

ROME AT WAR

Second Edition Series Rules

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ROME AT WAR

1.0 Introduction and Definitions

ROME AT WAR is a series of games portraying battles of the Hellenic Age, the Roman Republic, and the Roman Empire. Players take the roles of army commanders and control a wide variety of combat units unique to the period.

Each section of the rules is numbered, and paragraphs within each section are identified by a second number, like this: 2.2. When that section contains subsections, they are identified like this: 2.24.

When the rules require players to divide numbers, (as in when the combat strength of a unit is halved), round all fractions up. For example, 2 1/2 becomes 3, as does 2 1/4.

Some games in the series also have special rules applicable only to that particular game. These are found in that game's scenario booklet or folders.

Definitions

Action Phase: During a turn, each player gets one or more chances to activate his or her leaders and move and fight with his or her playing pieces. Each time a player does this he or she is conducting his Action Phase.

Active Player: The player currently conducting his or her Action Phase.

Area: A portion of the game map enclosed by lines. Playing pieces move from area to area.

Combat Strength: A unit's relative strength when attacking and defending, expressed in terms of Strength Points (abbreviated SPs).

Command Line: A line running lengthwise through the middle of each heavy infantry counter, used to determine facing (7.3).

Command Radius: The first number on a leader counter, showing the distance (in areas) over which he may activate units under his command (4.2).

Dice: All rolls in ROME AT WAR are made with six sided dice.

Enemy: Refers to all playing pieces belonging to the player's opponent. Thus, all Carthaginian units are enemies to all Roman units.

Formation: A "wing" or "section" of the army, under the command of a specific leader. Only that particular leader may command those units.

Friendly: Refers to all playing pieces belonging to the same player.

Initiative: A leader's ability to place units within his immediate vicinity in command when out of the command radius of superior leaders. For an Army Commander, it is used when determining how many leaders he may activate during the action phase (6.1).

Leader: A playing piece with a picture of a mounted or standing leader plus attendants, and three numbers. The numbers (in order) are the Leader's Command Rating, Tactical Rating and Initiative Rating. Some leaders act as Army Commanders in certain scenarios (check scenario special rules).

Missile Fire: The ability of a unit to attack enemy units without the enemy units being able to respond (unless they also have missile fire capability). Any unit with one or more arrows on its counter may use missile fire.

Morale Rating: The second number on a combat unit, expressing its cohesion and experience; higher numbers are better.

Movement Allowance: A measure of the maximum distance a unit may

move in a single movement phase, expressed in movement points (MPs).

Range: The distance in areas over which artillery and missile-capable units may project their combat strength.

Seniority: Some game functions are limited to the senior leader present. The army commander is senior to all other leaders. Intermediate commanders are senior to formation leaders. When leaders of the same grade are present, the owning player chooses which one influences the action.

Steps: Most units are represented at more than one strength level. Each increment is called a "step," and steps may be lost for several reasons, usually as a result of combat. When a unit suffers step losses, the counter is either flipped to its reverse or replaced with the counter showing the next lowest number of steps. Unless the scenario instructions state otherwise, each unit is set up at its greatest strength. A handful of units increase their strength and/or morale when they suffer a step loss (as the less capable troops run away or die first).

Tactical Leadership: A measurement of a leader's ability to direct and motivate units, and influence combat.

Unit: Any playing piece that is not a Leader. Some units have several playing pieces representing them at different strengths (for example, a legion unit can have pieces representing it from strength level A down to strength level G). Only one of these is in play at the same time.

Unit Type: The kind of troops or weapons the counter represents.

Victory Points: The scenario rules list how these are awarded, and how many must be garnered to win the game.

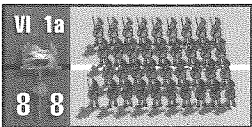
2.0 Components

2.1 Playing Pieces.

Most of the playing pieces in ROME AT WAR represent units that took part or could have taken part in the battles depicted in the game. Pieces representing combat units have pictures of foot soldiers or mounted troops, plus two numbers. The first number is the unit's combat strength and the second is its morale rating. Note that the "long" counters represent heavy infantry units, and are the only units to which facing (7.3) and flanking (7.33) rules apply.

The various types of playing pieces in the game are:

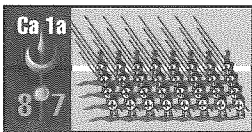
• Legion.



Sword-armed heavy infantry with great staying

power. Legions are the most flexible and have some special abilities (10.3). Legion pieces have pictures of sword-armed troops in a rectangular formation. Each legion unit has several playing pieces representing it at different strength levels, including small pieces representing it at low strength.

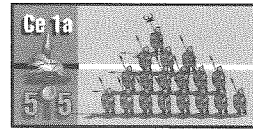
• Phalanx.



Spear- or pike-armed heavy infantry, with great initial

strength, but less staying power once disordered. They are also more difficult to maneuver (10.4). Phalanx pieces have pictures of pike-armed men in a rectangular formation. Phalanx units do not have small playing pieces representing them at low strength levels.

• Barbarian.



Heavy infantry with a variety of weapons and little

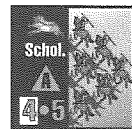
armor, generally good for a powerful initial rush but with little staying power. Barbarian pieces have pictures of spear-armed men in a wedge-shaped formation. Barbarian units may or may not have small playing pieces representing them at low strength levels, depending on the barbarians involved and the scenario rules.

