Box is made Caesar when Caesar dies, unless Caesar was killed by a March on Rome in a Civil War (Case 5.2.4).

6.1.6 Statesmen with the *Prefect* special ability (marked in red) may not be Caesar unless *Severan Emperors* is in the Emperors Box (Case 6.3.4). Other Statesmen that have their names in black may not be Caesar unless *Claudian Emperors* is in the Emperors Box (Section 10.4).

6.2 ABILITIES

Every Statesman (and generic Commander) has a Military ability, Administration ability, Popularity ability, and Intrigue ability.

6.2.1 Military (red) affects Revolts, Wars and Civil Wars (Module 11.0).

6.2.2 Administration (yellow) affects the *Assassin* and *Deification* Events (Section 8.1), *Taxation* (Section 9.2), *Bread and Circuses* (Case 10.5.1), and *Triumphs* (Section 11.2).

6.2.3 Popularity (green) affects the *Assassin* and *Mutiny* Events (Section 8.1), *Bread and Circuses* (Case 10.5.2), and *Rebellions* (Section 11.5).

6.2.4 Intrigue (beige) affects the *Persecution*, *Terror*, and *Usurper* Events (Section 8.1), *Assassinations* (Section 8.3), and *Support* (Section 8.4).



Example *The Statesman Tiberius has a four Military ability, three Administration ability, two Popularity ability, four Intrigue ability, and the*

Pannonian War special ability. As an Imperial Statesman his name is in purple, and he is on the Emperors Chart as one of the Julian Emperors, second in rank after Augustus.

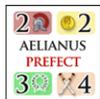
6.3 SPECIAL ABILITIES

Each Statesman has a special ability.

6.3.1 Conquest Extra *Conquest* Event in the Event Phase if Caesar (Section 8.1). Annexes an extra Province if Triumphant Commander, and all Triumphant Commanders Annex an extra Province if Caesar, including himself (Section 10.2).

6.3.2 Event Roll an extra Event in the Event Phase (Section 8.1).

6.3.3 Persecution Extra *Persecution* Event in the Event Phase if Caesar (Section 8.1).



6.3.4 Prefect Must be made Prefect. If more than one Statesman has this special ability, choose one at random.

The *Prefect* special ability is marked in red as a reminder that he may not be Caesar unless *Severan Emperors* is in the Emperors Box (Section 5.4).

6.3.5 Prestige Add one Prestige for *Bread and Circuses* if Caesar or Consul (Section 10.5.1).

6.3.6 Stalemate Treats all Disasters and Defeats as Stalemates (Section 11.2).

6.3.7 Terror Extra *Terror* Event in the Event Phase if Caesar (Section 8.1).

6.3.8 Usurper Extra *Usurper* Event in the Event Phase if Caesar (Section 8.1).

6.3.9 War If fighting the War named on his counter, subtract one from the War 3D6, ignore Disasters and Stalemates, treat Defeats as Draws, and Annex one extra Province in a Triumph (Sections 10.2, 11.2).

7.0 SEQUENCE OF PLAY

7.1 EVENT PHASE (Module 8.0)

- **Remove** Event counters from previous turn
- Place one extra *Conquest*, *Persecution*, *Terror*, or *Usurper* Event if Caesar has this special ability
- Determine 1D6 **Events** with an extra Event for each Statesman with the *Event* special ability
- Make a **Mortality** 1D6 for Caesar, Rebels, Statesmen, and Leaders
- Make an **Assassination** 1D6 if *Julian Emperors* is in the Emperors Box
- Make a **Support** 2D6 for Rebels, then remove Loyal counters

7.2 TREASURY PHASE (Module 9.0)

- Make a **Tax** 2D6 roll
- **Pay** Units in Loyal Insurgent and Roman Provinces
- **Move** Wars
- Draw 1D3 random counters from **Wars Box**, placing and moving them as they are drawn (draw all remaining counters on Turn 10)

7.3 UNREST PHASE (Module 10.0)

- +1 Unrest for each **Rebel** and **War**, and each **Leader** in a Homeland Province, **Praetorian** icon in Rome in excess of its Praetorian Guards, **Legion** icon in a Roman or Insurgent Province with no Legion, **Fleet** icon in a Roman or Insurgent Province with no Fleet, and **Grain** icon in a Barbarian, Insurgent, or Rebel Province.
- Flip 1D3 random counters in **Statesmen Box** (flip all remaining counters on Turn 10)
- **Appoint** Commanders except Caesar and Rebels
- **Annex Province** unless *Antonine Emperors* is in the Emperors Box
- Decrease **Prestige** by 1D6 for each Command with no Insurgent or Roman Provinces (except Britannia in 27 BCE Scenario)
- Increase Prestige by the combined **Administration** abilities of the Caesar and Consul
- Decrease Unrest by the combined **Popularity** abilities of the Caesar and Consul
- Pay for **Bread** and **Circuses**
- **Build** and **Transfer** Units
- Make an **Unrest** 3D6 roll

