



Invasions

Volume 1 - 350-650 AD

Appendices

A game by Philippe Thibaut






































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350 AD SCENARIO – I

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

Capital Constantinopolis
6 Areas *Aegyptus, Asia, Cappadocia, Graecia, Moesia, Oriens*
8 Limites 3 in *Oriens* (Amida, Coele Syria, Osroene), 4 along the Danuvius river (Savus, Moesia Inferior, Moesia Superior, Tyras), 1 in Bosporus
10 Units Amida: Caesar, 1 Palatine                                   

PLAYERS AND NATIONS

Nations are listed by initial play order.

A  icon and red text indicates raiders.

Italics indicate inactive nations.

Navy blue text indicates an independent minor Kingdom.

A  icon indicates Nomadic Barbarians.


Player 1 – Romans

Aestii

Africano-Romans 


Armenians 

Britons 

Byzantines (Eastern Romans) 

Cappadocians 

Franks

Gallo-Romans 

Hispano-Romans 

Kushans  

Mauritanians 

Sklaves

Venedae


(Western) Romans 

Player 2 – Huns

Alemanni


Arabs 

Berbers 

Hephthalites 

Hibernians 

Huns 

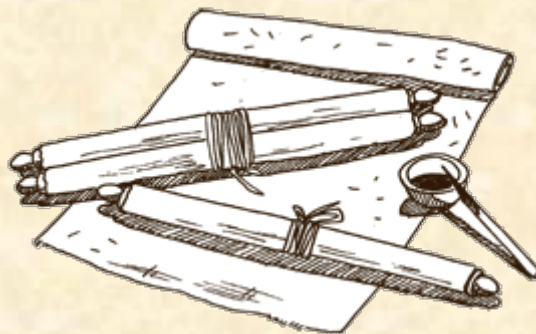
Khazars 

Lombards


Sardes 

Saxons 

Suebi



Player 3 – Persians

Alans 


Euskalduns 

Gepids

Herules

Iberians 

Jutes 

Persians 


Scots 

Vandals


Vikings 

Player 4 – Goths

Angles 

Avars 

Bavarians

Blemmyes 

Burgundians

Colchidians 

Ostrogoths

Picts 

Visigoths

TIME TABLE

TURN #1: 350–374 AD

[3 Raids] **Berbers** (→ *Africa*),
Kushans (→ *Persis*), **Picts** (→ *Britannia*)
Alemanni [Agri Decumates] Horde, 6 infantryes,
 🏰 *Vadomarus*; **Invasion**
Franks [Franconia, Rhenus] Horde, 4 infantryes,
 🏰 *Rex*
Ostrogoths [Ucraina] Horde, 3 heavy cavalryes,
 3 infantryes, 🏰 *Ermanaricus*
 (Conquer *Sarmatia* or migrate?)
Visigoths [Valachia] Horde, 1 heavy cavalry,
 3 infantryes, 🏰 *Rex*
Alans [Alania] Horde, 1 horse archer,
 1 heavy cavalry, 1 infantry, 🏰 *Rex*
Persians 🏰 *Sapor II*
Romans 🏰 *Iulianus*



TURN #2: 375–399 AD

[4 Raids] **Berbers** (→ *Africa*),
Kushans (→ *Persis*), **Picts** (→ *Britannia*)
Huns [Siraces] Horde, 7 cavalryes, 1 infantry,
 🏰 *Balamir*; **Invasion**
 • Cannot enter *Germania* this turn
 • Germanic Barbarians (→ XXXII.A) activate
 between the two invasion unit stack steps
Alemanni 2 units, 🏰 *Rex*
Franks 2 units, 🏰 *Rex*
Ostrogoths 2 units, 🏰 *Rex*
Visigoths 6 units, 🏰 *Fritigernus*; **Invasion**
Burgundians [Pomerania] Horde, 4 infantryes,
 🏰 *Rex*
Vandals [Teutonia] Horde, 4 infantryes, 🏰 *Rex*
Suebi [Prussia] Horde, 4 infantryes, 🏰 *Rex*
Alans 2 units, 🏰 *Rex*
All other nations 🏰 *Rex*,
 1 unit (Barbarians only)
Persians 🏰 *Artaxerxes II*
Romans 🏰 *Gratianus*; 🏰 *Valens* (Eastern);
 🏰 *Theodosius* if either is eliminated

TURN #3: 400–424 AD

[4 Raids] **Angles, Saxons** (→ *Britannia*),
Berbers (→ *Africa*), **Kushans** (→ *Persis*)
 → Roman empire splits into **Western** and **Eastern**
 → Barbarians may become Arians
Alemanni 2 units, 🏰 *Rex*
Franks 2 units, 🏰 *Rex*
Ostrogoths 2 units, 🏰 *Rex*
Visigoths 3 units, 🏰 *Alaricus*; **Invasion**
Huns 6 units, 🏰 *Uldin*
The Great Invasion (four allied Barbarian
 nations)
Alans 2 units, 🏰 *Atace*
Burgundians 2 units, 🏰 *Gundocus*
Vandals 3 units, 🏰 *Radagaisus*, *Gundericus*
Suebi 2 units, 🏰 *Hermericus*
 • *Radagaisus* goes on campaign *before* the
 first unit stack step of the allies
 • Only half of the allied units may activate
 during the first invasion unit stack step
 • Each horde may move during its leader's
 campaign

Herules [Carpathia] Horde, 3 infantryes, 🏰 *Rex*
Gepids [Carpathia] Horde, 3 infantryes, 🏰 *Rex*

All other nations 🏰 *Rex*,
 1 unit (Barbarians only)

Persians 🏰 *Iasgardes*

Western Romans 🏰 *Honorius*, ☆ *Stilicho*

Eastern Romans 🏰 *Arcadius*, ☆ *Asparus*

→ Scoring

TURN #4: 425–449 AD

[4 Raids] **Angles, Jutes** (→ *Britannia*),
Berbers (→ *Africa*), **Kushans** (→ *Persis*)
 → *Aetius* may hire 2 Hun cavalryes;
Huns cannot refuse
 → Sieges of non-fortified cities suffer -1
 → *Limes* units may be flipped

Euskalduns may appear earlier → **Romans**
Player Aid

Alemanni 2 units, 🏰 *Horst*

Franks 2 units, 🏰 *Chlodio*

Ostrogoths 2 units, 🏰 *Rex*

Visigoths 2 units, 🏰 *Theodericus*

Alans 2 units, 🏰 *Atace* (2nd turn)

Huns 6 units, 🏰 *Attila*

• Cannot attack Western Romans

Burgundians 2 units, 🏰 *Rex*

Vandals 3 units, 🏰 *Gaisericus*

Suebi 2 units, 🏰 *Hermericus* (2nd turn)

Herules 2 units, 🏰 *Rex*

Gepids 2 units, 🏰 *Rex*

Hepthalites [Kushania] Horde, 6 cavalryes,

🏰 *Rex*; **Invasion**

All other nations 🏰 *Rex*,
 1 unit (Barbarians only)

Persians 🏰 *Bahram V*

Western Romans 🏰 *Valentinianus III*,

☆ *Aetius*, [Africa] ☆ *Bonifacius*

Eastern Romans 🏰 *Theodosius II*,

☆ *Asparus* (2nd turn)

TURN #5: 450–474 AD

[3 Raids] **Blemmyes** (→ *Aegyptus* or *Africa*),
Hibernians (→ *Britannia*),
Kushans (→ *Persis*)
 → *Aetius* may re-hire 2 Hun cavalryes before
 retiring; **Huns** may refuse
 → Besieged non-fortified cities are at -1
Britons and **Sardes** may appear earlier
 → **Romans Player Aid**

Alemanni 2 units, 🏰 *Rex*

Franks 2 units, 🏰 *Meroveus*

Ostrogoths 2 units, 🏰 *Rex*

Visigoths 2 units, 🏰 *Theodericus II*

Alans 2 units, 🏰 *Rex*

Huns 2 units, 🏰 *Attila* (2nd turn)

• Check at end of military activation for collapse
 or empire → **Huns Player Aid**

Burgundians 2 units, 🏰 *Chilpericus*

Vandals 2 units, 🏰 *Gaisericus* (2nd turn)

Suebi 2 units, 🏰 *Recharius*

Herules 2 units, 🏰 *Odoacer*

Gepids 2 units, 🏰 *Ardaricus*

Hepthalites 2 units, 🏰 *Rex*

Britannia Invasion

• Alliance of three Barbarian nations:

Angles [Bernicia] 2 units (no 🏰 *Rex*)

Saxons [Saxonia] Horde, 1 heavy infantry,

2 infantryes, 🏰 *Henges*

Jutes [Lutia] Horde, 2 infantryes, 1 fleet,

🏰 *Rex*

• None of the three can raid

All other nations 🏰 *Rex*,

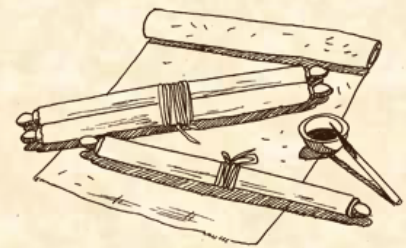
1 unit (Barbarians only)

Persians 🏰 *Pirosen*

Western Romans 🏰 *Valentinianus III* (2nd turn),

☆ *Ricimer*, ☆ *Bonifacius* (2nd turn)

Eastern Romans 🏰 *Marcianus*



TURN #6: 475–499 AD

[4 Raids] **Arabs** (→ *Oriens* or *Mesopotamia*),
Berbers (→ *Africa*),
Hibernians (→ *Britannia*),
Kushans (→ *Persis*)

Alemanni 2 units, **Rex**

Franks 3 units, **Chlodovechus**; **Invasion**
(2 heavy cavalries available)

Ostrogoths 3 units, **Theodericus**;

Renaissance may be possible → **Goths Player Aid**

Visigoths 2 units, **Euricus**

Alans 2 units, **Rex**

Huns 2 units, **Imac**

Burgundians 2 units, **Gundobadus**

Vandals 2 units, **Huniricus**

Suebi 2 units, **Rex**

Herules 3 units, **Odoacer** (2nd turn);

Invasion

Gepids 3 units, **Ardaricus** (2nd turn);

Invasion

Hephthalites 2 units, **Rex**

Saxons 1 infantry, 1 archer,

Henges (2nd turn); allied with **Jutes**

Jutes 2 units, **Rex**; allied with **Saxons**

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Balasu**

Western Romans **Augustulus**,

Gallia **Syagrius**

Eastern Romans **Zeno**

→ **Scoring**



TURN #7: 500–524 AD

[3 Raids] **Blemmyes** (→ *Aegyptus*),

Kushans (→ *Persis*), **Scots** (→ *Britannia*)

Franks 1 unit, **Chlodovechus** (2nd turn)

Ostrogoths 1 unit, **Theodericus** (2nd turn)

Visigoths 2 units, **Euricus** (2nd turn)

Alans 2 units, **Atace II**

Huns 2 units, **Rex**

Herules 2 units, **Rex**

Gepids 2 units, **Rex**

Hephthalites 2 units, **Rex**

Angles **Holsatia** Horde, 2 infantries, 1 archer,

1 fleet, **Ida**; **Invasion**

Saxons 2 units, **Cerdicus**

Lombards **Pomerania** Horde, 3 infantries,

Rex

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Kavadh**

Britons 1 elite heavy cavalry, **Artorius**

• remove cavalry permanently at end of turn

Western Romans **Augustulus**, **Syagrius**

(both 2nd turn)

Eastern Romans **Iustinus**

TURN #8: 525–549 AD

[3 Raids] **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*), Kushans (→ *Persis*)

Franks 1 unit, **Chlotarius**

Huns 1 unit, **Ellac II**

Burgundians 1 unit, **Godomarus**

Vandals 1 unit, **Gelimer**

Herules 2 units, **Rex**

Hephthalites 2 units, **Rex**

Angles 3 infantries, 1 archer, **Offa**

Lombards 2 units, **Rex**

Scots **Ultonia** Horde, 5 infantries, **Feargus**;