• Light Infantry.



Small square pieces depicting men on foot. Light infantry range from unarmored skirmishers to remnants of armored heavy infantry. These units often have missile capability (11.6).

• Heavy Cavalry.



Cavalry trained for direct combat, usually armored and armed with lance and/or sword. These units may charge (9.0) enemy units. Heavy cavalry pieces have a white box behind their combat factor.

• Light Cavalry.



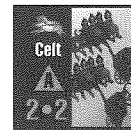
Cavalry trained for skirmish combat, usually unarmored. These units may charge (9.0) enemy units.

• Elephant.



Several animals guided by a mahout, with armed riders sometimes in a fighting tower, and a small screen of light infantry. Elephants may charge (9.0) enemy units but are also susceptible to rampage (14.4). Cavalry may never move into or occupy the same area as elephants.

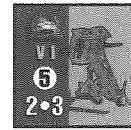
• Chariot.



Several horse-drawn vehicles with various types of weapons, possibly including scythed wheels.

Chariots may charge (9.0) enemy units.

• Artillery.



War engines throwing bolts, stones or other missiles over a long distance. Artillery may attack enemy units from a distance (8.0). The number of arrows on the right side of the counter equals the artillery's range (8.4).

• Archer.



Light infantry equipped with bows for long ranged combat. These units can attack at full strength in missile combat, at a range equal to the number of arrows on the right side of the counter.

• Horse Archer.



Light cavalry that can attack in missile combat at full strength, at a range equal to the number of arrows on the right side of the counter.

• Camel Cavalry.



Armed riders using camels instead of horses. Depending on scenario rules they can act as light cavalry or horse archers.

• Leaders.



Without direction from a leader, combat units can do little but defend. The three numbers on each leader counter are (in order): his command radius, tactical rating and initiative. Subordinate leaders have a "Check Initiative" side on their playing pieces, while Army Commanders

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usually have a replacement leader on their other side. The scenario instructions state which units each leader commands (4.0) and which leader each side uses as its Army Commander. Some don't command any units and only add their tactical ratings to units they accompany.

2.2 Map.

The map is divided into numbered areas. Playing pieces move from area to area like chess pieces on a chessboard. The Terrain Effects Chart (TEC) explains the effects of various map features on movement and combat. Each of the four map edges has a symbol. These indicate how maps fit together when setting up the game.

2.21 Diagonally Adjacent.

Map areas connected only by a single point with not even the smallest amount of straight border between them are diagonally adjacent. Diagonally adjacent areas are open for charges (9.0), movement (10.0), and assault (11.0) only if both of the following apply:

- Both areas flanking the diagonal boundary contain no enemy non-leader units.
- Both areas flanking the diagonal boundary contain no prohibited terrain (14.3).

2.3 Scenario Book.

The scenario instructions state the number of leaders and combat units with which each player starts each battle, their starting positions, and the schedule by which players receive reinforcements (if any).

3.0 SEQUENCE OF PLAY

After selecting a scenario and choosing sides, each player sets up his or her units per the scenario instructions. Units often enter play as reinforcements (14.1).

ROME AT WAR is played in a series of turns. Each turn is composed of a varying number of phases. Each action must be conducted in the order shown:

• *Weather Phase*

Players determine any weather effects for this turn. See scenario special rules.

• *Reinforcement Phase*

Players may place reinforcements (14.1) on the map.

• *Command Phase*

Players check to see whether all units are within range of their commanders. Any units out of command range may be restricted in what they can do this turn (4.7).

• *Initiative Phase*

Players determine who goes first (5.0) this turn.

• *First Action Phase*

The player with the initiative tries to activate his or her leaders. If none can be activated, the action phase ends (proceed to Second Action Phase). If leaders are activated, the player conducts the following actions with those leaders and the formations they command, in this order:

Artillery segment. Active artillery units may fire on enemy-occupied areas (8.0).

Charge segment. Active cavalry, chariot and elephant units may charge (9.0) enemy-occupied areas.

Movement segment. Active units which did not bombard or charge may move (10.0).

Assault segment. Active units may assault (11.0) adjacent enemy units.

A unit may only attack (charge or assault) once per turn, but may defend and retreat any number of times during the same turn.

• *Second Action Phase*

The second player may now attempt to activate his or her leaders as in the First Action Phase, and move and fight with them in the order shown above. If he or she fails to activate any leaders and the first player also failed to do so, the turn ends.

• *Third and Subsequent Action Phases*

Players continue to alternate trying to activate leaders until all leaders have been activated OR both players fail to activate any of their leaders on consecutive action phases, whichever comes first (6.3).

• *Recovery Phase*

Both players now attempt to recover (12.1) steps lost by their units, replace (12.2) eliminated leaders, and determine if either army collapses (12.3).

• *New Turn*

Once the recovery phase is complete, the turn ends. Start with the weather phase of the next turn.

4.0 COMMAND

Troops must be within the command radius of their own leader during the Command Phase to move and fight normally. Also, subordinate leaders must be within the command radius of their Army Commander during the Command Phase to activate their troops reliably. The Army Commander himself may always activate his own troops, assuming they're within his command radius.