7.4 WAR PHASE (Module 11.0)

- Make a **Revolt** 1D6 roll for every Allied, Veteran Allied, Insurgent, and Roman Province
- May make a **War** 3D6 roll for each War
- Make a **Civil War** 3D6 roll for each Rebel
- Make a **Rebellion** 3D6 roll for each Governor who won a Triumph

7.5 VICTORY PHASE (Module 12.0)

- If Turn 10 the game ends; check Prestige to determine **Victory**
- If not Turn 10 advance **Turn** counter and proceed to the next turn

8.0 EVENT PHASE

8.1 EVENTS



8.1.1 At the start of the Event Phase remove all Event counters from the Event Chart on the map.

8.1.2 Conquest If Caesar has the *Conquest* special ability place an Event counter in the *Conquest* Event Box (Case 6.3.1).

8.1.2 Persecution If Caesar has the *Persecution* special ability place an Event counter in the *Persecution* Event Box (Case 6.3.3).

8.1.3 Terror If Caesar has the *Terror* special ability place an Event counter in the *Terror* Event Box (Case 6.3.7).

8.1.4 Usurper If Caesar has the *Usurper* special ability place an Event counter in the *Usurper* Event Box (Case 6.3.8).

8.1.5 Make a 1D6 roll to determine the number of additional Events to be resolved at random on the Event Chart, with an extra Event for each Statesman in play with the *Event* special ability (Case 6.3.2).

8.1.6 To determine a random Event, roll a 1D6 using a white die for the black number, and a 1D3 using a red die for the red number.

8.1.7 When an Event counter is placed in an Event Box resolve the black text. If it already has an Event counter, flip to its Doubled side and resolve the blue text underneath. If already Doubled, re-roll the dice.

8.1.8 If all six Event counters are in play and another is required, flip a random Event counter to its Doubled side and resolve its blue text.

Example The player places an Event counter on the Terror Event Box as Domitian is Caesar and he has the Terror special ability. This reduces Prestige by 3 (half Domitian's 5 Intrigue ability, rounded up). A 1D6 of 2 is rolled for two more Events. For the first Event the white 1D6 is a 2 and the red 1D3 is a 2 for a Colony Event, which will provide a -1 modifier to every Tax 2D6 in the Treasury Phase. For the second Event the white 1D6 is a 6 and the red 1D3 is a 2 for another Terror Event. The Event counter in the Terror Event Box is flipped to its Doubled side and the player makes an Assassination 1D6.

8.2 MORTALITY

8.2.1 Make one Mortality 1D6 roll for each Leader (Section 3.3), Caesar (Section 5.2), Statesman (Module 6.0), and Rebel (Section 11.6): if ≥ 6 , he dies. Treat Mortality die rolls as simultaneous. If a Statesman is also Caesar or a Rebel only roll for him only once.

8.2.2 If a Statesman or Leader dies, remove his counter from play. If Caesar dies, appoint a new Caesar (Case 5.2.4). If a Rebel dies, remove all Rebel counters from his Command Box, and his Provinces and Units become Loyal (Section 8.4).

8.3 ASSASSINATION

The *Assassin*, doubled *Deification*, and doubled *Terror* Events cause Assassinations (Section 8.1), and there is an Assassination each Event Phase if *Julian Emperors* is in the Emperors Box (Section 10.4). Roll a 1D6 on the Assassination Chart (PAC); if ≥ 12 , Caesar

dies; decrease Prestige by his Administration ability and increase Unrest by his Popularity ability. The Prefect is made Caesar if he Assassinate him and *Claudian Emperors* is in the Emperors Box, but is killed if he kills Caesar and is not made Caesar (Case 5.4.1). Statesmen with the *Prefect* special ability may not be Caesar unless *Severan Emperors* is in the Emperors Box, and until then they are killed if they Assassinate Caesar (Case 6.3.4).

Example Domitian is Caesar and Aelianus is Prefect, an Assassination 1D6 of 3 is rolled, +5 for Domitian's Intrigue ability, +4 for Aelianus' Intrigue ability, +3 for three Emperors counters in the Emperors Box, and -2 for two Praetorian Guards for 13. This is ≥ 12 , so Domitian is killed, his Statesman counter is removed from play, decrease Prestige by his 4 Administration ability and increase Unrest by his 5 Popularity ability. As Aelianus has the Prefect special ability and Severan Emperors is not in the Emperors Box he is killed.

8.4 SUPPORT



8.4.1 If there are any Rebels, determine if Governors are Loyal to Caesar or Support a Rebel (Section 11.6).

8.4.2 Only make a Support 2D6 roll (PAC) for Governors whose Provinces are connected to Rebel Provinces, even those that became Rebel Provinces this turn, which may cause a domino effect of Governors switching their Support to a Rebel.