Invasion; straits to Dal Riata, Gallovidia

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Chosroes**

Western Romans **Majorianus II**

Eastern Romans **Iustinianus**, **Belisarius**,

Narses

TURN #9: 550–574 AD

[3 Raids] **Blemmyes** (→ *Aegyptus*),

Hibernians (→ *Britannia*),

Kushans (→ *Persis*)

Franks 1 unit, **Chlotarius** (2nd turn)

Ostrogoths 1 unit, **Totila**

Burgundians 1 unit, **Gundocus II**

Hephthalites 2 units, **Rex**

Lombards 4 units, **Alboinus**; **Invasion**

Bavarians **Noricum** Horde, 4 infantries,

Rex; **Invasion**

Avars **Siraces** Horde, 4 cavalries, 2 infantries,

Baianus

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Chosroes** (2nd turn)

Roman reunification possible

Western Romans **Majorianus II** (2nd turn)

Eastern Romans **Iustinus II**

→ **Scoring**

TURN #10: 575–599 AD

[4 Raids] **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*),

Hibernians (→ *Britannia*),

Kushans (→ *Persis*)

→ **Anglo-Saxons** Angles and Saxons merge

(→ **Goths Player Aid**)

Franks 1 unit, **Theudebertus**

Ostrogoths 1 unit, **Totila** (2nd turn)

Visigoths 1 unit, **Reccaredus**

Vandals 1 unit, **Almaricus**

Burgundians 1 unit, **Gundocus II** (2nd turn)

Lombards 2 units, **Alboinus** (2nd turn)

Bavarians 3 units, **Rex**

Avars 4 units, **Baianus** (2nd turn); **Invasion**

Khazars **Siraces** Horde, 4 cavalries, 2 infantries,

Rex; **Invasion**

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Hormisdas IV**

Roman reunification possible

Western Romans **Claudius III**

Eastern Romans **Mauricius**

TURN #11: 600–624 AD

→ **last game turn** if Islam is created

[5–6 Raids] **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*),

Blemmyes (→ *Aegyptus*),

Hibernians (→ *Britannia*),

Kushans (→ *Persis*), **Vikings** (→ *Britannia* if

D2 check)

Ostrogoths 1 unit, **Athalaricus II**

Huns 1 unit, **Attila II**

Vandals 1 unit, **Almaricus** (2nd turn)

Bavarians 3 units, **Rex**

Avars 2 units, **Rex**

Khazars 2 units, **Rex**

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Chosroes II**

Roman reunification possible

Western Romans **Antoninus**

Eastern Romans **Heraclius**

End of Turn: Test for end of game (→ **Persians**

Player Aid). If Islam is created, Arabs invade from the East—see *Volume 2 of Invasions*.

→ **Final Scoring** (if the game ends with turn 11)



TURN #12: 625–649 AD

→ Only if Islam has *not* appeared

[4 Raids] **Arabs** (→ *Oriens* or *Mesopotamia*),

Berbers (→ *Africa*), Kushans (→ *Persis*),

Vikings (→ *Britannia*)

Franks 1 unit, **Dagobertus**

Ostrogoths 1 unit, **Athalaricus II** (2nd turn)

Huns 1 unit, **Attila II** (2nd turn)

Suebi 1 unit, **Hermericus II** (2nd turn)

Bavarians 2 units, **Rex**

Avars 2 units, **Rex**

Khazars 2 units, **Rex**

All other nations **Rex**,

1 unit (Barbarians only)

Persians **Iasgardes III**

Roman reunification possible

Eastern Romans **Heraclius II**

→ **Final Scoring**

Invasions
Volume 1 - 350-650 AD

CALAMITIES

01. Breach of Alliances

- The nation must breach all its **alliances** with other nations.
- The nation may not make any new alliances this turn.
- Foedera, clients, and vassals are not affected.
- **Empire**: One Barbarian 'B' auxiliary unit (of the player's choice) is immediately removed from the Empire's service (returned to pool).

02. Catastrophic Fire

- Randomly select a level II or III city controlled by the nation. If there are none, randomly select a level I city. The selected city suffers a catastrophic fire.
- If a **D2** check is passed, put a face-down pillage marker on it.
- Otherwise, the city is **permanently** reduced by one level.

03. Decline

- Add an *In Decline* marker to the nation.

04. Heresy

- Heresy breaks out in a distant part of the nation.
- If the nation occupies a **single Area**, there is no calamity.
- Otherwise, randomly select an Area within the nation other than the capital's, of the national religion if possible.
- Place a **Heresy +** marker (*Haeresis*) in the selected Area.

05. Inaction

- Each of the nation's leaders who wants to attack this turn must **intercept** the defenders.
- This doesn't apply when subduing a revolt or when fighting in the capital province.
- During other nations' military phase activations, a penalty of **-2** applies to all of the nation's interceptions.

06. Increased Costs

- All non-elite unit costs increase by **1** per unit for this turn.
- Elite unit costs increase by **2** per unit.
- Restoring a damaged elite unit costs **1** extra.

07. Inflation

- The nation's Treasury is immediately reduced to half of its original value.

08. Intolerance

- The nation is **intolerant** this turn. Place the *Intolerantia* marker beside its capital as a reminder (remove it at the end of the turn).
- All alliances with nations of **different religions** are immediately broken.
- No alliance can be concluded this turn with any nation of a different religion (including alliances offered by the diplomacy of other nations).
- **Exception**: This will not affect existing Foedera, clients, or vassals. However, the nation's federates, if of a different religion, can break Foedus without making a **D2** check.
- **Heresy**: Each province within a **heretical Area** that fails a **D2** check revolts. Ignore Areas that are not of the national religion.
- **Empire**: One Barbarian 'B' auxiliary unit (of the player's choice), is immediately removed from the Empire's service (if any).

09. Loss of Units

- This card resolves once the nation's Purchases step is complete.
- If a **D2** check is passed, the nation loses **1 unit**, otherwise it loses **2**.
- The units are randomly selected.
- An intact **elite** unit is flipped instead of being removed.



10. Revolt

→ Placement

- One player (possibly the affected player!) is selected at random to choose the province in revolt. Roll a **D10**:
[1–3] Roman; [4–6] Persian; [7–8] Goth; [9–0] Hun
- The **Revolt –** marker is placed in a province of their choice, with the exception of provinces with a **capital** or where a **leader** is present. The placing player may be forced to choose one of his own provinces. If no legal choice exists, the calamity has no effect. For an Empire (Roman or otherwise), select the Civilized Area using the table for the map half where the empire's capital is located (instead of the **D2** check, which is used for Events):

Western Map (D2 ✓):

[1]	Gallia M.	[2]	Ilyria	[3–4]	Britannia		
[5]	Gallia S.	[6]	Italia	[7–8]	Africa	[9–0]	Hispania

Eastern Map (D2 x):

[1]	Moesia	[2]	Asia	[3]	Cappadocia	[4]	Graecia
[5–6]	Aegyptus	[7–8]	Oriens	[9]	Mesopotamia	[0]	Persis

- Instead of placing a new **Revolt –** marker, the player may flip an existing one to its **Revolt +** side.

→ Usurper

- If the nation is *In Decline*, it **also** suffers a *Usurper* calamity.

11. Sedition

- Ignore this calamity if the nation has no **elite** land units in play (on the map). Otherwise, this card resolves once its Purchases step is complete.
- One randomly selected intact **elite** land unit is flipped.
- The nation must immediately pay **1** per elite land unit in play.
- Each province with an unpaid elite land unit revolts if it fails a **D2** check.

12. Usurper

- This card resolves once the nation's Administration phase is complete.
- The nation's player and any one other player (chosen randomly) will roll off to resolve a struggle between the legitimate ruler (the nation's player) and the usurper (the other player).

→ Legitimate ruler:

- **Dynastic Stability**: If no usurpation occurred in the last 2 turns (this turn and the one before), roll **2 D10** and keep the **higher** of the two. Otherwise, roll **1 D10**. Apply the following modifiers:

- +? Combat value of ruler (**Rome**: or of another one of its leaders)
- +1 per Foedus
- +2 per elite unit designated as loyal by the nation's player (max. +2)
- +1 per auxiliary unit likewise designated as loyal (max. +2)

→ Usurper:

- **In Decline**: If the nation is *In Decline*, roll **1 D10**. Otherwise, roll **2 D10** and keep the **lower** of the two.
 - +1 if *In Decline* (single side)
 - +2 if *In Decline* (doubled side)
 - +½ for each Barbarian horde in the nation's Areas (except Foedera)
 - +1 for each revolt in the nation's Areas (counting Revolt + as two)
 - +1 for each heresy (of the national religion) in the nation's Areas

- The highest adjusted roll wins (the legitimate ruler wins a tie).

Usurper Defeat:

- Eliminate **one unit** of the player's choice. An intact **elite** unit is flipped instead.

Usurper Victory:

- The legitimate ruler is eliminated.
- **Rome**: If another leader was used to modify the die roll, he is also eliminated.
- Each other leader is eliminated if he fails a **D2** check.
- A Usurper becomes the new ruler, chosen with a **D2** check (✓: **Usurpator 1 –2 3**, ✗: **Usurpator 2 –2 2**). Place him on the main land stack (most units, random selection for tied stacks).
- **Duration**: Same as that of the now-defunct legitimate ruler.
- The nation adds an *In Decline* marker and ages **1 space**.
- **All** units designated as **loyal** are eliminated. If none were so designated, **one elite** unit is eliminated and another intact **elite** unit is damaged—both randomly selected from eligible units.