4.1 Command Procedure.

4.11 Leaders.

During the Command Phase, each player checks to see whether each of his or her leaders is within the command radius of the Army Commander. Leaders within their Army Commander's radius are "in

command," meaning they may move and fight normally this turn (subject to activation rules, see 6.0). Leaders which are not are "out of command" and must be flipped to their "Check Initiative" side. These leaders may only be activated through their own initiative (see 6.41).

4.12 Units.

Also, each player checks to see whether all of his or her combat units are within command radius of their designated leaders. Units within their leaders' command radius are "in command" and may move and fight normally. Units which are not are "out of command" and suffer several penalties (see 4.7).

4.2 Command Radius.

Command emanates out from a leader into any area within his command radius. For example, if a leader has a command rating of 2, he can command all units in his formation that are no farther than two areas away from him on the board (unless any of those units are blocked from command, see 4.3). When counting the distance between a leader and a playing piece that's under his command, count the area occupied by the playing piece being commanded, but not the area occupied by the leader himself. Command may be traced diagonally (corner-to-corner).

4.3 Blocked Command.

Enemy units or prohibited terrain in the same area with friendly units do not block the tracing of command. However, enemy units or prohibited terrain located between a leader and units under his command can block the leader from commanding them. Command may not be traced through areas containing enemy units or prohibited terrain (or diagonal boundaries with one of these in areas

to one or both sides of it) to friendly units beyond it.

Example: During the Command Phase, the Carthaginian Army Commander is Hasdrubal Barca, whose command rating is 4. Himilco is four areas away from Hasdrubal, and Hanno is five areas away. Hanno is out of command radius and must be flipped to his "Check Initiative" side (he may or may not be able to activate his units this turn). Himilco is in Hasdrubal's command radius and can activate his units normally UNLESS there is an enemy unit or prohibited terrain in an area between him and Hasdrubal. In that case, command would have to be traced around the obstacle, which would usually increase the command range between Himilco and Hasdrubal to five or more. That would put Himilco out of command, with his piece flipped to its "Check Initiative" side as well.

4.4 Command Status.

Players only check units' command status once per turn, during the Command Phase. Moving into or out a leader's command radius later in the turn does not affect the moving units' command status.

4.41 Prior Planning.

Unless the scenario rules specify otherwise, all leaders and units are "in command" during the first turn of any scenario.

4.42 Reinforcements.

Leaders and units which enter play as reinforcements are always "in command" during the turn in which they enter play.

4.5 Units in Command.

When a leader or army commander activates (6.0), he can immediately activate all the units under his command. The scenario instructions state which leaders command which

units. All the units under the command of a single leader or army commander are called a Formation.

4.6 Formation Command.

During an action phase in which a leader activates, he and all the units in his formation may move and fight. A leader (including the army commander) may not give orders to any unit from a different formation. No leader or unit may move or attack more than once in a turn (they may defend as often as they are attacked, however).

4.7 Units Out of Command.

If units are out of command, they may still move during the action phase when their leader activates, subject to the following restrictions:

- The units' movement allowance is reduced by one, (never to less than one).
- They may not move adjacent to enemy-occupied areas, but may stay adjacent to enemy occupied areas if they started the action phase there.
- They may not attack, but may defend and retreat normally.

4.8 Linear Command.

Early classical armies, particularly with the massive phalanx formations, often formed very long lines that acted as a single units. Linear command, which is only allowed by special scenario rule, allows a leader to give orders to units in his formation even if they are outside his command radius. Units are considered "in linear command" if they meet all of the following criteria:

- They are in areas adjacent to each other and in a straight line, with all units flank-to-flank (meaning each unit's flank is facing the flank of another unit of the line). Small

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playing pieces always qualify as being flank-to-flank as long as they're in an area with or adjacent to the flank of a unit in the line.

- All units of the line are of the same unit type (Infantry, Cavalry, Chariots, or Elephants). No mixed types allowed.
- The formation leader occupies the same area as at least one unit in the line.
- The line does not pass through prohibited terrain (14.3). Linear command may run into an area containing prohibited terrain, but not beyond it.

4.81 Procedure.

The line must be as straight as possible. During the Command Phase, lay a straightedge between the center of the area containing the line's leader and the center of an area on either end of the line (owning player's choice as to which end). All adjacent flank-to-flank units in all areas through which the straightedge passes are part of the line. Units that don't occupy areas through which the straightedge passes not part of the line. If there is a gap in the line, all units on the far side of the gap from the leader are not part of the line.

4.82 Restrictions.

Units in a line can move, but they must all move in the same general direction at the same time. If at the end of the turn the line has a bend or gap in it for any reason, or if the line enters prohibited terrain, all units beyond the bend, gap or prohibited terrain will not be in linear command on the next Command Phase.

5.0 INITIATIVE

To determine which player goes first in the turn, each player rolls one die and adds the initiative of his or her

Army Commander to the roll. The player with the higher modified result chooses which player takes the first action phase (reroll ties). If a side has two Army Commanders, the owning player chooses which to use when rolling for initiative. However, only leaders under the army commander selected may be activated that turn.

Example: The Roman player rolls a 3 and adds the initiative of Emperor Trajan (4) for a total of 7. The Dacian player rolls a 5 and adds King Decebalus' initiative (also 4) for a total of 9. The Dacian player chooses who goes first.

6.0 ACTIVATION

In ROME AT WAR, units may not move or attack unless a leader activates them. During the activation phase, the active player rolls to determine how many leaders he can activate, and then chooses which ones to activate. These die rolls are completely separate from the initiative die rolls (5.0).