8.4.3 No Support 2D6 is made for the Prefect as Governor of Italia (Case 5.4.2) unless *Barracks Emperors* is in the Emperors Box (Section 10.4).

8.4.4 No Support 2D6 is made for Commands if their Loyal or Rebel counter is already in a Command Box (Section 5.1).

8.4.5 If there are several Rebels make a Support 2D6 for each Rebel in turn until every Support 2D6 has been done.

8.4.6 Remove all Loyal counters at the end of the Event Phase.

8.4.7 Remove all Rebel counters from a Rebel's Command Box when he dies or is made Caesar.

Example Otho is Caesar, but Vespasian has rebelled in Syria, and Vitellius in Gallia. The player makes a Support 2D6 of 9 for the Governor of Aegyptus to see if he joins the Rebel Vespasian, +2 for the Governor's Intrigue ability +3 for Vespasian's Intrigue ability, -4 for Otho's Intrigue ability for 10, so the Rebel Aegyptus counter is placed in Vespasian's Syria Command Box. The player rolls a 6 for the Governor of Hispania to see if he joins Vitellius, +2 for the Governor's Intrigue ability, +4 for Vitellius' Intrigue ability, -4 for Otho's Intrigue ability for 8, so the Loyal Hispania counter is placed in the Hispania Command Box. Moesia joins Vespasian on a roll of 11, +2, +3, -4 for 12, the Rebel Moesia counter is placed in the Syria Command Box and Governor Silvanus of Moesia is placed face up in the Statesmen Box. Vitellius takes Britannia on a roll of 8 +3, +4, -4 for 11, and Vespasian claims Pannonia with a 9 +2, +3, -4 for 10. Vitellius is stuck as no Support 2D6 can be made for Italia as Barracks Emperors is not in the Emperors Box, the Loyal Hispania counter is in the Hispania Box, the Rebel Pannonia counter is in the Syria Box, and no other Commands have connecting Provinces. Vespasian rolls a 6 for Pontica, +2, +3 -4 for 7, and 3 for Africa, +3, +3, -4 for 5, and their Loyal counters are placed in their Command Boxes. As a result, Rebel Vitellius commands Britannia and Gallia, the Rebel Vespasian Aegyptus, Moesia, Pannonia, and Syria, and Otho Caesar Africa, Hispania, Italia, and Pontica.

9.0 TREASURY PHASE

9.1 TREASURY



9.1.1 Use Gold counters on the Game Track to record how much Gold is in the Treasury. Use the reverse of the “x1” Gold counter to record negative Gold and the reverse of the “x10” Gold counter if the Treasury has over 250 Gold.

Historical Note One Gold represents 1,000,000 denarii (\$72,000,000).

Example To represent 287 Gold place the “x10 Gold” counter on its “+250” side in Box 3 on the Game Track and the “x1” Gold counter in Box 7 (+250 Gold, +3x10 Gold, +7x1 Gold = 287 Gold).

9.1.2 Excess Gold The Treasury may **never** have >500 Gold; the excess is lost immediately.

9.1.3 Bankruptcy If the Treasury has <0 Gold at the end of any phase the game ends in a Major Defeat (Section 12.2).

9.1.4 Render Unto Caesar If the Treasury has <0 Gold you may increase Unrest by one and decrease Prestige by one to add 2D6 Gold. This may be done any number of times as long as Gold is <0.

9.2 TAXES



9.2.1 The number of Gold icons in a Loyal Roman Province shows how much Gold it pays in Taxes.

9.2.2 Homeland, Barbarian, Allied, Veteran Allied, Insurgent, and Rebel Provinces pay no Taxes (Section 4.2).



9.2.3 Command Icon This shows the total Gold a Command pays in Taxes if all its Provinces are Loyal Roman Provinces.

9.2.4 Make a Tax 2D6 roll for each Governor and subtract his Administration ability and that of Caesar; if ≤0, double the Gold his Loyal Roman Provinces pay in Taxes that turn.

Example The Roman Province of Britannia Superior pays 4 Gold, but the Insurgent Province of Britannia Inferior, Allied Province of Caledonia, and Barbarian Province of Hibernia pay nothing. The player makes a Tax 2D6 of 6, -1 for the Administration ability of the Governor of Britannia and -5 for the Administration ability of Hadrian Caesar for 0. The Taxes from Britannia Superior are doubled, adding 8 Gold to the Treasury.

9.3 PAY

9.3.1 Pay Units in Loyal Insurgent and Roman Provinces from the Treasury (Section 2.2).



9.3.2 Use the “x1” and “x10” Pay counters on the Game Track to show the total Pay of all Loyal Units, moving the counters as Units are Built, Destroyed, Dismissed, Rebel, and become Loyal.