EVENTS

- 01. A Tooth for a Tooth** during a **Military phase stack activation**
- The target stack gains **2 VP per enemy unit eliminated** during its activation. This can be during one of a leader's campaigns.
-
- 02. Age → Public!**
- For a randomly-chosen nation you control, roll a **D10** with the following modifiers:
 - +1 Empire
 - +1 if *In Decline* (single side)
 - +2 if *In Decline* (doubled side)
 - 1 if a named leader (with combat ≥ 1) of the nation is in play
 - Apply the corresponding result:
 - [0-2] rejuvenate 2 spaces; [3] no change; [4-7] age 1 space;
 - [8-9] age 2 spaces; [10+] age 3 spaces
-
- 03. Alliance → Public!** **Private: at the beginning of the Military phase**
- The card player creates an **alliance** between any two nations (Kingdoms or Barbarians) regardless of the controlling players. → [rules, XXVI Alliances](#).
 - Neither of the two nations can be **Intolerant**.
-
- 04. An Eye for an Eye** during a nation's **Military phase activation**
- The target nation selects another nation (not a vassal) with at least 5 units in play to become its **mortal enemy**.
 - The target nation gains **1 VP per unit** of this enemy nation **eliminated** during its activation (excluding leaders and *Limites*).
-
- 05. Archers** during a **land battle**
- The target stack gains **one white die per archer** during the archery round (instead of one white die per two archers).
 - Advanced Combat:** The target stack gains **+2** per archer during the archery round (instead of +1).
- Only one
“during a battle”
card may be
played per battle
(land or naval)!
-
- 06. Assassination Attempt** during a nation's **Reinforcements step**
- Attempt to assassinate a leader. Roll a **D10** with the following modifiers:
 - +1 target is a Civilized leader in its capital or a Barbarian
 - +1 target's nation is *In Decline* (single or doubled side)
 - Result ≥ 9: The assassination succeeds. The leader is removed and is not replaced until the reinforcement step of the next turn. If a named leader, his death is final.
-
- 07. Attrition** during a **stack's movement step**
- The target stack suffers attrition upon entering unfriendly territory. This can be during interception as well as normal activation.
 - Roll a **D10** for **each unit** in the stack (excluding the stack's leader):
 - 8+: unit is eliminated (flipped if elite).
-
- 08. Bad Luck → Public!**
- The card player must return a randomly-selected private event from their hand to the deck (shuffle it back into the deck without revealing it).
-
- 09. Bad Omens** during a **battle**
- May only be played on a stack of **at least 3 units**.
 - Two of the target units, randomly-chosen, won't fight.
 - These units are ignored during the battle and cannot be assigned hits. They rejoin their stack at the end of recovery.
-
- 10. Barbarian Coalition** at the **beginning of the Military phase**
- May not be played during turns 1 and 2.
 - Up to **4 Barbarian nations** (including nomads), chosen by the card player, form an Alliance for 1 turn. → [rules, XXVI Alliances](#).
 - No more than two nations controlled by the same player may be in the alliance.
-
- 11. Barbarian Migration** during a nation's **Military phase activation**
- May not be played on an **invading** Barbarian nation.
 - The target Barbarian nation **invades**, but without the invasion stacking bonus.
-
- 12. Betrayal** during a nation's **Military phase activation**
- May only be played at the start of the target nation's activation.
 - The target nation can breach an **alliance**, foedus, or clientele, or free itself from vassalage. This allows it to attack its former ally, federator, patron, or suzerain.
-
- 13. Blasphemy** after a **successful siege**
- May only be played on a Pagan nation's stack that is pillaging a city.
 - The target Barbarians gain more loot from the temples and churches: **+5** 🍀.
-
- 14. Bravery** during a **battle**
- The target unit **counts as two** during the melee round.
 - Advanced Combat:** The target unit counts as two during both melee rounds.
 - The unit also counts as two when assigning hits (it takes two hits to "hit" the unit).
-
- 15. Breach** during a **siege**
- Cancel a target **fortified city's** wall penalty during a siege (doesn't apply to Constantinopolis).
 - This card may also be used to cancel the **-1** penalty imposed by a non-fortified city during turns 4 & 5 (→ [Time Table](#)).
-
- 16. Campaign** during a nation's **Military phase activation**
- The target leader gains **1 extra campaign** at no cost.
-
- 17. Cancellation** when an event card is **played**
- Cancel a public or private event played by any player (including oneself).
 - This card must be played immediately after the target card has been revealed, before any dice are rolled or other consequences resolved.
 - This card cannot cancel *Plague*, *Scarcity*, or *Famine*.
-
- 18. Caravan → Public!**
- The turn's exceptional caravan brings **5** or **10** 🍀 instead of 1 or 5 🍀, respectively.
-
- 19. City** during a nation's **Reinforcements step**
- May only be played on a Civilized nation.
 - The target nation founds a new **level I city** on an empty city site it controls, free of charge; or,
 - The target nation may pay to increase the size of an existing city it controls: **5** 🍀 for I → II or **10** 🍀 for II → III.
-
- 20. Commerce → Public!**
- A Civilized nation of the card player's choice doubles its **trade income** this turn.
-
- 21. Corruption → Public!**
- A Civilized nation of the card player's choice loses **5** 🍀 (if a Kingdom) or **10** 🍀 (if an empire). This may trigger bankruptcy.
-
- 22. Council → Public!** **May not be played during turns 1 and 2**
- A branch of Christianity holds a council this turn. Roll a **D10**: 1-5 Catholics, 6-8 Monophysites, 9-0 Arians. All heresies of the branch are condemned and the heretics repent. Remove all **Heresy** markers from Areas of that branch.
-
- 23. Dice** during a **battle**
- The target stack gains **1 Re-Roll**.
-
- 24. Evil Omens** during a **land battle**
- May only be played on a Barbarian nation's stack.
 - The target stack loses **one white die** during the melee round (unless that is its only die). If its only die is a black one, it is traded for a white one.
 - Advanced Combat:** The target stack suffers a **-1** penalty to its **2D6** roll for the **first melee round**.
-
- 25. Expert Navigation** during an **amphibious landing**
- The target land and naval stacks gain a **+2** bonus to their sea risk die roll check while attempting an **amphibious landing**.
-
- 26. Famine → Public!**
- Select a Civilized Area at random using the Revolt table (→ [Calamities Player Aid](#) or [rules, XVI.C](#)). Roll again if the Area selected already suffers from Scarcity.
 - Place a **Famine** marker (*Fames*) on the designated Area (remove it at the end of the turn).
 - All province and city income from the affected Areas is reduced to **two-thirds** unless already reduced by Plague.
- Granary Provinces
- The income loss (if any) is reduced by **2** 🍀 per Granary province controlled by the nation (anywhere). This reduction applies to each Famine and Scarcity.
-
- 27. Fleet Caught in Port** after a **successful siege**
- The target conquering nation of a **coastal** city may exchange **one opposing fleet** (of the city's previous nation) in the adjacent sea zone for one of its own (if available and if stacking allows).
-
- 28. Free Units** during a **Reinforcements step**
- The target nation receives **2 free units**, one of which must be an infantry.
 - Rome / Byzantium:** Only one unit may be Roman or Byzantine national unit; the other must be a Barbarian 'B' auxiliary unit.

29. Good Administration	during a nation's Administration Cards step
<ul style="list-style-type: none"> The target nation draws 1 extra Administration card after it has finished drawing but before it chooses a card type based on the card backs. 	
30. Good Omens	during a battle
<ul style="list-style-type: none"> May only be played on a Civilized nation's stack. The target stack gains a white die. Advanced Combat: The target stack gains a +1 bonus to its 2D6 during the first melee round. 	
31. Guides	during a land battle
<ul style="list-style-type: none"> Cancel a mountain ambush. Also cancel any river and/or ridge bonus the opponent may have. 	
32. Heresy → Public!	Not during turns 1 or 2
<ul style="list-style-type: none"> If drawn on turns 1 or 2, discard and draw again. Select a Civilized Area at random using the Revolt table (→ Calamities Player Aid or rules, XVI.C). Roll again if the Area selected already suffers from Heresy. It becomes heretical for the next 2 turns. Put a Heresy + marker (<i>Haeresis</i>) on it. 	
33. Immobilized Horde	during a horde's flight or retreat
<ul style="list-style-type: none"> Play on a non-nomadic Barbarian horde that is about to flee or retreat. Cancel its flight or retreat. 	
34. Imperator	during a Reinforcements step
<ul style="list-style-type: none"> May only be played on a nation (Kingdom or Barbarian) controlling at least 10 provinces. The target nation gains an extra leader for 1 turn. The target nation gains a +4 bonus to its die roll check to transition to Empire this turn. 	
35. Indiscipline	during a battle
<ul style="list-style-type: none"> Play after an archery or melee round after hits have been assigned. An elite unit that has been assigned a hit is eliminated instead of flipped. 	
36. Interception	after an interception has failed
<ul style="list-style-type: none"> The interception succeeds. 	
37. Leader	during a nation's Reinforcements step
<ul style="list-style-type: none"> The target nation receives 1 extra leader. He lasts for one turn. 	
38. Long Battle	during a battle
<ul style="list-style-type: none"> The target nation may fight another melee round. Its opponent has no say in this decision. Assign hits and update advantages before doing so. Advanced Combat: The target nation may fight a third melee round. 	
39. Long Life	during a Reinforcements step
<ul style="list-style-type: none"> The target named 1-turn leader remains in play for one extra turn. No named leader may remain in play for more than two turns. 	
40. Major Battle	during a battle
<ul style="list-style-type: none"> Play on the attacker or defender at the end of a battle, after losses are assigned but before victory determination. The chosen side may immediately launch a (single) new melee round (after advantages are updated, of course). Alternatively: The nation of the card player gains an extra 3 VP if it won the battle. 	
41. Martyrdom	after a successful siege
<ul style="list-style-type: none"> Play after a Civilized city falls to a Barbarian nation, or if a Byzantine city falls to the Persians or vice-versa. The city's previously controlling nation gains 1 infantry (in any controlled province) and 10. 	
42. Monastic Spirit	during a Purchases step
<ul style="list-style-type: none"> May only be played on a Christian nation (including Arians and Monophysites). The target nation gains 3 VP per 5 spent on monastery construction, up to a maximum expenditure of 25. (Nothing is placed on the map.) 	
43. Naval Maneuvers	during a naval battle
<ul style="list-style-type: none"> The target side gains an extra black die for one naval battle round. Advanced Combat: The target side gains a +2 bonus for one naval battle round. 	
44. Pillaging and Orgies	after a successful siege
<ul style="list-style-type: none"> May only be played on a Barbarian nation when it loots a city. The looted city generates 2 extra pillage markers. If the city is Level II or III and it fails a D2 check, it is reduced by 1 level. 	
45. Piracy → Public!	
<ul style="list-style-type: none"> The target sea zone is infested with pirates and will produce no income this turn. Additionally, unless a nation holds the monopoly for that sea zone, each coastal city is looted if it fails a D2 check. If the city's nation has fleets in the target sea zone, each coastal city is instead looted if it fails two D2 checks. Place a face-down pillage marker (🔥) on each looted city. Ignore the marker's face (no additional effects occur). 	
46. Plague → Public!	
<ul style="list-style-type: none"> Select a Civilized Area at random using the Revolt table (→ Calamities Player Aid or rules, XVI.C). Place a Plague marker (<i>Pestis</i>) on the designated Area (remove it at the end of the turn). All province and cities income from provinces in the Area is reduced to two-thirds unless already reduced by Famine or Scarcity. Each Level II or III city that fails a D2 check is reduced 1 level. Each Civilized nation also loses (or flips, in the case of elite units) 2 units at random among those stationed in the plague provinces. Each Barbarian nation loses 1 unit at random among those stationed in the plague provinces. A stack that enters a plague Area loses a random unit unless it passes a D2 check. 	
47. Pool → Public!	
<ul style="list-style-type: none"> Each player loses half of their private event cards in hand. All pillage event markers held by the players are returned to the reserve. Ignore event cards drawn this turn (set them aside until this event is resolved). The lost cards are drawn randomly from each player's hand and shuffled back into the deck without being revealed, along with all the discards. 	
48. Reaction	during a stack's movement step
<ul style="list-style-type: none"> The target stack, reacting to another stack's movement, gains a +4 bonus to either intercept or flee. 	
49. Religious Coup	during the Diplomacy or Military phase
<ul style="list-style-type: none"> Diplomacy phase: The target nation may pay 5 to gain 1 extra Diplomacy card. Military phase: The target nation may pay 5 to gain 1 extra campaign (for the nation's choice of leader). 	
50. Renaissance	during the status of nations step
<ul style="list-style-type: none"> May only be played on a Germanic nation (Barbarian or Civilized). Rejuvenate the target nation between 1 and 3 spaces (your choice) on its age track. The target nation also receives 5 free units, placed with its horde or on its capital, during the following reinforcements step. If the nation was a federate or vassal, it is now free. 	
51. Revolt → Public!	
<ul style="list-style-type: none"> A randomly-selected Civilized nation suffers a revolt → Perform Revolt process and proceed. 	
52. Rolling Stones	after a successful siege
<ul style="list-style-type: none"> May only be played on a leader who has just successfully besieged a capital. The target leader gains 2 extra campaigns. 	
53. Royal Conversion	at the beginning of the Administration phase
<ul style="list-style-type: none"> A randomly-chosen Pagan Kingdom converts to Christianity (its controller gains 10 VP); or The target Arian Kingdom becomes Christian (Catholic) (its controller gains 5 VP). 	
54. Ruse	during a land battle
<ul style="list-style-type: none"> All terrain penalties (marsh, forest, river, straits, etc.) are ignored by the Attacker. The Attacker also gains 1 extra Re-Roll. This does <i>not</i> cancel any fortified city penalty. 	
55. Saint	after a successful siege
<ul style="list-style-type: none"> A saint (of the besieged nation) makes one successful siege die roll check fail, unless there was an assault. 	
56. Scarcity → Public!	
<ul style="list-style-type: none"> Select a Civilized Area at random using the Revolt table (→ Calamities Player Aid or rules, XVI.C). Roll again if the Area selected already suffers from Famine. Place a Scarcity marker (<i>Penuria</i>) on the affected Area (remove it at the end of the turn). All province and cities income from the affected Areas is reduced to three-quarters unless already reduced by Plague. 	
→ Granary Provinces	
<ul style="list-style-type: none"> The income loss (if any) is reduced by 2 per Granary province controlled by the nation. This reduction applies to each Famine and Scarcity. 	