6.1 Determination.

At the start of an action phase, the active player rolls one die and subtracts the result from his or her Army Commander's initiative. The result is the number of leaders that he or she may activate. A modified result of 0 counts as 1. If the modified result is a negative number, the player may not activate any leaders in this action phase and the action phase ends.

Example: The Roman player is the active player and rolls the die with a result of 3. Julius Caesar, his Army Commander, has an initiative of 5. The Roman player may attempt to activate two leaders ($5-3=2$). Had he rolled a 6, the Roman player could not activate any leaders.

6.2 Last Orders.

If a player's Army Commander has

been eliminated during the current turn, the player may still attempt to activate leaders using the eliminated Army Commander's initiative minus one.

6.3 Consecutive Failures.

If one player rolls a negative number when trying to activate his or her leaders, and the other player also rolls a negative number immediately thereafter, all action phases for the turn end immediately. Proceed directly to the Recovery Phase. Similarly, if one player has already activated all his or her leaders and the other player fails twice in a row to activate any of leaders, all action phases for the turn end immediately.

Example I: The Roman player is the active player and rolls the die with a result of 5. The Emperor Valens, his Army Commander, has an initiative of 4. The Roman player may activate no leaders. The Visigoth player rolls the die with a result of 6. Fritigern, her Army Commander, has an initiative of 5. The Visigoths may activate no leaders either, and play proceeds to the Recovery Phase.

Example II: The Roman player has activated all leaders. The Persian player attempts to activate leaders and fails with a high roll. Since the Roman player has no further leaders to activate, the Persian player gets one more chance. If she fails again play proceeds directly to the Recovery Phase.

6.4 Activation.

Once the player knows how many leaders he or she can activate this action phase, the player announces which ones will activate and then activates them one at a time, in any order desired. The player must finish moving and fighting with each leader and the units in his formation before activating another leader. The Army Commander counts as a leader and

uses up an activation when activated just like other leaders.

6.41 Checking Initiative.

If a leader has been flipped to his "Check Initiative" side and the player wants to activate him, the player rolls one die. If the result is less than or equal to the leader's initiative rating, he can activate normally. If the result is greater than the leader's initiative, he is still activated but can't command his units to attack or move adjacent to enemy units (see 4.7 for restrictions). In either case, flip the leader piece to its front side.

6.42 No Action.

A player must activate the number of leaders determined by the activation die roll. However, he or she does not have to actually do anything with an activated leader or any of his units. They may stay in place if desired (Exception: 12.3).

6.5 Action Phase.

When a leader activates, he and the units in his formation may conduct the following actions in this order:

- Artillery Fire
- Charge
- Movement
- Assault

7.0 STACKING, FACING AND CONFORMATION

7.1 Stacking.

More than one unit may occupy an area at the same time. This is called "stacking." Each type of unit counts for a certain number of stacking points:

- Heavy Infantry: 4
- Light Infantry: 2
- Cavalry: 3
- Elephant: 3
- Chariot: 3
- Artillery: 2

- Leader: 0

7.11 Maximum Stacking.

Every area may contain up to six stacking points unless the area is marked with circled number (or by scenario special rule), indicating that the area may contain that many stacking points.

7.12 Mixed Units.

Only leaders may be placed on top of heavy infantry units. All other units in an area may be stacked freely (exception, see 10.12) in one pile as long as that pile fits into the area (7.4) and does not rest on a heavy infantry unit. Leaders may be placed anywhere in the area.

7.13 Steps.

Stacking rules apply to the number of units present, not the number of steps. For example, a heavy infantry unit counts as 4 stacking points whether it has two steps or six.

7.2 Overstacking.

Anytime an area contains enough units to exceed an area's stacking limit, it is overstacked. Units in overstacked areas suffer negative consequences.

7.21 Moving Units.

If a unit retreats or moves into an overstacked area, or if it causes the area to become overstacked by moving or retreating into there, the player owning the moving unit must do one of the following:

- Stop moving the unit and leave it in the overstacked area. It may not move again until next turn. If two or more non-legion heavy infantry counters are in an overstacked area, none of them may move again until the next turn. Retreating (9.6) and Withdrawing (9.3; 11.3) units must exercise this option.

- Keep moving the unit, assuming it has movement points remaining. One unit in the area (not the moving one) must take a step loss (owning player's choice). If a heavy infantry unit is present, it must be the one to take the loss.

7.22 Combat.

If an overstacked area is attacked by charge or assault, only a number of stacking points of units equal to the area's stacking limit (owning player's choice) may defend. However, all the units in the area can take step losses (owning player chooses which units take losses). In addition, the attacker adds one to the result for each die he or she rolls against the units there.

Example: A Legion heavy infantry unit occupies an area along with two light infantry and one heavy cavalry. The area is overstacked because it contains 11 stacking points. If the area is attacked, up to six stacking points worth of units could defend. It could be the Legion and a light infantry (4+2 pts) or a light infantry and the cavalry unit (3+2 pts) or both light infantry units (2+2 pts). The other units may not defend, but can still suffer step losses if the area takes hits in combat.