Game Note Use the reverse of the “x10” Pay counter if Pay exceeds 250 as if it was marked “+250”.

9.3.3 Add one Gold to the cost of paying Units if *Flavian Emperors* is in the Emperors Box and another one Gold if *Severan Emperors* is in the Emperors Box (Section 10.4).

Historical Note Domitian, Severus, and Caracalla all raised army pay, guaranteeing their popularity with the army at enormous cost to the Treasury.

Example When setting up the 138 CE Scenario there is +1 Pay for all Loyal Units as Flavian Emperors is in the Emperors Box. Place the “x10” Pay counter in Box 17 and the “x1” Pay counter in Box 3 on the Game Track for 173 Pay: 12 Gold for two Praetorian Guards, 15 Gold for three Walls, 36 Gold for nine Fleets, 84 Gold for 28 Legions, and 26 Gold for 13 Auxilia.

9.4 MOVEMENT

9.4.1 Move all Wars in play one by one in any order. Move each War as it is drawn from the Wars Box and placed in its Homeland Province (Section 9.6).

9.4.2 Priority Allied, Veteran Allied, Insurgent, and Roman Provinces have priority over Homeland and Barbarian Provinces, and Roads have Priority over Deserts, Mountains, and River/Straits (PAC). Wars with a Naval Strength of one may not move by Sea, Wars with a Naval Strength of two treat Seas as River/Straits (Case 3.2.4) and Wars with a Naval Strength of three treat Seas as Roads (Case 3.2.5).

9.4.3 Wars may not move into Provinces they have already occupied that turn unless they have no other option.

9.4.4 Each Province may only have one War and one Leader. Ignore Leaders waiting in their Homeland Province for a matching War (Case 3.3.1).

9.4.5 Immediately move a War if another moves into its Province. This is in addition to its own move and it may cause other Wars to move in a chain reaction. Unless there is no other option it may not move to the Province just left by the moving War. After it moves complete the move of the War that entered its Province.

9.5 PILLAGE

A War automatically moves if it starts in (or enters) a Homeland or Barbarian Province. If it starts in (or enters) an Allied, Veteran Allied, Insurgent, or Roman Province make a Pillage 1D6 on the Pillage Chart to see if it moves (PAC).



Example A German War is drawn from the Wars Box and placed in the German Homeland Province. It moves to Allied Germania Magna, which has priority over the Frankish and Saxon Homeland Provinces. The Pillage 1D6 is 5, -1 for the Allied Province for 4 and the War may move to one more Province. The German War has two Naval Strength and treats the River/Straits to Allied Frisia and Insurgent Germania Inferior as Roads, so they take priority over the Mountains to Agri Decumates. The player decides the German War will go to Frisia on a 1D6 of 1-3, and Germania Inferior on 4-6, rolls a 3 and it moves to Frisia, where it stops.

9.6 WARS BOX

9.6.1 After moving all Wars in play draw 1D3 new Wars from the Wars Box. Draw one extra counter in the 27 BCE and 222 CE Scenarios, and another one if the *Migration* Event is in play, or two if doubled (Section 8.1). All remaining counters in the Wars Box are drawn on Turn 10.

9.6.2 As each War is drawn place it in its Homeland Province (Case 4.2.1) and immediately move it (Section 9.4).

9.6.3 Leaders drawn from the Wars Box are placed on a random matching War (Case 3.1.2). If they cannot stack with a matching War place them in their Homeland Province until one is available.

10.0 UNREST PHASE

10.1 UNREST



Increase Unrest at the start of the Unrest Phase and make an Unrest 3D6 roll at the end of the Unrest Phase. Use the Unrest counter to record Unrest, using its reverse if >25. Unrest may never be reduced below 0.

10.1.1 Rebel Add one Unrest for each Rebel in play (Section 11.6).

10.1.2 War Add one Unrest for each War in play (Section 3.2).

10.1.3 Leader Add one Unrest for each Leader in a Homeland Province (Section 3.3).



10.1.4 Praetorian Icon Add one Unrest for each Praetorian Icon in Rome in excess of the number of Praetorian Guards in Rome. Rome has one Praetorian icon if *Julian Emperors* or *Claudian Emperors* is in the Emperors Box, two if both are in the Emperors Box, and none if neither is in the Emperors Box (Section 10.4).



10.1.5 Legionary Icon Add one Unrest for each Insurgent and Roman Province with a Legion Icon and no Legion. Rhaetia and Noricum only have a Legion icon if *Antonine Emperors* is in the Emperors Box (Section 10.4).



10.1.6 Fleet Icon Add one Unrest for each Insurgent and Roman Province with a Fleet Icon and no Fleet. Syria only has a Fleet icon if *Flavian Emperors* is in the Emperors Box, and Africa if *Antonine Emperors* is in the Emperors Box (Section 10.4).