-
- 57. Sedition** **when an interception is announced**
- The intercepted stack's nation may **bribe** the intercepting stack into inaction.
 - The intercepted stack's nation must have a stack in a province adjacent to the intercepting nation (this could be the intercepted stack).
 - The intercepted stack's nation decreases its Treasury by **5** 🏠 (10 🏠 if the intercepting stack has a leader with it). If there are insufficient funds, the bribe is not possible.
 - The bribe succeeds if a **D2** check is passed. If it is successful:
 - The bribed stack is inactive and cannot intercept **any** stack until the end of the turn's Military phase or until its nation activates, whichever occurs first. It may flee if attacked.
 - Further, up to two vassal, auxiliary and/or federate units in it **desert** (chosen by the intercepted stack's nation). They join the intercepted stack if stacking permits, otherwise they are removed. In any case, those units will be removed at the end of the current Unit Stacks step.
 - Lastly, up to two other Roman Barbarian ('B') auxiliary units in the intercepting stack that belong to the intercepted stack's ethnicity switch sides. Remove those units from the intercepting stack and add equivalent units to the intercepted stack, drawn from the intercepted stack's nation's reserves. *For example, a Hun stack intercepted by a Roman stack that includes a Hun horse archer auxiliary would see the latter removed from the Roman stack and a Hun horse archer added to the Hun stack from the Hun pool.*
-
- 58. Siegecraft** **during a siege**
- May only be played on a Civilized nation.
 - The target nation receives a **+2** Civilized besieger bonus instead of the normal +1.
-
- 59. Signo Deus** **during a battle**
- May only be played at the start of a battle between a target **non-Pagan nation** and an opposing stack of at least 3 non-Pagan units (not necessarily of the same religion).
 - The target stack gains **2 extra Re-Rolls**.
 - The target stack also gains an **extra white die** for the melee round.
 - Advanced Combat: In addition to the extra Re-Rolls, the target stack gains a bonus of **+1** to its die rolls for each melee round.
 - Two of the opposing non-Pagan units, randomly-chosen, won't fight.
 - They are ignored in the battle and cannot be assigned hits. They rejoin their stack at the end of recovery.
-
- 60. Storm** **during an amphibious landing**
- Inflict a penalty of **-3** to the target land and naval stacks' sea risk die roll check while attempting an **amphibious landing**.
-
- 61. Surprise Overrun** **during a stack's movement step**
- The target stack can **overrun** once with only a **4:1 unit ratio** instead of the usual 6:1.
-
- 62. Tactics** **during a battle**
- The target stack gains an **extra black die** during the melee round.
 - Advanced Combat: The target stack gains a **+2** bonus to its **first melee round** die roll.
-
- 63. Trap** **during a land battle**
- Play on the attacker or defender at the start of a land battle.
 - The chosen side rolls one black die *before* the archery round. Red swords count in *any* terrain. Resolve hits before proceeding further.
 - Advanced Combat: The chosen side either gets an unmodified free roll on the Firing Combat Table *before* the archery round or receives a **+2** bonus during *both* melee rounds.
-
- 64. Treachery** **during a battle**
- Play on the attacker or defender at the start of a battle.
 - Up to two enemy infantry (or one fleet) switch sides.
 - Ignore these units for stacking purposes. Eliminate these units after recovery if not already destroyed.
-
- 65. Treason** **during a siege**
- May not be played during a siege of Constantinopolis.
 - The target nation gains a **+3** bonus to its siege die rolls.
 - The target nation can also launch an assault without losing any units.
-
- 66. Urban Growth** **during a Reinforcements step**
- Augment the target **level I** city to **level II** at no cost.
-
- 67. Windfall** **during a nation's Income step**
- The target Civilized nation gains **10** 🏠.

ROMANS

A. The Roman Empire

- At the beginning of the game, the Roman Empire is unified, although separated into two entities: **Rome** (West) and **Byzantium** (East).
- The setup of *Limites* is fixed: 2 in *Britannia*, 8 along the Rhenu and Danuvius rivers (Flandria–Helvetia and Rhaetia–Pannonia).
- The Empire stays united on turns 1 and 2. The two nations activate together, and Roman units stack and battle together.
- **Exception:** The **Guard** and **Themata** units must stay within their respective home entity's controlled Areas.
- On **turn 3** (400 AD) the division into two empires occurs: each empire is henceforth played separately, each with its own activation. The Western Roman Empire gets an *In Decline* marker and its capital moves to Ravenna.
- If neither Empire collapses, reunification is possible starting on **turn 9** (550 AD).
- **Britannia:** From **turn 4** (425 AD) onwards, if no Roman unit remains in *Britannia* (excluding *Limites*, vassals, and federates), the Area is no longer part of Western Rome and the remaining *Limites* counters are removed from play.

B. Roman Generals

- On certain turns, Rome has generals (★) in addition to its Emperor: turn 3, *Stilicho*; turn 4, *Aetius*; turns 5–6, *Syagrius*.
- A Roman leader can be neutralized or eliminated by events (*Assassination Attempt*, *Sedition*) or calamities (*Inaction*, *Usurper*) as well as by combat.

C. Aetius and Attila

→ **Huns Player Aid**

D. Emperor Theodosius

- On **turn 2** (375 AD), if Emperor *Gratianus* is eliminated, Emperor *Theodosius* is immediately placed on a Western Roman stack (possibly the eliminated one, since it is about to be recovered). Otherwise, if Emperor *Valens* is eliminated, Emperor *Theodosius* is likewise immediately placed on an Eastern Roman stack.

E. Imperial Administration

- Rome and Byzantium are administered separately, even while the Roman Empire is unified.
- **Rome: 67** 🍷
(7 Areas 14, cities 30, capital 10, commerce 11, caravan 1, tribute 1)
- At the *beginning* of its administration phase, Rome's Treasury is adjusted (according to its age):
age 1–4 no change; **age 5–8** two-thirds kept; **age 9–12** half kept.

F. Leader Inactivity

- When the Administration card forces leader inactivity, the Emperor relocates to Ravenna (not Roma) and the (unnamed) Caesar to Mediolanum or Treverum (player's choice). Only the named Roman generals (*Stilicho*, *Aetius*, *Syagrius*) remain active and free to act.

G. The Usurper Calamity

- The Roman Empire is very prone to usurpation, especially Western Rome which is already *In Decline* in 350 AD. Usurpation can occur in three ways:
→ **Administration Cards** step: A *Usurper* calamity strikes the Empire.
→ **Purchases** step: If the empire is *In Decline* and a **D2** check is failed.
→ **Pillage marker:** If a *Usurper* effect is drawn by the Roman player.

H. Abandonment of Areas

- Rome (not Byzantium) may decide to abandon certain Areas from **turn 3** onwards. The only Areas that can be abandoned are *Africa*, *Britannia*, *Gallia Meridionalis* and *Septentrionalis*, and *Hispania*.
- Abandonment inflicts a VP penalty on the turn it occurs.
- One Area per turn may be abandoned, at the start of the Administration phase. The consequences of abandonment are:
 - Roman armies, leaders, and fleets are immediately moved to the closest province not in an abandoned Area. *Limites*, if any, are abandoned in place.
 - *Britannia:* The **Briton Kingdom** is created (see S, below).
 - *Hispania:* The **Euskaldun Kingdom** is created (see T, below).
 - The Romans receive an immediate tribute of ½ 🍷 per province they controlled in the abandoned Area.
 - The Roman player immediately receives half of the VP worth of the abandoned Area (→ **Romans nation card**) **except** when the abandonment triggers the creation of a client Kingdom (i.e. the Britons).

I. Roman Reunification

- Roman Reunification is only possible as indicated on the Time Table, usually on turns 9 through 12. Neither Rome nor Byzantium may have collapsed or attacked each other in previous turns.
- This is done at the beginning of the Administration phase. The consequences of reunification are:
 - One of the two Empires abdicates to the benefit of the other. Replace the abdicating Empire's units with those of the beneficiary, as much as its pool allows.
 - The abdicating Empire loses its **entire** Treasury.
 - The abdicating Empire's player immediately receives all the VPs linked to its provinces and Areas as indicated on the VP list. Controlled Areas are worth a minimum of 3 VP each.
- **Unit shortage:** If there are not enough units of the beneficiary Empire to replace the abdicating Empire's units in the regions listed below, keep the excess abdicating Empire units (chosen by the abdicating Empire's player) on the map and treat those Areas and their units as independent minor Kingdoms, **clients** of the beneficiary Empire.
- If Rome abdicates in favour of Byzantium (see K for setup details):
 - *Africa:* Africano-Romans (inactive)
 - *Gallia Meridionalis* and *Septentrionalis:* Gallo-Romans (active)
 - *Hispania:* Hispano-Romans (inactive)
- If Byzantium abdicates in favour of Rome (see G on the **Byzantine Player Aid** for setup details):
 - *Asia* and *Cappadocia:* Cappadocians (active).

J. Collapse of Eastern Rome

→ **Byzantines Player Aid**

Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

Purchase Costs	Kingdom	Empire
Noble Cavalry	5 🍷	10 🍷
Elite Inf. Heavy Cavalry	4 🍷	8 🍷
Heavy Inf. Horse Archer	3 🍷	6 🍷
Infantry	2 🍷	4 🍷
City Fortifications 15 🍷		Fleet 10 🍷

K. Collapse of Western Rome

- All imperial cities lose the use of their walls for the turn's military phase, including Ravenna (the capital), and can be taken without a siege.
- The Roman Guard (*Custodes*), Palatine cavalry, Elite Fleet and *Cataphracta* are permanently removed.
- The **Briton Kingdom** is created (see S, below).
- The **active Gallo-Roman Kingdom** is created, age 9, Treasury 5 🍷 and is owned by the Roman player. It is made up of all of the provinces in both *Galliae* that are still under Roman control at the moment of collapse.
 - The Kingdom receives all Gallo-Roman units (relocate them if need be). Its king is a Roman general (*Stilicho*, *Aetius*, or *Syagrius*) if in play, otherwise the Caesar.
 - Put the capital marker (it's on the flip side of a Roman fleet) on an existing city within the Kingdom. If none, set it aside until a city falls to the Gallo-Romans.
 - The Kingdom inherits the Western Rome Age and Treasury markers.
- The **inactive Hispano-Roman** and **Africano-Roman Kingdoms** are created, both owned by the Roman player. They are made up of all of the provinces in *Hispania* and *Africa* (respectively) that are still under Roman control at the moment of collapse.
 - Each Kingdom receives its units. Relocate them if need be.
 - Put each capital marker (they're on the flip side of Roman fleets) on an existing city within its Kingdom. If none, set it aside until a city falls to it.
- The **Eastern Roman Empire** becomes the sole legitimate Roman Empire.
- All former Roman provinces other than *Africa*, *Britannia*, both *Galliae* and *Hispania* are now controlled by Byzantium.
- All Foedera are transferred to Byzantium. Clients and vassals are freed.

L. Roman Conscription

- Rome may restore (unflip) **two elite units** each turn, during the Purchases step, at **half** the normal cost.
- Rome may only purchase (recruit) **a single Roman unit** per turn, until the end of **turn 7** (500 AD).
- From **turn 8** (525 AD) onwards, national recruitment improves and the limit of purchases is doubled to **two Roman units** per turn.