7.3 Facing.

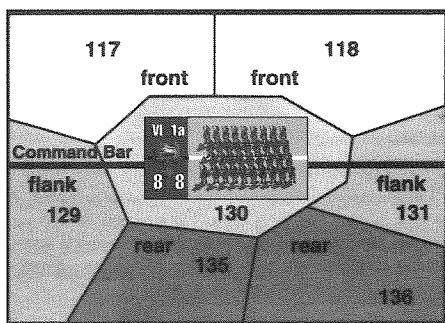
Facing is the direction toward which the front of any heavy infantry unit is pointing. No other units need worry about facing. When a heavy infantry unit moves, advances or retreats, it doesn't have to move in the direction it's facing (it can sidestep or back up), and can also change the direction it's facing. Changing direction of facing costs no movement points, except for Phalanxes (10.4). When setting up the game, the owning player decides the starting facing of his units (usually towards the enemy).

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7.31 Front, Rear and Flank.

The command line of a heavy infantry unit separates the unit's front from its back. Any adjacent area (including diagonally adjacent) that lies wholly in front of the command line is in the unit's front. Any area into which the command line points directly is on the unit's flank. Any area that lies wholly behind the line is in the unit's rear.

Example: This unit's command line has been extended to show which areas are on its flanks. Areas in front of the line are in its front, and areas behind the line are in its rear.



7.32 All-Around Facing.

A heavy infantry unit in an area containing a pentagon symbol (usually a fortification) faces in all directions and has no flank or rear. All areas adjacent to the area are considered to be its front.

7.33 Flank and Rear Combat.

When a heavy infantry unit attacks or is attacked by enemy units on its flank or rear, the following happens:

- Add one to every die rolled by all the enemy units attacking from its flank or rear.
- Adjust the unit's combat strength to a percentage of the printed value depending on the position of the enemy units fighting it:

Enemy Position

<u>Unit</u>	<u>Flank</u>	<u>Rear</u>
Legion	75%	50%
Barbarian	50%	25%
Phalanx	25%	0%

If enemy units are fighting the heavy infantry unit on both its flank AND rear, reduce the combat strength of the unit by the "Rear" percentage listed.

7.34 Multiple Heavy Infantry.

If more than one heavy infantry unit occupies the same area, they may face in different directions as long as they meet conformation requirements (7.4). Also, if the area can contain enough stacking points to accommodate all of them (7.1), they may face the same direction and fight normally even if one is in front of the other (they are considered to have shortened and deepened the line).

7.35 Edge of the World.

The edge of the map is not the edge of the world, and units in areas adjacent to the map edge cannot protect themselves by simply pointing their flanks or rear to the map edge. If play concentrates on the map edge, causing players to want to move pieces on and off the board, they may fix the situation one of two ways:

- *Floating Map.* If the map is a featureless plain, or nearly so, shift all units on the board the same number of areas toward the center, or:
- *Map-Edge Penalty.* If any heavy infantry unit is in a map-edge area and did not arrive this turn as a reinforcement, then ANY attack against it is treated as a flank attack, even if the attack is from the front.

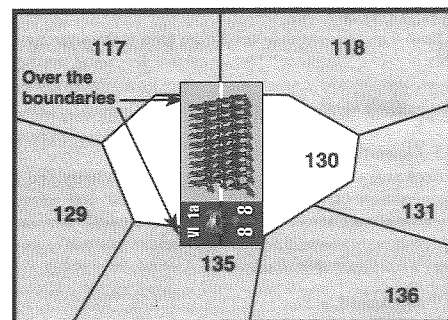
To use the Floating Map option, both players must agree to use it. If not,

they must use the Map Edge Penalty option instead.

7.4 Conformation.

A unit may only enter or occupy an area if it can physically fit in the area. If part of the unit's playing piece extends over the area's boundary into an adjacent area or off the map edge, it can't enter or occupy the area. Some areas are shaped so that heavy infantry units can only occupy the area if they face a certain direction. A unit may overlap water symbols, as long as it does not cross an area boundary.

Example: In the above figure, area 130 is big enough to accommodate the unit, but the unit may not face east or west because it would extend over the area's boundaries. The unit may face in other directions that would keep it within the area's boundaries.



8.0 ARTILLERY

During the artillery segment, activated leaders may order artillery units from their own formation that are in command to fire at enemy-occupied areas within range (8.4) and line of sight (8.5).

8.1 Procedure.

For each target area, the active player rolls a number of dice equal to the combat strengths of all artillery units firing at the target area. Every result of 6 yields one hit on the enemy units there. A player may fire at as many target areas as he or she has artillery units available to fire and in range,

but each artillery unit may fire at only one area per turn.

8.2 Step Losses.

Every hit scored causes one unit in the target area to lose one step. The owning player chooses which units take step losses, except that the first unit to lose a step must be a long counter if any are present. No unit may take two step losses until every unit in the target area takes one step loss from the current attack, no unit may lose three until every unit loses two, and so on.

8.3 Target Priority.

Artillery units may fire at any area within range unless enemy units are in an area adjacent to the artillery unit, and there is no prohibited terrain on the area boundary between them (14.3). In that case the artillery unit must fire on the adjacent enemy units.

8.4 Range.

Range (shown as a number of arrowheads in the upper right corner of the counter) is the maximum distance in areas over which an artillery unit may fire at enemy units. When determining range, count the target area, but not the area occupied by the artillery unit.

8.41 If the artillery unit is at a higher elevation than its target (including atop a wall or in a tower), add one to the range.

8.42 Artillery in woods may only fire into an adjacent area.

8.5 Line of Sight

Artillery units must have a line of sight to their target. The line of sight runs from the center of the area occupied by the artillery unit to the center of the target area.