10.1.7 Grain Icon Add one Unrest for each Rebel, Barbarian, and Insurgent Province with a Grain icon.

Historical Note Africa, Alexandria, Arcadia, Baetica, Sicilia, and Thebais have Grain icons. Cutting off the grain supply from these provinces meant starvation and rioting in Rome.

10.1.8 Unrest Chart At the end of the Unrest Phase make an Unrest 3D6 roll on the Unrest Chart (PAC). If ≥ 25 , Caesar dies; decrease Prestige by his Administration ability and increase Unrest by his Popularity ability.

Example The player makes an Unrest 3D6 of 12, +9 Unrest, +1 Praetorian Guard, +2 Veteran Praetorian Guard, +2 for two Praetorian Guards as the Praetorians Event is in play for 26. As this is ≥ 25 , Pertinax Caesar dies; decrease Prestige by his 3 Administration ability and increase Unrest by his 1 Popularity ability.

10.1.9 Revolution If Unrest is >25 at the end of any phase the game ends in a Major Defeat (Section 12.2).

10.2 ANNEXATION

10.2.1 You may Annex Barbarian, Allied, and Veteran Allied Provinces, and even Annex the same Province several times in the same turn. Increase Prestige by one each time a Province is Annexed.

10.2.2 Annex a Province in the Unrest Phase unless *Antonine Emperors* is in the Emperors Box (Case 10.4).

10.2.3 Conquest Annex a Province in the Event Phase if there is a *Conquest* Event (Section 8.1).

10.2.4 Triumph Annex a Province in the War Phase if there is a Triumph (Section 11.2), **another** if the Triumphant Commander has the *Conquest* special ability (Case 6.3.1) or matching War ability (Case 6.3.9), **another** if Caesar has the *Conquest* special ability (Case 6.3.1), and **another** if there is a doubled *Conquest* Event (Section 8.1).

10.2.5 An Annexed Barbarian Province becomes Allied, an Annexed Allied Province becomes Veteran Allied, and an Annexed Veteran Allied Province becomes Insurgent (Section 4.2). If *Adoptive Emperors* is in the Emperors Box Allied Provinces become Insurgent when Annexed (Section 10.4).

10.2.6 Provinces may not be Annexed if occupied by a War, or not connected to an Allied, Veteran Allied, Insurgent, or Roman Province (Section 4.2). Only the Province that was occupied by the defeated War or connected to it may be Annexed in a Triumph.

Example Trajan Caesar has the *Conquest* special ability and *Triumphs over the Dacian War in Dacia Inferior*. He Annexes a Province, another for his *Conquest* special ability as the *Triumphant Commander*, and another for his *Conquest* special ability as *Caesar*. *Adoptive Emperors* is in the Emperors Box so the player Annexes Allied Dacia Inferior as an Insurgent Province, Barbarian Dacia Superior as an Allied Province, and again to make it an Insurgent Province, increasing Prestige by three for Annexing three Provinces.

10.3 STATESMEN BOX

10.3.1 Emperor and Statesmen counters are mixed face down in the Statesmen Box in the scenario set up (Module 6.0).

10.3.2 Flip 1D3 random counters in the Statesmen Box in the Unrest Phase. Flip one extra counter if an Event Counter is in the *Adoption* Event Box (Section 8.1). On Turn 10 flip all remaining counters in the Statesmen Box.

10.3.3 Appoint each Statesman to a Command Box (Section 5.1), but not as a Governor with no Insurgent or Roman Provinces (Section 5.5). Unless they are Caesar or a Rebel, Statesmen may be removed from their Command Box and appointed to another Command Box or placed face up the Statesmen Box (Section 10.3). All face up Statesmen must be appointed to a Command Box if possible, with the excess placed face up in the Statesmen Box.

10.4 EMPERORS



10.4.1 Emperors Box Place Emperors counters in the Emperors Box on the map when flipped over in the Statesmen Box (Section 10.3).

10.4.2 Emperors Chart This shows the effect of each Emperors counter in the Emperors Box: identifying Imperial Statesmen (Case 6.1.5), adding icons to Provinces (Cases 10.1.4, 10.1.5, 10.1.6), changing rules (which remain in effect for the rest of the game), and adding Units to the Barracks Box (Case 2.1.1).

10.4.3 Each Assassination 1D6 and Rebellion 3D6 is increased by one for each Emperors counter in the Emperors Box.

10.5 BREAD AND CIRCUSES

10.5.1 Increase Prestige by the Administration ability of Caesar and the Administration ability of the Consul. Increase Prestige by an extra one if Caesar has the *Prestige* special ability and by an extra one if the Consul has the *Prestige* special ability (Case 6.3.5). You may also increase Prestige by one for each 10 Gold paid from the Treasury, but only up to the Administration ability of Caesar.