M. Western Rome Auxiliaries

- Rome may recruit Barbarian 'B' auxiliaries, limited only by their availability. Beware, those units are not always reliable:
- **turn 1**: 1 auxiliary → 1 horse archer (Mauritanian)
- **turn 2**: 6 auxiliaries → 3 infantry (Goth),
3 infantry (Herule)
- **turn 3**: 2 auxiliaries → 1 horse archer (Hun),
1 infantry (Alemanni)
- **turn 4**: 3 auxiliaries → 1 horse archer (Mauritanian),
2 infantry (Burgundian, Vandal)
- **turn 5**: 2 auxiliaries → 1 horse archer (Hun),
1 infantry (Gepid)

N. Western Rome *Limites*

- Starting with **turn 4** (425 AD), a destroyed Western Rome *Limes* counter may be replaced during the Purchases step by flipping it to its local Roman unit side (Gallo-Roman, etc.) at a cost of 2 🍷.
- On the purchases step of **turn 8** (525 AD), *Limites* cease to exist and all remaining counters are flipped to their local Roman unit sides.

O. Roman Elites

- The Guard (*Custodes*) and Palatine cavalry units count as **two elites** for the combat bonus but are still damaged by a single hit.
- If Rome has at least **four elites** participating in a battle, the elite combat bonus is doubled (to +2). Only Rome and Byzantium have this tactical advantage.

P. Roman Garrisons

- Units with an **Area Name** (e.g. *Hispania*, etc.) are automatically **redeployed** to their Area of origin (player's choice of province) at the end of the Roman military phase activation—but **only if** these Areas are still Roman-controlled.
- North (*Septentrionalis*) and South (*Meridionalis*) Gaul (*Gallia*) are treated as a single Area when redeploying the Gallia Legion and the Gallo-Roman units.
- The remaining Roman units are then automatically **redeployed** inside the controlled Areas of their own part (West/East) of the Empire.
- Roman units may remain outside Roman-controlled Areas only if stacking limits prevent them from redeploying as described above.

Q. Threats to Italia

→ *May be used only once per game.*

- If **Arian** or **Christian Barbarians** enter *Italia*, the Romans may "expel" them on a later turn by federating them at the beginning of the Barbarians' military phase activation. The Barbarians may not refuse this Foedus.
- If possible, this Foedus should be in *Gallia Meridionalis*, and preferably in the *Aquitania* and *Garumnus* provinces.

R. The Mauritanian Kingdom

- The provinces of Caesarea and Mauritania form the inactive independent minor Kingdom of Mauritania, initially a **client** of Rome, paying it a tribute of 1 🍷 per turn.
- The Mauritanians lend one of their three units to Rome as a mercenary, which must stay in *Africa*. The other two garrison their provinces.
- Mauritanian loyalty is at best precarious. If a Barbarian horde is in *Africa* and the Kingdom is a Roman client, a **D2** check is made at the beginning of the horde's activation. If failed, Mauritania **rebels** and **submits** to the horde. Its mercenary unit immediately redeploys to a province controlled by its new suzerain.
- Rome may attempt to regain Mauritania's clientele with the *Alliance* diplomacy card. Even if it succeeds, the Mauritanians will be tested every turn, for as long as a Barbarian horde is in *Africa*.
- If the Barbarian horde leaves or becomes a Kingdom, Mauritania reverts to Roman clientele.
- If Rome loses control of all its cities in *Africa*, the Mauritanians immediately become a Roman client—even if a Barbarian horde is present in the Area—but they no longer pay a tribute.

S. The Briton Kingdom

- The **active Briton Kingdom** (owned by the Roman player) is created when *Britannia* is abandoned, when Rome collapses, or on the Reinforcements step of **turn 5** (450 AD) at the latest.
- It starts with Treasury 15 🍷, 6 infantries, and 1 Rex leader. Its age is two more than the turn's number (e.g. age 7 if formed on turn 5). Its capital (a fortified level 1 city) is in Corinium Dobunorum. Note that it immediately scores 10 VPs for founding a Kingdom.
- Roman auxiliaries, *Limites*, and local Roman units (Britanno-Romans) are removed; remaining Roman national units are moved to the closest friendly province(s) in *Gallia Septentrionalis*.
- Its elite, archer, and fleet units cannot be purchased before turn 6. Its elite heavy cavalry unit cannot be purchased at all—it arrives as a special reinforcement on turn 7.

T. The Euskaldun and Sarde Kingdoms

- The **inactive Euskaldun Kingdom** (owned by the Persian player) is created when *Hispania* is abandoned, when Rome collapses, or on the Reinforcements step of **turn 4** at the latest. Its two units appear in its home provinces (Cantabria, Piranaei).
- The **inactive Sarde Kingdom** (owned by the Hun player) is created on the turn after Roma is looted, when Rome collapses, or on the Reinforcements step of **turn 5** at the latest. Its unit and a **Rebellio** unit appear, randomly assigned to its home provinces (Corsica and Sardinia).

BYZANTINES

A. The Roman Empire

- At the beginning of the game, the Roman Empire is unified, although separated into two entities: **Rome** (West) and **Byzantium** (East).
- The setup of *Limites* is fixed: In Europe, 4 along the Danuvius river (Savus–Tyras) and 1 in Bosphorus; in *Oriens*, 2 at the Persian border (Osroene–Amida), 1 in Coele Syria.
- The Empire stays united on turns 1 and 2. The two nations activate together, and Roman units stack and battle together.
- **Exception:** The **Guard** and **Themata** units must stay within their respective home entity's controlled Areas.
- On **turn 3**, the division into two empires occurs: each empire is henceforth played separately, each with its own activation. Rome (but not Byzantium) gets an *In Decline* marker when the division occurs.
- If neither Empire collapses, reunification is possible starting on **turn 9** (550 AD).

B. Roman-Byzantine Generals

- On certain turns, Byzantium has generals in addition to its Emperor: turn 3–4: *Asparus*; turn 8: *Belisarius*, *Narses*.
- A Byzantine leader can be neutralized or eliminated by events (*Assassination Attempt*, *Sedition*) or calamities (*Inaction*, *Usurper*) as well as by combat.

C. Persian Limites

- The two *Limites* facing Persia can be redeployed according to border changes during the **Reinforcements** step (instead of the Purchases step).

D. Imperial Administration

- Rome and Byzantium are administered separately, even while the Roman Empire is unified.
- **Byzantium: 70**
(6 Areas 12, cities 32, capital 10, commerce 13, caravan 1, tribute 2)
- At the *beginning* of its administration phase, Byzantium's Treasury is adjusted (according to its age):
age 1–4 no change; **age 5–8** two-thirds kept; **age 9–12** half kept.

E. Leader Inactivity

- When the Administration card forces leader inactivity, the Emperor relocates to Constantinopolis and the (unnamed) Caesar to Antiocheia or Dara (player's choice). Only the named Roman generals (*Asparus*, *Belisarius*, *Narses*) remain active and free to act.

F. Roman Reunification

→ **Romans Player Aid**

G. Collapse of Eastern Rome

- All imperial cities lose the use of their walls for the turn's military phase, including Constantinopolis (the capital), and can be taken without a siege.
- The Byzantine Guard, Palatine cavalry, elite Fleets and *Cataphractae* are permanently removed.
- The **active Cappadocian Kingdom** is created, age 1, Treasury 15 and is owned by the Byzantine player. It is made up of all of the provinces in *Asia* and *Cappadocia* that are still under Byzantine control at the moment of collapse. It is initially a client of Rome, paying **no** tribute and lending **no** mercenary.
 - The kingdom receives all remaining Byzantine **Themata** units (relocate them if need be). Its king is a Byzantine general if in play, otherwise the Caesar.
 - Put the capital marker (it's on the flip side of a Byzantine fleet) on an existing city within the Kingdom. If none, set it aside until a city falls to the Cappadocians.
 - The Kingdom inherits the Eastern Rome Age and Treasury markers.
- The **Western Roman Empire** becomes the sole legitimate Roman Empire.
- All former Byzantine provinces other than *Asia* and *Cappadocia* are now controlled by Rome.
- All Foedera are transferred to Rome. Clients and vassals are freed.

H. Collapse of Western Rome

→ **Romans Player Aid**

I. Roman Conscription

- Byzantium may restore (unflip) **two elite units** each turn, during the Purchases step, at **half** the normal cost.
- Byzantium may only purchase (recruit) **a single Roman unit** per turn, until **turn 7** (inclusive, 500 AD).
- From **turn 8** (in 525 AD) onwards, national recruitment improves and the limit of purchases is doubled to **two Roman units** per turn.

J. Eastern Rome Auxiliaries

- From **turn 2** onwards, Byzantium may recruit Barbarian 'B' auxiliaries, limited only by their availability. Beware, those units are not always reliable:
- **turn 2:** 4 auxiliaries → 1 horse archer (Alan), 3 infantry (2 Goth, 1 Herule)
- **turn 3:** 2 auxiliaries → 2 heavy cavalries (Goth)
- **turn 4:** 1 auxiliary → 1 infantry (Gepid)
- **turn 5:** 2 auxiliaries → 1 horse archer (Hun), 1 infantry (Gepid)

K. Byzantine Limites and the Themata



- Up until **turn 7** (500 AD) inclusive, a destroyed Eastern Rome *Limes* counter may be replaced during the Purchases step by flipping it to its local Byzantine unit side (*Thema*, etc.) at a cost of **2** each.
- On the purchases step of **turn 8** (525 AD), *Limites* cease to exist and all remaining markers are flipped to their local Byzantine unit sides.
- Previously eliminated Eastern Rome *Limites* may henceforth be repurchased as mobile combat units called **Themata** (singular *Thema*) at a cost of **2** each.

L. Byzantine Elites


- The Guard (*Custodes*) and Palatine cavalry units count as **two elites** for the combat bonus but are still damaged by a single hit.
- If Byzantium has at least **four elites** participating in a battle, the elite combat bonus is doubled (to +2). Only Rome and Byzantium have this tactical advantage.

Purchase Costs	Kingdom	Empire
Noble Cavalry	5	10
Elite Inf. Heavy Cavalry	4	8
Heavy Inf. Horse Archer	3	6
Infantry	2	4
City Fortifications 15		Fleet 10

M. *Cataphractae*

- *Cataphractae* (singular *Cataphracta*) are elite heavy horse archers  that become available on **turn 8** (525 AD).
- Once they are available, Byzantium may convert each Guard unit into a *cataphracta* during the Purchases step at no cost, whether the Guard is in play or in the unit pool (if previously eliminated). This is irreversible.
- The purchase cost of each additional *cataphracta* is **15**  (same as the Guard or the Palatine cavalry).

N. The Theodosian Walls

- The walls of Constantinople can be reinforced and become **level -4**. This costs **15**  and is marked by turning over the Eastern Rome Capital marker.

O. Byzantine Decline

- If *In Decline*, Byzantium (and Rome) must make a **D2** check after the Purchases step; if it is failed, a *Usurper* calamity occurs.

P. Crossing the Bosphorus

- The straits between Thracia and Bythnia are known as the Bosphorus.
- A friendly Constantinople allows crossing the Bosphorus during normal movement (not during interception nor flight) as if it were a river as long as there is no naval blockade.
 - If Bythnia is hostile, strait penalties apply for combat purposes.
- A stack in Constantinople or in a province west of Constantinople that attempts to **intercept** in *Asia* or anywhere east of *Asia* suffers an additional penalty of **-2** to its **D10** roll. The same is true intercepting the other way.


Q. Julian Persian Campaign of 350 AD

- On **turn 1**, at the beginning of the **Roman** military phase activation, Emperor *Iulianus* and Roman units anywhere in the (Western) Empire (except the Guard units) can be redeployed.
- If Rome captures **Ctesiphon** on turn 1, it may force a special peace on Persia (Persia Defeated, below) or decide to continue the war.

→ Persian War Continues

- At least one unit must be left as a garrison to control each Persian province. Control of the *Persis* Area does not grant Byzantium control of that Area's empty provinces.