8.51 To determine line of sight, lay a straight edge between the center of

the artillery unit's area and the center of the target area. If any area or boundary along the straightedge between the target area and the artillery unit's area is prohibited terrain, the artillery unit may not attack the target area. Terrain in the target area or the artillery unit's area never blocks line of sight.

8.52 Prohibited Terrain.

The following block line of sight:

- Rises
- Woods
- Towns

8.53 Slopes block line of sight unless either the artillery unit or target is on a rise immediately behind the slope boundary.

8.54 If the straightedge passes along the boundary between two areas, the line of sight is blocked only if both areas on either side of the boundary are prohibited terrain other than slopes.

8.55 Elevations.

An artillery unit on a rise may "shoot over" intervening prohibited terrain that is on a lower level, to attack an area beyond the prohibited terrain. Units on the lower level may also shoot up at the rise (line of sight works both ways).

9.0 CHARGE

During the charge segment, active units may charge enemy-occupied areas. Each charge must target a single area, though units may charge the same area from up to two directions simultaneously.

9.1 Restrictions.

9.11 Command.

Units which are out of command may not charge.

9.12 Unit Type.

Only cavalry, elephants, and chariots may charge. Elephants may charge anything, but cavalry and chariots may not charge elephants.

9.13 Direction and Range.

Each charging unit must start the charge segment in an area that is not adjacent to the target area. Charging units must start two to four areas away in order to build momentum for the charge. The path taken by charging units must follow a straight edge line between the center of the area in which the charge begins and the center of the target area. Thus, a "backup and reverse charge," or any such variation, is not allowed. Place the charging units in the area adjacent to the target area while the charge is resolved.

9.14 Forbidden Areas.

Charging units may not enter a town, stream, woods, broken ground, or slope or any areas occupied by friendly or enemy units.

9.2 Procedure.

To resolve the charge, conduct the following actions in this order:

- The charging player places the charging units adjacent to the target area.
- The defending player must make a morale check (14.2) for the target area. If the morale check fails, the defender loses one step from the unit with the lowest individual morale in the area (owning player's choice if more than one unit qualifies).
- The defending player decides whether to withdraw (9.3) any units, or counter-charge (9.4).
- If units remain in the charged area after morale checks and withdrawals, and if none of them countercharge, the defending player totals the strength of his or

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her units, applying any modifications from 9.21. Add the tactical rating of the senior leader stacked with the defending units (limitations (13.12) apply). The defending player rolls a number of dice equal to the modified total. For each result of 6, one hit is inflicted on the charging units. Any losses (9.5) are applied before the charge is resolved.

- The attacking player totals the strength of any surviving charging units, applying any modifications from 9.21. Add the tactical rating of the senior leader stacked with the charging units (limitations (13.12) apply). The attacking player rolls a number of dice equal to the modified total, and adding any applicable modifier to the result (9.22). For each result of 6 or 7, one hit is inflicted on the units in the target area and losses (9.5) are applied.

9.21 Charge Strength Modifiers.

Defender.

- Reduce the combat strength of light infantry, artillery, light cavalry, and chariots by 50%.
- Double the combat strength of Phalanxes if they are charged from the front.
- Double the combat strength of elephants unless the charge is by opposing elephants.

Attacker.

- Double the combat strengths of charging heavy cavalry, chariots, and elephants.
- Add any modifiers for terrain (14.3).

9.22 Attacker Die Roll Modifiers.

Add one (maximum) to die rolls made by charging units (only) if any of the following conditions occur:

- Charging units are attacking the flank or rear of any unit (applies only to the units actually charging the flank or rear, not those concurrently charging from the front).
- Morale of all areas with charging units is twice that of the defending area.
- The target area is overstacked (7.2).

9.23 Defense Limitation.

Each defending unit may fight charging enemy units in any one area. If the target area is being charged simultaneously from two areas, an individual defending unit may not "split" its strength to fight enemies in more than one area (but if more than one unit is present, they do not have to oppose the same charging enemies).

9.3 Withdrawal.

The defending player may avoid combat by moving the withdrawing units away from the area occupied by the charging units. Withdrawing units may move one area only. The new area may not be adjacent to the charging units, and may not contain prohibited terrain or enemy units.

9.31 Restrictions.

All withdrawing units **MUST** have a greater movement allowance than the fastest charging unit, with the following exceptions:

- A leader in an area alone may always withdraw unless blocked by terrain or enemy units, regardless of movement allowances.
- Light cavalry may always withdraw from a charge containing only enemy heavy cavalry.

9.32 Rearguard.

Not all units in a target area are required to withdraw together; some may withdraw and leave others behind.

9.33 Leaders.

When a unit withdraws, any leaders in the same area may withdraw with it.

9.4 Counter-Charge.

Cavalry, elephants and/or chariots which are defending against a charge may countercharge, negating the charge and turning it into assault combat (11.0). Resolve the combat immediately, during the charge segment, but follow the procedure in 11.2.

9.41 Only units that are in command and passed the morale check may counter-charge. If the units' formation leader's "Check Initiative" side is facing up, his initiative may be checked at this time (6.41), and if he succeeds the units may counter-charge. If he fails, they may not.