10.5.2 Decrease Unrest by the Popularity ability of Caesar and the Popularity ability of the Consul. You may also decrease Unrest by one for each 10 Gold paid from the Treasury.

Example Claudius is Caesar and Vitellius is Consul. +3 Prestige for Claudius' 3 Administration ability, +3 Prestige for Vitellius' 3 Administration ability, +1 Prestige for Vitellius' Prestige ability, and +3 Prestige for 30 Gold paid from the Treasury for a total of +10 Prestige (up to 3 Prestige may be added by Gold as Claudius has 3 Administration ability), -4 Unrest for Claudius' 4 Popularity ability and -3 Unrest for Vitellius' 3 Popularity ability for -7 Unrest.

10.5.3 Decrease Prestige by 1D6 for each Command that does not have at least one Insurgent or Roman Province, except Britannia in the 27 BCE Scenario (Module 14.0).

10.6 BUILDING UNITS

10.6.1 You may Build Ordinary Units (Case 2.1.3) from the Barracks Box by paying their Building cost (Section 2.2) and placing them in a Loyal Roman or Insurgent Province as an Ordinary Unit.

10.6.2 Add one Gold to the Building cost if *Flavian Emperors* is in the Emperors Box and another one Gold if *Severan Emperors* is in the Emperors Box (Section 10.4).

10.6.3 Italia Imperial Cavalry and Praetorian Guards may only be built in Italia. Legions may only be built in Italia if *Severan Emperors* is in the Emperors Box (Section 10.4).



10.6.4 Pontica Fleets may not be built in a Province in Pontica with a Sun icon.

10.7 TRANSFERRING UNITS

10.7.1 You may Transfer Units between Insurgent and Roman Provinces, but not to Homeland, Barbarian, Allied, or Veteran Allied Provinces (Section 4.2).

10.7.2 If you Transfer Units to another Command you must pay their Transfer cost (Section 2.2). Praetorian Guards Transfer for free

if *Severan Emperors* is in the Emperors Box, and Imperial Cavalry if *Barracks Emperors* is in the Emperors Box.

10.7.3 Add one Gold to the Transfer cost if *Flavian Emperors* is in the Emperors Box and another one Gold if *Severan Emperors* is in the Emperors Box (Section 10.4).

Historical Note Legions often spent generations in the same barracks and moving them was expensive and unpopular.



10.7.4 Pontica Fleets may not Transfer to a Province in Pontica with a Sun icon.

10.7.5 Syria Fleets in a Province in Syria with a Sun icon may only Transfer to another Province in Syria with a Sun icon.

Historical Note Some Provinces in Pontica were landlocked, while ships on the Euphrates River could not sail to the Mediterranean Sea.

10.7.6 Italia Legions may not Transfer to Provinces in Italia unless *Severan Emperors* is in the Emperors Box (Section 10.4).

10.7.7 Loyal Units may only Transfer to Rebel Provinces if forced to Transfer and they cannot Transfer elsewhere. Rebel Units may only Transfer to Provinces not commanded by their Rebel if forced to Transfer and they cannot Transfer elsewhere (Section 2.3).

10.7.8 Walls never Transfer, even if in a Barbarian, Allied, or Veteran Allied Province (Case 2.2.6).

11.0 WAR PHASE

11.1 REVOLTS

11.1.1 At the start of the War Phase make a Revolt 1D6 on the Revolt Chart (PAC) for each Allied, Veteran Allied, Insurgent, and Roman Province (Section 4.2). Revolt rolls are simultaneous and not affected by other Revolting Provinces.

Game Note Most Provinces will not have the necessary modifiers needed to Revolt and so will have no need for a die roll.

11.1.2 If its Revolt 1D6 is >6, the Province Revolts (decreasing Prestige by one). A Revolting Roman Province becomes Insurgent and increases Unrest by one, an Insurgent Province becomes Veteran Allied (Allied if *Adoptive Emperors* is in the Emperors Box), a Veteran Allied Province becomes Allied, and an Allied Province becomes Barbarian.

11.1.3 Romanization If the Revolt 1D6 of an Insurgent Province not occupied by a War is ≤ the Military ability of its Governor or Rebel it becomes a Roman Province and increases Prestige by one.

Example The player makes a Revolt 1D6 of 1 for the Insurgent Province of Agri Decumates, +1 Insurgent, +1 Mountain connection to a War in Allied Boiohaemia, +4 for two Mountain connections to the Alamannic Homeland and Barbarian Germania Magna, -1 Legion, -1 Auxilia, and -2 for two Mountain connections for the Wall, a total of 3 and no Revolt. As 3 ≤ the 3 Military ability of the Governor of Gallia the Insurgent counter is removed from Agri Decumates, which becomes a Roman Province and Prestige is increased by one. In Allied Boiohaemia the Revolt 1D6 is 2, +3 for being occupied by a War, +6 for three Mountain connections to Barbarian Quadia and the Illyrian

and Marcomannic Homelands, -1 Allied Province, and -3 for the three Mountain connections as an Allied Province, a total of 7 for a Revolt, so the Allied counter in Boiohaemia is replaced with a Barbarian counter and Prestige is decreased by one.