→ Persia Defeated

- Persia transfers **15**  from its Treasury, shared between East and West Rome as desired.
- Control of all Roman provinces annexed by Persia earlier during the turn reverts to Byzantium. Redeploy Persian and Byzantine units as required to achieve this.
- Persia cedes **three provinces** (Atropatene, Assyria, and Euphrates) to Byzantium. Redeploy Persian and Byzantine units as required to achieve this.
- Rome evacuates all remaining Persian provinces (in *Persis*, *Mesopotamia*, and possibly Areas further east). Redeploy Persian and Roman units as required to achieve this.
- If **Armenia** had become a Persian client, it reverts to being a Byzantine client.
- Persia can't declare war on either Roman Empire on turn 2 (375 AD).


R. Byzantine Garrisons

- Units with an **Area Name** (e.g. *Oriens*, etc.) are automatically **redeployed** to their Area of origin (player's choice of province) at the end of the Byzantine military phase activation—but **only if** these Areas are still Byzantine-controlled.
- The remaining Byzantine units are then automatically **redeployed** inside the controlled Areas of their own part (West/East) of the Empire.
- Byzantine units may remain outside Byzantium-controlled Areas only if stacking limits prevent them from redeploying as described above.


S. The Kingdom of Armenia

- The provinces of Armenia and Armenia Minor form the inactive independent minor Kingdom of Armenia, initially a **client** of Byzantium, paying it a tribute of **2**  per turn.
- The Armenians lend one of their three units (randomly chosen) to Byzantium as a mercenary which must stay in the East (*Cappadocia*, *Caucasus*, *Mesopotamia*, *Persis*, and further east; if this requirement cannot be satisfied, it remains in Armenia). The other two garrison their provinces.
- Byzantium may attempt to regain Armenia's clientele with the *Alliance* diplomacy card. Otherwise its only recourse is to conquer its capital (Artaxata).
- Armenia is pro-Byzantium: A nation other than Byzantium (such as Persia) that plays the *Alliance* diplomacy card must pass **two D2** checks to succeed. The Armenian clientele marker has a pinkish side (for when it is a client of Byzantium) and a yellowish side (for when it is a client of Persia).

T. The Kingdom of Iberia

- The provinces of Iberia and Azeria form the inactive independent minor Kingdom of Iberia, initially a **client** of Persia, paying it a tribute of **2**  per turn and lending a random unit which must remain in the East (defined as for Armenia, above).
- Byzantium may make this Kingdom its client either by conquering its capital (Ganzac) or by using the *Alliance* diplomacy card—however, pro-Persian sentiment means any nation other than Persia (such as Byzantium) will need to pass **two D2** checks to succeed with that card. The Iberian clientele marker has a yellowish side (for when it is a client of Persia) and a pinkish side (for when it is a client of Byzantium).
- Once Iberia has become the client of another nation than Persia, it behaves like Colchis (see below), breaking away after a turn as client unless convinced otherwise.

U. The Kingdom of Colchis

- The provinces of Colchis and Lacyzia form the inactive independent minor Kingdom of Colchis. When made a client, it pays a tribute of **2**  per turn and lends a random unit which must remain in the East (defined as for Armenia, above).
- Any Civilized nation may make this Kingdom its client either by conquering its capital (Phasis) or by using the *Alliance* diplomacy card—however, **two** successful **D2** checks are required in that case.
- After a turn as client, Colchis reclaims its independence at the beginning of the next turn's Administration phase, unless an *Alliance* diplomacy card is successfully played at that time (a **single D2** success is enough when continuing clientele).

Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

HUNS

A. The Hun Invasion

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

B. Horde and Units

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

C. Rebellion of a Vassal

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

D. Attila and Aetius

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

E. Collapse or Empire?

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

→ Total Destruction

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

→ Possible Glory

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

F. The Young Hun Empire

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


Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

Purchase Costs	Kingdom	Empire
Noble Cavalry	5	10
Elite Inf. Heavy Cavalry	4	8
Heavy Inf. Horse Archer	3	6
Infantry	2	4
City Fortifications 15		Fleet 10

PERSIANS


A. The Persian Kingdom

- The Persian Kingdom extends over two Areas: *Mesopotamia* and *Persis*.
- Persia also receives a 2  **extra income** from the *Persia Orientalis* box, representing the easternmost parts of the Kingdom not shown on the map. This is treated as a city income exclusive to Persia.
- Into the East: When using the 'Into the East' map extension, the *Persia Orientalis* box is ignored.



B. Founding the Persian Empire

- When checking for Transition to Empire, Persia applies one extra **D10** modifier:
 - +1 per client state (Armenia, Colchis, Iberia)
- When it does transition, the age of the new Empire is 3 instead of 1.

C. Kingdom Administration

- **Persia: 41**  (provinces 21, cities 10, capital 5, commerce 0, caravan 1, tribute 2, off-map 2)
- At the *beginning* of its administration phase, Persia's Treasury is adjusted (according to its age):
 - age 1–4 no change; age 5–8 two-thirds kept; age 9–12 half kept.

D. Persian Elephants

- Starting with **turn 2**, Persia can purchase elephants.
- The elephant is a normal (not elite) **double heavy unit**  . It counts as two heavy units when determining advantages but is still eliminated by a single hit.

E. Sapor II Campaign of 350 AD

- At least one unit must be left as a garrison to control each Byzantine province. Control of the *Asia*, *Cappadocia*, or *Oriens* Areas does not grant Persia control of those Areas' empty provinces.

F. Persian Garrisons

- Persia has 6 **satrapes** (garrison infantries); these may attack inside *Mesopotamia* and *Persis* only.
- The *satrapes* are automatically **redployed** within their two Areas at the end of the Persian military phase activation (controlled *provinces*).
- *Satrapes* displace non-garrison units to adjacent controlled provinces in order to make room for themselves within stacking limits. Excess *satrapes* beyond the stacking limits must also be placed into adjacent controlled provinces.

G. Julian Persian Campaign of 350 AD

- If Ctesiphon is captured by Emperor *Iulianus* on **turn 1**, a special peace may be imposed on Persia (→ **Romans Player Aid**).

H. Persian Resistance

- When a Persian-controlled province in *Mesopotamia* or *Persis* is entered by an enemy, Persia immediately receives 1 **free unit** of its choice.
- Elite units are received damaged (flipped).
- The unit received can be placed either in the province or in a former Persian province left unoccupied by the intruder (i.e. behind enemy lines).

I. Fall of Ctesiphon

- Each time Persia loses its capital, it receives an *In Decline* marker and loses 5 **VP**.
- The capital may be moved back to Ctesiphon at no cost if Persia regains control of the city. This can occur at any time during a Persian Administration or Military phase. If the capital moves to a pillaged Ctesiphon city site, it remains pillaged.

J. The Kingdom of Armenia

→ **Byzantines Player Aid**

K. The Kingdom of Iberia

→ **Byzantines Player Aid**

L. The Kingdom of Colchis

→ **Byzantines Player Aid**

M. Islam and the end of the game

- At the **end of turn 11**, a die roll check is made to see if Islam has been created.
- Roll of a **D10** with the following modifiers:
 - +1 if there was a war between Persia and Byzantium on turn 10
 - +1 if there was a war between Persia and Byzantium on turn 11
 - +1 if there are 5 or more Heresy markers on the map
 - +1 if there is a Heresy in a Persian Area
- If the result is > 6, the game **ends immediately**. Score VPs as if this were turn 12.
- Otherwise, play turn 12 normally.

Movement Allowances

Cavalry, Nomad Horde, Fleet	4
Infantry, Horde	3

Purchase Costs	Kingdom	Empire
Noble Cavalry	5 	10 
Elite Inf. Heavy Cavalry	4 	8 
Heavy Inf. Horse Archer	3 	6 
Infantry	2 	4 
City Fortifications 15 		Fleet 10 

GOTHS

A. Alliance of the Goths

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

B. Ermanaricus the Conqueror

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

→ Conquest

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

C. The Visigothic Great Invasion

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

D. Scythia

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

E. Hordes and Unit placement

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

F. Ostrogoth Renaissance


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

→ Renaissance

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

Purchase Costs	Kingdom	Empire
Noble Cavalry	5 🍀	10 🍀
Elite Inf. Heavy Cavalry	4 🍀	8 🍀
Heavy Inf. Horse Archer	3 🍀	6 🍀
Infantry	2 🍀	4 🍀
City Fortifications 15 🍀		Fleet 10 🍀

G. The Great Invasion

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

H. Invasions of Britannia

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

I. Anglo-Saxons

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

J. Slavic Tribes

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

→ Combat Penalties

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

Movement Allowances	
Cavalry, Nomad Horde	4
Infantry, Horde	3

VICTORY POINTS

ALEMANNI (#4)



Bonus

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

TURN #3: 400–424 AD

Lotharingia	5
Each of Agri Decumates, Austrasia, Burgondia	3

TURN #6: 475–499 AD

Lotharingia	8
Each of Austrasia, Neustria	7
Each of Agri Decumates, Flandria	3
Each other province in <i>Gallia Septentrionalis</i>	1
All provinces of <i>Gallia Septentrionalis</i>	10

TURN #9: 550–574 AD

As for turn# 6 with this addition:	
All provinces of <i>Gallia Meridionalis</i>	10

LAST TURN: 625–649 AD

As for turn #9.

ALANS (#8)



Bonus

Creating a Kingdom in <i>Hispania</i>	10
Creating a Kingdom elsewhere	5
Each Byzantine, Frank, Hun, Roman, or Visigoth eliminated	1
Each turn under Foedus	3

TURN #6: 475–499 AD

Hispalensis	8
One or both of Aquitania and Cartaginensis	7
One or both of Carpetania and Liger	3
Each other province in <i>Hispania</i> and both <i>Galliae</i>	1

TURN #9: 550–574 AD

Hispalensis	8
Each of Baetica, Cartaginensis	7
Each of Carpetania, Castulum, Cuneus, Emeritensis, Lusitania	3
Each other province in <i>Hispania</i>	1

LAST TURN: 625–649 AD

As for turn #9.

ANGLES (#17)



Bonus

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

TURN #9: 550–574 AD

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

TURN #10: 575–599 AD

The Angles merge with the Saxons.

LAST TURN: 625–649 AD

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

ARABS



Raid from Arabia Deserta

Bonus

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

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

⚔️ **AVARS** 🏹 (#23)



Bonus

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

TURN #9: 550–574 AD

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

LAST TURN: 625–649 AD

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

⚔️ **BAVARIANS** (#22)



Bonus

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

TURN #9: 550–574 AD

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

LAST TURN: 625–649 AD

As for turn# 9 with this addition:

At least 5 provinces in <i>Germania</i>	5
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⚔️ **BERBERS** 🔥



Raid from Numidia

Bonus

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

⚔️ **BLEMMYES** 🔥



Raid from Blemmyes

Bonus

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

👑 **BRITONS** (#16)



Bonus

Creating a Kingdom in <i>Britannia</i>	10
Each Angle, Hibernian, Jute, Pict, Saxon, or Scot eliminated in <i>Britannia</i>	1

TURN #6: 475–499 AD

Each of Cantium, Maxima Caesariensis, Camulodunum	5
Each of Cambria, Corinium Dobunorum, Cumbria, Dumnonia, Dumovaria, Flavia Caesariensis, Lindum	3
Each of Armorican, Bernicia, Caledonia, Gallovidia	1
All provinces of <i>Britannia</i>	10







TURN #9: 550–574 AD

As for turn #6 except for:

Armorican	10
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LAST TURN: 625–649 AD


As for turn #9.

 = Raiders
  = Raiders that become active nations
  = Barbarian
  = Nomadic Barbarian
 = Kingdom
 = Empire
A nation under vassalage earns only half of its normal VPs.