9.42 No unit may use missile fire (11.6) in a counter-charge. Cavalry and chariots may not counter-charge elephants.

9.43 Units that have already activated this turn may still countercharge.

9.5 Step Losses.

Every hit scored causes one unit in the target area to lose one step. The owning player chooses which units take step losses, except that the first unit to lose a step must be a long counter if any are present. No unit may take two step losses until every unit in the target area takes one step loss from the current attack, no unit may lose three until every unit loses two, and so on.

9.6 Forced Retreats.

If the charge causes the defending units to lose more than half their total, unmodified strength points, then all the defending units must retreat one area. The charging units must advance (9.8) and occupy the target area.

9.61 Procedure.

The owning player moves the retreating

units out of their area and into a single adjacent area not occupied by enemy units and not adjacent to the charging units. Retreating units may enter an area occupied by friendly units, but all stacking (7.1) and conformation (7.4) limits apply. Retreats may cross diagonal boundaries only if the conditions of 2.21 are met.

9.62 A unit may only retreat to an area that is adjacent to an enemy-occupied area if no other retreat route is possible.

9.63 A unit may not retreat into an area it would be prohibited from entering during the movement segment.

9.64 A retreating unit may enter an area that contains only enemy leaders. If the leaders are unable to Withdraw (9.3; 11.3), they are eliminated.

9.65 A unit that is forced to retreat but has no retreat route is eliminated.

9.66 A unit that is forced to retreat but cannot due to the above restrictions is eliminated.

9.67 Artillery units that are forced to retreat are eliminated (it's hard to drag those onagers).

9.68 Phalanx heavy infantry units that are forced to retreat take one additional step loss.

9.69 When a unit retreats, any leaders in the same area may retreat with it.

9.7 Charge Repelled.

If the defending units do not lose more than half of their strength points, or if the defending units inflict more losses on the charging units than they suffer themselves, the charge is repelled. All surviving charging units must retreat (9.6) one area from their current position. The defending units do not retreat.

9.8 Advances.

If an area is vacated as a result of a

withdrawal, the attacking units may advance into the vacated area. If the attacking player wishes to advance the units must do so immediately, before any other combat is resolved. If an area is vacated as a result of a forced retreat, the attacking units must advance into the vacated area.

9.81 A unit may not advance into an area it normally can't move into, such as prohibited terrain.

9.82 Leaders.

When a unit advances, any leaders in the same area may advance with it.

9.9 Pursuit.

Following a charge in which defending units were forced to retreat, the charging cavalry and/or chariot units (not elephants) might pursue the retreating defenders whether the owning player wishes them to or not.

9.91 Procedure.

The charging player rolls one die. If the result is less than or equal to the morale of the largest charging unit, all of the units (including any leaders present) pursue the retreating enemy. If the roll is higher, they do not. The charging player may add OR subtract the tactical rating of the senior leader stacked with them from the morale of the charging units.

Example: The Roman player has conducted a successful charge against an area held by Gallic infantry, causing them to lose more than half their strength points and retreat. He wishes to pursue the Gauls, so he decides to add the tactical rating of Publius Crassus (his cavalry commander) to the morale of his cavalry and maximize the chance of pursuit. If he did not wish to pursue, he could subtract Crassus' rating from the morale value of his cavalry.

9.92 Continued Battle.

If one or more cavalry/chariot units pursue retreating enemy units, they may attack the retreating units again in the same segment (repeat the procedure in 9.2, with the exception that the defenders may not attempt to counter-charge). If the defenders retreat again, the charging player must roll again for pursuit and may get to attack yet again, theoretically until all units of one side have been eliminated. The assault restriction of 11.51 does not apply.

9.93 End of Pursuit.

If the defending units retreat into an area containing additional enemy units, the charging player may voluntarily break off pursuit. Otherwise, cavalry pursuit will continue until one of the following occurs:

- The cavalry/chariots fail a pursuit roll (9.91).
- A charge is repelled.
- The defending units are all eliminated.
- The cavalry/chariots would be forced to enter prohibited terrain.

10.0 MOVEMENT

During the movement segment, any and all units commanded by activated leaders may move IF they have neither fired in the artillery segment nor charged in the charge segment. Units out of command (see 4.7) suffer some restrictions.

10.1 Procedure.

Players move units one at a time from area to area, expending movement points (MPs) from the unit's movement allowance (10.2) as it enters each area. Unless noted otherwise, it costs 1 MP to enter an area. Units may move diagonally (corner-to-corner). A unit may not exceed its movement allowance in the move-

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ment segment (advance (9.8; 11.7) and pursuit (9.9) do not take place in the movement segment).

10.11 Restrictions.

A unit may not move diagonally if any area on either side of the point connecting the two diagonal areas contains an enemy unit. A unit may never enter an area containing an enemy combat unit. Units may enter areas containing other friendly units, subject to overstacking penalties (7.2).

10.12 Elephants and Cavalry.

Horses hate and fear elephants. Cavalry may never move into an area containing elephants. Elephants may move into an area containing friendly cavalry, but this forces each cavalry unit in the area to check morale (14.2). Each cavalry unit that fails suffers one step loss.

10.2 Movement Allowances.

All units have standardized movement allowances based on their unit types, as follows:

- Leaders: 4
- Cavalry: 4
- Chariots: 4
- Camel Cavalry: 3
- Elephants: 3
- Infantry: 2
- Artillery: 1

10.21 Infantry Restrictions.

The movement allowance of infantry units which start their action phase adjacent (not diagonally adjacent) to enemy light infantry or in the front facing of adjacent enemy heavy infantry is reduced to 1.