11.2 FIGHTING WARS

11.2.1 Each War may be fought once in each War Phase by rolling a 3D6 on the Wars Chart (PAC), but Wars do not have to be fought.

11.2.2 Each Commander and Unit may only fight one War each Turn, **except** that Caesar may fight an extra War after each of his Triumphs if *Illyrian Emperors* is in the Emperors Box (Section 10.4), even though the Units he used may not.

11.2.3 Units in the same Province must be used to fight the same War, either in their Province or in a connected Province.

11.2.4 Choose which Commander, Units, Allied Provinces, and Veteran Allied Provinces will fight the War and make a War 3D6 roll on the Wars Chart (PAC).

11.2.5 If *Flavian Emperors* is in the Emperors Box Caesar may fight Wars using Loyal Provinces and Units from any Commands (Cases 2.1.6, 4.2.8).

11.2.6 Governors may fight a War using the Provinces and Units in their Command (Case 5.5.2).

11.2.7 A Rebel may fight a War using the Provinces and Units of the Rebel counters in his Command Box (Section 11.6).

11.2.8 Naval Strength If the Roman Fleets (counting Veteran Fleets as two) fighting the War are < the War's Naval Strength treat a Triumph as a Draw (Case 3.2.3).

11.2.9 Imperial Cavalry and Praetorian Guards may only be commanded by Caesar (Section 5.2), the Prefect (Section 5.4), a Rebel (Section 11.6), or an Imperial Statesman with his Emperors counter in the Emperors Box (Case 6.1.5).



Example Governor Paulinus of Britannia is fighting the Leader Boudicca and the 6/1 British War in Britannia Superior, using

Allied Britannia Inferior and Insurgent Britannia Superior with two Veteran Legions, two Legions, one Auxilia, and one Fleet. The Fleet matches the one Naval Strength of the British War, and a War 3D6 of 11, +2 Boudicca's Strength, +6 British War's Strength, +2 connected to the British Homeland Province, -4 Paulinus' Military ability, -1 British War special ability, -4 two Veteran Legions, -2 Legions, -1 Auxilia, and -1 Allied Britannia Inferior for 8 and a Triumph. The British War counter is placed in the Britannia Command Box. Increase Prestige and decrease Unrest by three each (half the War's 6 Strength). 12 Gold is added to the Treasury (6 Strength multiplied by Paulinus' 2 Administration ability). The red die was a 3 so the player allocates 3 Losses, a Veteran Legion is Demoted to Ordinary, Disgrace increases Unrest by one, and 10 Gold is paid in Tribute. The player promotes a Legion to Veteran, Annexes Allied Britannia Inferior as Veteran Allied Province, and again as an Insurgent Province thanks to Paulinus' British War special ability, increasing Prestige by two for the two annexations.

11.3 LOSSES

11.3.1 Red Die Take Losses equal to the red die of a War 3D6 or Civil War 3D6 as indicated on the Losses Chart (PAC). A maximum of **two** Losses of each type may be used for each War or Civil War. Only Units used for the War or Civil War may be taken for Losses.

Game Note Losses are the only way to remove Units.

11.3.2 Disaster If the War 3D6 is a triple (all three dice the same) or the two white dice are a double (both dice the same) and there is a Doubled Event Counter in the *Persecution* Event Box (Section 8.1) there is a Disaster. The Commander dies. Increase Unrest, decrease Prestige, and allocate Losses equal to the red die. Half the Losses (rounded up) must be used to Destroy Legions. Ignore if the Commander has a matching *War* special ability (Case 6.3.9) and treat as a Stalemate if he has the *Stalemate* special ability (Case 6.3.6).

Example A War 3D6 against a German War is three sixes, resulting in a Disaster, the Commander dies, and half the Losses must Destroy Legions, so three Legions are placed in the Destroyed Legions Box with the other three Losses being taken by Revolt (making Allied Germania Magna into a Barbarian Province), Disgrace (increasing Unrest by one), and Dishonor (decreasing Prestige by one). If the Commander had been Germanicus his German War special ability would ignore the Disaster, but there would still be six Losses (equal to the red die).

11.4 FIGHTING CIVIL WARS

After fighting Wars Caesar **must** fight each Rebel in turn, by rolling a 3D6 on the Civil Wars Chart (PAC). Each Rebel may only be fought once each turn. If Caesar is killed the new Caesar **must** fight any Rebels that have not been fought that turn.