BURGUNDIANS (#10)



Bonus

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

TURN #3: 400–424 AD

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

TURN #6: 475–499 AD

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

TURN #9: 550–574 AD

As for turn #6.


LAST TURN: 625–649 AD

As for turn #9.

BYZANTINES (#2)



Bonus

Roman Reunification	→ Romans Player Aid
Each  in non-heretical province income (each turn)	1
Each Barbarian or Persian eliminated	1
Each Raider eliminated	1
Each Byzantine city looted	-2

TURN #3: 400–424 AD

Each of Armenia, Armenia Minor, Assyria, Atropatene, Euphrates	5
All provinces of <i>Oriens</i>	5

TURN #6: 475–499 AD

Possible reunification of the Empire	
Each of Assyria, Atropatene, Dalmatia, Euphrates, Illyricum, Istria, Pannonia	5
Each of Armenia, Armenia Minor, Creta, Cyprus	3
All provinces of <i>Oriens</i>	5
All provinces of <i>Mesopotamia</i>	10

TURN #9: 550–574 AD

Possible reunification of the Empire	
Each of Africa, Apulia, Campania, Cisalpina, Hispalensis, Latium, Umbria, Venetia	5
Each of Balearica, Bosporus, Caesarea, Corsica, Sardinia, Sicilia, Tingitania, Tyras, Utica	3
All provinces of <i>Italia</i> (including the island provinces), <i>Mesopotamia</i> , or <i>Oriens</i> (each Area)	10

LAST TURN: 625–649 AD

Possible reunification of the Empire	
Each of Africa, Hispalensis, Umbria	5
Each of Apulia, Beneventum, Latium, Sicilia, Spoletum, Tuscia	3
All provinces of <i>Italia</i> (including the island provinces)	10
Each other Area	5

CAPPADOCIANS (#2)

TURN #3: 400–424 AD

Each province	1
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TURN #6: 475–499 AD

As for turn #2.

TURN #9: 550–574 AD

As for turn #2.

LAST TURN: 625–649 AD

As for turn #2.

= Raiders
 = Raiders that become active nations
 = Barbarian
 = Nomadic Barbarian
 = Kingdom
 = Empire
A nation under vassalage earns only half of its normal VPs.

FRANKS (#5)



Bonus

Creating a Kingdom in either <i>Gallia</i>	10
Creating an Empire in either <i>Gallia</i>	20
Each in non-heretical Christian (Catholic) province income once converted (each turn)	1
Each non-Frank unit eliminated in both <i>Galliae</i>	1
Each turn under Foedus	3

TURN #3: 400–424 AD

Austrasia	5
Flandria	3

TURN #6: 475–499 AD

Each of Austrasia, Neustria	8
Saliens	7
Each of Flandria, Liger, Lotharingia, Lugdunus	3
Each other province in <i>Hispania</i> or either <i>Gallia</i>	1
All provinces of <i>Gallia Septentrionalis</i>	10

TURN #9: 550–574 AD

Each of Aquitania, Neustria, Provenca	8
Each of Arvernia, Austrasia, Burgondia	7
Each of Flandria, Liger, Lotharingia, Lugdunus, Treveria, Vienna	3
Each other province anywhere	1
All provinces of either <i>Gallia</i> (each)	10

LAST TURN: 625–649 AD

Each of Cisalpina, Taurinorum, Treveria	7
Each of Austrasia, Garumnus, Neustria	5
Each of Alpes, Osca, Piranaei, Tarraconensis	3
Each set of 3 provinces anywhere else	1
All provinces of either <i>Gallia</i> (each)	10

GALLO-ROMANS (#1)

TURN #3: 400–424 AD

Each province	1
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TURN #6: 475–499 AD

As for turn #2.

TURN #9: 550–574 AD

As for turn #2.

LAST TURN: 625–649 AD

As for turn #2.

GEPIDS (#14)



Bonus

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

TURN #6: 475–499 AD

Pannonia	8
Each of Dacia, Hypanis, Tisia, Valachia	7
Each of Carpathia, Hunnia, Moravia	3
All provinces of <i>Danubius</i>	15

TURN #9: 550–574 AD

As for turn #6.

LAST TURN: 625–649 AD

As for turn #6.

HEPHTHALITES (#15)



Bonus

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

TURN #9: 550–574 AD

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

LAST TURN: 625–649 AD

As for turn #9.

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

⚔️ HERULES (#13)



Bonus

Creating a Kingdom in <i>Italia</i>	10
Creating a Kingdom elsewhere.....	5
Entering Umbria (once).....	4
Each Byzantine, Frank, Goth, Hun, Lombard, or Roman eliminated.....	1
Loot of Roma (once).....	15
Each turn under Foedus.....	3

TURN #6: 475–499 AD

Latium.....	12
Umbria.....	7
Each of Beneventum, Spoletum, Venetia.....	3
All provinces of <i>Italia</i> , excluding the island provinces.....	10

TURN #9: 550–574 AD

As for turn #6.

LAST TURN: 625–649 AD

As for turn #6.

⚔️ HIBERNIANS 🔥



Raid from *Caledonia Hibernia*

Bonus

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

⚔️ HUNS 🏹 (#9)



Bonus

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

TURN #6: 475–499 AD

Each province outside <i>Danubius</i> , excluding vassals.....	5
Each province in <i>Danubius</i>	3
At least 6 provinces in <i>Danubius</i>	10

TURN #9: 550–574 AD

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

LAST TURN: 625–649 AD

As for turn #9.

⚔️ JUTES 🔥 (#19)



Bonus

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

TURN #6: 475–499 AD

Each of Durnovaria, Maxima Caesariensis.....	8
Cantium.....	7

TURN #9: 550–574 AD

Cantium.....	8
Each of Durnovaria, Maxima Caesariensis.....	7
Each of Cambria, Corinium Dobunorum, Dumnonia.....	3
At least 6 provinces in <i>Britannia</i>	10

LAST TURN: 625–649 AD

As for turn #9.

⚔️ KHAZARS 🏹 (#24)



Bonus

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

LAST TURN: 625–649 AD

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







⚔️ KUSHANS 🔥



Raid from *Kushania*

Bonus


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

 = Raiders
  = Raiders that become active nations
  = Barbarian
  = Nomadic Barbarian
 = Kingdom
  = Empire
 A nation under vassalage earns only half of its normal VPs.

LOMBARDS (#20)



Bonus

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

TURN #9: 550–574 AD

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


LAST TURN: 625–649 AD

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

OSTROGOTHS (#6)



Bonus

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

TURN #1: 350–374 AD

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

Each of Dalmatia, Dardania, Epirus, Pannonia, Thracia.....	5
Each of Hypanis, Moesia Inferior, Moesia Superior, Savus, Valachia.....	3

TURN #6: 475–499 AD

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

TURN #9: 550–574 AD

As for turn #6 except for:	
All provinces of <i>Italia</i> , including the island provinces.....	15

LAST TURN: 625–649 AD

As for turn #6 except for:	
All provinces of <i>Italia</i> , including the island provinces.....	25

PERSIANS (#3)



Bonus

Creating an Empire.....	20
Each Barbarian, Byzantine, or Roman eliminated.....	1
Each Raider eliminated.....	1
Each Persian city looted.....	-2
Each time the capital is looted (includes the Persian city penalty).....	-5
Attacking Byzantium or Rome with at least 10 units at once.....	20

TURN #3: 400–424 AD

Each of Aegyptus, Phoenicia, Syria.....	10
Each of Armenia, Armenia Minor, Azeria, Osroene, Palestine.....	5
All provinces of <i>Oriens</i>	15

TURN #6: 475–499 AD

As for turn #3.

TURN #9: 550–574 AD

Each of Armenia, Armenia Minor, Cappadocia, Osroene, Phoenicia, Syria.....	7
Each of Kushania, Armenia, Palestine, Palmyrene, Pontus.....	5
Each province in <i>Aegyptus</i> , <i>Asia</i> , <i>Cappadocia</i> , <i>Caucasus</i> , or <i>Oriens</i>	3
All provinces of <i>Aegyptus</i> , <i>Cappadocia</i> , <i>Caucasus</i> , or <i>Oriens</i> (each).....	10
All provinces of <i>Asia</i> , including Cyprus.....	20

LAST TURN: 625–649 AD

As for turn #9.

PICTS



Raid from Caledonia

Bonus

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

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

 **ROMANS (#1)**



Bonus

Roman Reunification.....	→ Romans Player Aid
Each 🏰 in non-heretical province income (each turn).....	1
Attila eliminated.....	5
Each other historic (named) Barbarian leader eliminated.....	3
Each Barbarian or Persian eliminated.....	1
Each Raider eliminated.....	1
Each Roman city looted.....	-2
Each of <i>Africa, Britannia, Gallia Meridionalis, Gallia Septentrionalis, Hispania abandoned</i>	-10

TURN #2: 375–399 AD

Each of Agri Decumates, Dalmatia, Noricum, Pannonia, Rhaetia.....	5
All provinces of <i>Africa, Britannia</i> , or either <i>Gallia</i> (each Area).....	10

TURN #4: 425–449

Both <i>Galliae</i>	5
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TURN #6: 475–499 AD

Possible reunification of the Empire.

TURN #9: 550–574 AD

Possible reunification of the Empire.

LAST TURN: 625–649 AD

Possible reunification of the Empire.

 **SAXONS 🔥 (#18)**



Bonus

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

TURN #6: 475–499 AD

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

TURN #9: 550–574 AD

As for turn #6.

TURN #10: 575–599 AD

The Angles merge with the Saxons.

LAST TURN: 625–649 AD

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

 **SCOTS 🔥 (#21)**



Bonus

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

TURN #6: 475–499 AD

Gallovidia.....	8
Caledonia.....	7
Each of Dal Riata, Ultonia.....	3
All provinces of <i>Caledonia Hibernia</i>	10

TURN #9: 550–574 AD

As for turn #6.

LAST TURN: 625–649 AD

As for turn #6.

 **SUEBI (#12)**



Bonus

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

TURN #6: 475–499 AD







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

TURN #9: 550–574 AD

As for turn #6 except for:	
All provinces of <i>Hispania</i> , excluding Balearica.....	10

LAST TURN: 625–649 AD

As for turn #9.

 = Raiders
  = Raiders that become active nations
  = Barbarian
  = Nomadic Barbarian
 = Kingdom
  = Empire
 A nation under vassalage earns only half of its normal VPs.

VANDALS (#11)



Bonus

Creating a Kingdom in <i>Africa</i>	10
Creating a Kingdom elsewhere	5
Creating an Empire in <i>Africa</i>	20
Creating an Empire elsewhere	10
Entering <i>Africa</i> (province) (once)	8
Each non-Vandal eliminated	1
Each turn under Foedus	3

TURN #3: 400–424 AD

Each of Provincia, Septimania	5
Each of Alpes, Tarraconensis, Vienna	3

TURN #6: 475–499 AD

<i>Africa</i> (Barbarian)	10
<i>Africa</i> (Civilized)	15
Each of Libya, Numidia, Sicilia, Utica	7
Each of Corsica, Mauritania, Sardinia, Tingitania	3
Each province in <i>Mauretania</i>	2
Each other province coastal to the Mediterranean	1
All provinces of <i>Africa</i>	15

TURN #9: 550–574 AD

As for turn #6.

LAST TURN: 625–649 AD

As for turn #6.

VIKINGS



Raid from *Scandinavia*


Bonus

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

VISIGOTHS (#7)



Bonus

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

TURN #3: 400–424 AD

Each of Cisalpina, Provincia, Septimania, Tuscia, Umbria	5
Each of Alpes, Noricum, Rhaetia, Venetia	3

TURN #6: 475–499 AD

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

TURN #9: 550–574 AD

As for turn #6 except for:

All provinces of <i>Hispania</i> , including Balearica	20
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LAST TURN: 625–649 AD

As for turn #6 except for:

All provinces of <i>Hispania</i> , including Balearica	25
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TABLES

D2 checks (✓ pass, ✗ fail)

- Time Phase, Events step, Caravans sub-step
 - ✓ A **Barbarian** nation that controls a Caravan province loots it.
- Time Phase, Diplomacy step
 - ✓ When used to a) force an alliance with a target nation controlled by the same player as the card-playing nation, b) force the clientele of an independent minor Kingdom, or c) break an existing alliance or clientele, the **Alliance** card succeeds.
- Administration Phase, purchases step (Rome and Byzantium)
 - ✗ If *In Decline*, suffer a *Usurper* Calamity.
- Administration Phase, Revolts Subdual step
 - ✗ When a single-unit stack is eliminated (by failing the subdual), its leader is **eliminated**.
- Military Phase, Nation Activation step (start of)
 - ✓ A federate may denounce its Foedus (except on the turn immediately following its establishment).
 - ✓ A nomadic suzerain's vassal rebels. ✗ Lose 5 VP and a unit.
- Military Phase, Nation Activation step, Unit Stacks
 - ✓ (Movement) If the opponent does not control all the sea zone's coastal cities, a **naval interception** succeeds.
 - ✓ (Combat) An unsupported *Limes* eliminated after blocking an enemy stack inflicts a hit on the enemy.
 - ✓ (Combat) Against an attacker who did not cross a ridge or river, a mountains ambush succeeds.
 - ✗ (Combat) When a land stack is completely eliminated (before the subsequent recovery), its leader is **eliminated**.
 - ✓ (Combat) When a Barbarian leader besieges a **non-fortified** city, it **surrenders**.
 - ✓ (Could also occur during Time Phase, Diplomacy step) When an alliance expires or is broken (by Foedus or submission), in shared provinces where numerically equal stacks are present, the younger nation retreats. ✗ : the older one.

Forced Transition to Kingdom (VII.C)

Time Phase, Status of Nations Step

- Barbarian nation of **age 5+** which has declined a voluntary transition.
- Roll a **D10** with the following modifiers:
 - 1 for every 10 🍷 in the nation's Treasury
 - +2 if the nation's horde is in a Barbarian Area
- Result ≤ **nation's age**: The nation *immediately* becomes a Kingdom.

Forced Transition to Empire (VIII.B)

Time Phase, Status of Nations Step

- Kingdom controlling **3+ Areas** (Barbarian Areas = ½—no rounding)
- Exception: No check on the turn the Kingdom is created.
- Roll a **D10** with the following modifiers:
 - +1 for a leader with a combat bonus ≥ 2
 - +1 if *In Decline* (single side; +2 for doubled side)
 - +2 for each Civilized Area controlled beyond the first three
 - +1 for each Barbarian Area controlled
 - +3 if Roma or Constantinopolis are controlled
 - +1 each client → **Persian Player Aid: B**
- Result ≥ **8**: The nation *immediately* becomes an Empire.

Random Player Selection for Revolt Placement (XVI.B)

Time Phase, Events Step or

Administration Phase, Administration Cards step (calamity)

- Roll a **D10**: [1–3] Roman; [4–6] Persian; [7–8] Goth; [9–0] Hun

Random Civilized Province Selection (Empire only) (XVI.C)

- Roll a **D10**:

Western Map (D2 ✓):

[1] Gallia M. [2] Illyria [3–4] Britannia
[5] Gallia S. [6] Italia [7–8] Africa [9–0] Hispania

Eastern Map (D2 ✗):

[1] Moesia [2] Asia [3] Cappadocia [4] Graecia
[5–6] Aegyptus [7–8] Oriens [9] Mesopotamia [0] Persis

Raid Outcome (XI.E)

Time Phase, Events step, Raids sub-step

- Roll a **D10** with the following modifiers:

- 1 per **Civilized unit** present in the target province and in any province or sea zone passed through when raiding in depth
- +1 previous raid is Raid -; +2 if previous raid is Raid +

→ Result

[≤4]	failure	One raiding unit is lost permanently
[5–6]	Raid -	Gain 1 🍷 and 1 VP, place the Raid - marker
[7–10]	Raid +	Draw a pillage marker, gain 3 VP, place the Raid + marker
[11–12]	Raid +	As [7–10] above and the raiding unit(s) remain in the target province

- The Raid marker lasts just one turn.
- A Raid + eliminates any *Limes* present.

Exceptional Caravan (X.D)

Time Phase, Events step, Caravans sub-step

D10: [1–2] Aegyptus [3–7] Rhagae [8–9] Siraces [0] Tripolitania

Empire Collapse (XIV.K)

Administration Phase, Income step

- Empire of age ≥ **9** which suffers **bankruptcy**.
- Roll a **D10** with the following modifiers:
 - +? each age above 9 (+1 age 10, +2 age 11, +3 age 12)
 - +1 if *In Decline* (single side; +2 if doubled side)
 - +1 per calamity suffered this turn
 - +2 if the capital was conquered on the previous turn
 - 1 per Area controlled other than the capital's Area
- Result ≥ **9**: The Empire collapses and ceases to exist.

Revolt Subdual (XVI.F)

Administration Phase, Revolts Subdual step

- Roll a **D10** with the following modifiers:
 - +1 per controlled unit present (whatever the type)
 - 1 if the Area is under heresy (or if the capital's Area is under heresy and the revolting province is of the same religion)
 - 1 national religion is different from the Area's
- A leader provides as many **re-rolls** as its combat bonus.
- City walls are ignored.
- Result ≥ **9**: The revolt is subdued.
- Result < **9**: The revolt continues and the nation loses **1 unit** of its choice from among those present.

Land Interception Resolution (XIX.A)

Military Phase, Nation Activations step, Unit Stacks Movement

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

Flight Resolution (XIX.B)

Military Phase, Nation Activations step, Unit Stacks Movement

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


Amphibious Landing Sea Risk Resolution (XXV.E)

Military Phase, Nation Activations step, Unit Stacks Movement

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

Siege Resolution (XXIV.C)

Military Phase, Nation Activations step, Unit Stacks Combat


















































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

Leader Assassination (XX.J)

Military Phase, Nation Activations step, Unit Stacks Combat

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

Combat & Naval Battles (XX, XXV.C)

- Cavalry , Heavy  Advantages = 1:0 or $n+2:n$
 - Archery Round (**land only**)
2  =  4  = 
In clear, steppe, or desert:  →  for each 2 
Adv = Opponent loses a 
 - Mountains Ambush Archery Round
Attacking leader must not have ; automatic if the attacker crossed a ridge or a river (D2 check otherwise).
 units count double **Resolve defender fire first.**
Defender 4  = 
 - Melee Dice Pools
Each unit (except Hordes, *Limites*) = 
Naval battles don't lose or add .
 - Attacker **loses**  for:
 - Marsh;
 - Forest (if the Defender is a non-Nomad Barbarian ‡);
 - Crossing strait, river (except ) or ridge † (not if intercepted)
 - Attacker **adds**  for:
 - Barbarian attacker in a Barbarian province vs. Civilized ‡
 - Defender **adds**  for:
 - Fortified city; *Limes*; one or more Hordes
 - **Minimum 1**  each
 - Dice Trades
 -  →  if 2+ 
 -  →   if 4+  (Rome & Byzantium only)
 -  →  if  Adv
 -  →  if Empire vs. Barbarians †
 -  →  if Nomads in steppe †
 -  →  if imperial fortified city
 -  →  if opponent has  Adv
- † All of the units involved must comply.
‡ One of the units must comply (on both sides if pertinent).
- Re-roll Trade (Optional)
A leader with a combat bonus of 2+ can forfeit a re-roll **once** to add or remove a .
 - Melee Round
Red swords inflict hits only in clear, steppe, or desert.
Each hit eliminates a unit or damages an .
First unit eliminated must be national (or auxiliary) if possible.
 - Victory Determination
Nation which eliminates its enemy; else
Nation with fewest losses; else
Defender if fortified city or horde; else
Nation whose leader has the better combat bonus; else
Defender.
 - Leader Elimination
When its stack/**fleet** is completely eliminated (if D2  on land).
When an Empire is *In Decline*, victorious leader on a D10 of 8+.
 - Recovery
Up to two units on each side. Recover an  as .
Recover only one unit if either side started with 2 units.
Recover no units if either side started with 1 unit.
Each Civilized nation may also restore a  to .
Naval battles: restore all  fleets to .
 - Retreat of loser

Interception 6+

- +? Leader value
- 1 each non-adjacent province crossed
- 2 each ridge or strait
- +2 Empire
- +3 Capital under attack

Fleeing Combat 9+


- +? Leader value
 - 1 you have less cavalry
 - +3 you have double the units
- Auto: if you have triple the units or a fortified city in province

Battle

Dice Result	Units in Battle						
	1	2	3	4	5	6	7+
1-2 <small>or less</small>	0	0	0	1/2	1/2	1	1
3	0	0	1/2	1/2	1	1 1/2	1 1/2
4	0	1/2	1/2	1	1 1/2	1 1/2	2
5	0	1/2	1	1	1 1/2	2	2
6	0	1	1	1 1/2	2	2	2 1/2
7	1	1	1 1/2	1 1/2	2	2 1/2	2 1/2
8	1	1	1 1/2	2	2 1/2	2 1/2	3
9	1	1 1/2	2	2	2 1/2	3	3 1/2
10	1	1 1/2	2	2 1/2	3	3 1/2	4
11	1	1 1/2	2 1/2	2 1/2	3	3 1/2	4
12	1	2	2 1/2	3	3 1/2	4	4 1/2

1/2 rounded up only in clear, desert or steppe terrain, rounded down in other terrain.




DEFENDERS

- +1 fortified city present 
- +1 if strait crossed

ATTACKERS

- 1 Marsh, Strait
- 1 if ridge/river crossed (1st round only)
- 1 versus Barbarians in Forest
- +1 Barbarian vs. Civilized in a Barbarian area

TACTICS




- +1 if 2+ elite present 
- (+2 for Rome with 4+ elite)
- +1 Nomad in Steppe
- +1 Cavalry Advantage 
- +1 Empire vs. Barbarian
- 1 Opponent has Heavy advantage 

Firing

Dice Result	Hits
1-7	0
8	1*
9-11	1
12+	2

* 1 only in clear, desert or steppe terrain, 0 in all other

ARCHERS

- +1 per archer unit 
- 2 if Defender has Heavy advantage 
- +1/2 per Frankish infantry 

IF AMBUSH



- +1/2 for each other unit

Siege 7+

BESIEGER

- +1 Civilized besieger
- +1 assault: 2 hits on units
- 1 for Nomadic Barbarian (1-9)

BESIEGED

- +1 In Decline
- ? Fortification value 
- 1 Turns 4-5 unfortified cities
- 1 Harbor  and friendly fleet at sea (except in assault)

PILLAGE

- 1 Pillage  chit / city level 
- and a basic  2

Red	#	1	2	3	4	5	6	7	8	9	10	11	12	Total
Romani Occid.	1													
Romani Orient.	2													
Franci	5													
Britones	16													
Cossani	—													
Turn Totals														

Green	#	1	2	3	4	5	6	7	8	9	10	11	12	Total
Alamanni	4													
Hunni	9													
Suebi	12													
Ephthalitae	15													
Saxones	18													
Langobardi	20													
Arabes	—													
Barbari	—													
Hiberni	—													
Turn Totals														

Yellow	#	1	2	3	4	5	6	7	8	9	10	11	12	Total
Persae	3													
Alani	8													
Vandali	11													
Heruli	13													
Gepidae	14													
Iuti	19													
Scoti	21													
Chazares	24													
Vicingi	—													
Turn Totals														

Blue	#	1	2	3	4	5	6	7	8	9	10	11	12	Total
Ostrogothi	6													
Visigothi	7													
Burgundi	10													
Angli	17													
Baiovarii	22													
Avari	23													
Blemmyes	—													
Picti	—													
Turn Totals														