Example Otho Caesar commands the Loyal Commands of Africa, Hispania, Italia, and Pontica, and must fight Civil Wars against the Rebel Vespasian with the Rebel Commands of Aegyptus, Moesia, Pannonia, and Syria, and the Rebel Vitellius with the Rebel Commands of Britannia and Gallia. He fights Vitellius first and rolls a Civil War 3D6 of 9, +2 Vitellius' Military ability, +6 three Veteran Rebel Legions, +5 five Rebel Legions, -1 Otho's Military ability, -2 two Praetorian Guards, -4 two Veteran Legions, -2 two Legions for 13 and a March on Rome. Otho dies, Prestige is decreased by his 2 Administration ability and Unrest increased by his 3 Popularity ability. Remove the Rebel Britannia and Gallia counters from the Gallia Command Box, move Vitellius to the Caesar Command Box, promote a Rebel Legion to Veteran, and as the red die was a one increase Unrest by one for Losses. Vitellius Caesar must now fight the Rebel Vespasian.

11.5 REBELLIONS

11.5.1 After all Rebels have been fought make a Rebellion 3D6 on the Rebellions Chart (PAC) for each Governor who won a Triumph that Turn. As a reminder place the defeated War counter in his Command Box and remove it after his Rebellion 3D6.

11.5.2 There may be Rebellions in the Event Phase if there is a doubled *Mutiny* or *Usurper* Event (Section 8.1).

11.5.3 There is no Rebellion 3D6 for Governors who are Imperial Statesmen from the same Emperors counter as Caesar (Case 6.1.5).

11.5.4 Do not make Rebellion 3D6 for the Prefect as Governor of Italia unless *Barracks Emperors* is in the Emperors Box (Section 10.4).

Example There is a doubled Usurper Event, make a Rebellion 3D6 for all Governors with ≥ 3 Intrigue ability: Governor Galba of Hispania, Governor Vespasian of Syria, and the generic Governor of Africa. Galba's Rebellion 3D6 is 13, +2 two Emperors counters in the Emperors Box, +12 Unrest, +2 doubled Rebellion Event, +1 Galba's Popularity ability, -5 Nero Caesar's Popularity ability, for 25. This is ≥ 25 ; Galba becomes a Rebel, and the Rebel Hispania counter is placed in the Hispania Command Box. There must now be Rebellion 3D6 for Vespasian and another for the Governor of Africa.

11.6 REBELS



11.6.1 When a Governor becomes a Rebel place his Command's Rebel counter in his Command Box. Support may add more Rebel counters from other Commands (Section 8.4).

11.6.2 A Rebel commands the Provinces and Units of all the Rebel Commands he controls, as indicated by the Rebel counters in his Command Box. Use his Military ability for their Revolts (Section 11.1).

11.6.3 Rebels use their Military ability for Wars and Civil Wars, but do not increase Prestige or decrease Unrest in a Triumph. They do not add Gold to the Treasury, but Gold won in a Triumph may be used to absorb Losses (Section 11.2).

11.6.4 A Statesman may not be appointed Governor of a Rebel Command and a Rebel may not be removed until he dies or is made Caesar.

12.0 VICTORY PHASE

12.1 PRESTIGE



12.1.1 Use Prestige counters on the Game Track to count Prestige, using their reverse when Prestige is < 0 . Prestige is affected by Assassinations (Section 8.3), Annexation (Section 10.2), Bread and Circuses (Section 10.5), and Revolts, Wars, and Civil Wars (Module 11.0).

12.1.2 In the Victory Phase of Turn 10 check Prestige to determine the level of victory or defeat.

12.1.3 Major Victory ≥ 200 Prestige

12.1.4 Minor Victory 150-199 Prestige

12.1.5 Draw 100-149 Prestige.

12.1.6 Minor Defeat < 100 Prestige.

12.2 MAJOR DEFEAT

The game ends in a Major Defeat at the end of any phase if **Rome** is a Barbarian, Allied, or Veteran Allied Province (Section 4.2), the Treasury has < 0 Gold (Section 9.1), or **Unrest** is > 25 (Section 10.1)

12.3 END OF THE TURN

On Turn 10 the game ends, otherwise advance the Turn counter up one box on the game Track and proceed to the next turn.

12.4 OPTIONAL RULES

Make the game easier or harder by using some of the following rules.

12.4.1 Events One extra or one fewer Event each turn (Section 8.1)

12.4.2 Taxes +1 or -1 modifier to each Tax 2D6 (Section 9.2)

12.4.3 Wars +1 or -1 modifier to each War 3D6 (Section 11.2)

12.4.4 Losses Dismiss three Auxilia instead of two and pay 15 Gold in Tribute instead of 10 (PAC).

Game Note Positive die roll modifiers make the game harder, and negative modifiers make it easier.