10.22 Leader Movement.

Leaders pay either infantry or cavalry movement costs, whichever is less (see the Terrain Effects Chart).

10.3 Legion Line Replacement.

A legion heavy infantry unit may switch places with a friendly legion unit in an adjacent area. Both units must be currently activated, belong to the same formation and begin the movement segment in areas adjacent to each other within the command range of their formation leader. During the movement segment, switch the units, which may conduct no further movement that segment, though they may change facing (7.3).

10.4 Phalanx Movement.

Phalanxes consisted of densely-packed soldiers with long, heavy spears. Any movement other than forward was difficult without entangling the spears and disordering the unit. Therefore, any phalanx unit must pay one additional MP to change facing (7.3) or to move into an area on its flank or rear. The phalanx may move diagonally into areas to its front at normal movement cost.

10.5 Roads.

To obtain the movement benefit of a road, movement must follow the road across an area boundary containing the road. Moving from one area containing a road to another, when the two are not actually connected by that road, does not count as road movement.

10.51 A unit expends 1/2 MP to enter an area along a road.

10.52 Roads negate a number of movement penalties (see Terrain Effects Chart).

10.53 A unit may not use the road movement rate or any benefits of road movement to enter an area adjacent to an enemy unit.

10.6 Bridges and Fords.

Bridges and fords allow movement to continue across a river (deep water). Crossing at a ford costs one addition-

al MP. Attacks across a bridge or ford suffer a 50% strength reduction; all other effects are those of the terrain crossed by the bridge or ford.

10.7 Map Exit.

Units may exit the map during the movement segment, but may never re-enter play. At the end of the game, award half of the victory points for exited combat units (not leaders) to the opposing player.

10.8 Retreat, Withdrawal and Advance.

These do not take place in the movement segment, and therefore cost no movement points.

11.0 ASSAULT

Activated leaders may order non-artillery units that have not charged this turn to assault enemy units. Assault occurs between adjacent opposing units and is always voluntary (a player is not required to attack adjacent enemy units). The target of an assault is always a single area, which may be assaulted from any and all adjacent areas, including diagonally adjacent areas (2.21) when not otherwise prohibited.

11.1 Procedure.

To resolve the assault, conduct the following actions in the exact order shown:

- **Locking Shields:** If a heavy infantry unit has no adjacent enemy unit to its front, and is assaulted from its flank (not rear), it may attempt to re-face before combat. The owning player rolls one die. Subtract one from the result if the unit is a phalanx. If the result is less than or equal to the area's morale level (15.2), the unit may change its facing. There is no penalty for failure, other than the inability to change facing.

- **Morale Check:** The defending player must make a morale check (14.2). If it fails, the unit with the lowest individual morale (owning player's choice if more than one) loses one step. Skip this step if the attack is made solely with missile fire (11.6).
- **Withdrawal:** Eligible defending units that passed the morale check may withdraw from the assault and avoid combat (11.3).
- **Combat:** Only currently activated units may attack. The defending player first indicates how his or her defenders will be allocated against the attackers. A unit may fight enemy units in any one area (it may not "split" its strength to fight enemies in more than one area) but multiple units in the same defending area can each fight enemy units in different adjacent areas in any combination desired. Penalties for being attacked in the flank or rear (7.33) apply. A leader may only add his tactical rating to the strength of one unit, and strength point limitations (13.1) apply. The attacking player totals the combat strengths of all units attacking the area and adds the tactical rating of the senior leader present. Apply any terrain modifiers. Each player rolls a number of dice equal to his or her modified total combat strength and applies any die roll modifiers (11.2). On each result of 6 or 7, a hit is achieved. As assault results take effect simultaneously, any losses caused during one player's assault do not alter the other's capabilities until after the assault has been resolved.

11.2 Die Roll Modifiers.

Add one (maximum) to the assault die result if any of the following con-

ditions occur:

- Attacking units are in the flank or rear of a defender.
- Attacking units are assaulting the same defending area, and the morale of all areas attacking the defending area is double or more the morale of the defending area.
- Attacking units are assaulting a defending area that is overstacked (7.21).
- Elephants are assaulting cavalry and/or chariots.
- Infantry are assaulting elephants with missile fire (11.6), applicable to those infantry units only.

11.3 Withdrawal.

The defending player may avoid combat by moving the withdrawing units away from the area occupied by the charging units. Withdrawing units may move one area only. The new area may not be adjacent to the charging units, and may not contain prohibited terrain or enemy units.

11.31 Restrictions.

All withdrawing units **MUST** have a greater movement allowance than the fastest charging unit, with the following exceptions:

- A leader in an area alone may always withdraw unless blocked by terrain or enemy units, regardless of movement allowances.
- Light cavalry may always withdraw from a charge containing only enemy heavy cavalry.

11.32 Rearguard.

Not all units in a target area are required to withdraw together; some may withdraw and leave others behind.

11.33 Leaders.

When a unit withdraws, any leaders

in the same area may withdraw with it.

11.4 Step Losses.

Every hit scored causes one unit in the target area to lose one step. The owning player chooses which units take step losses, except that the first unit to lose a step must be a long counter if any are present. No unit may take two step losses until every unit in the target area takes one step loss from the current attack, no unit may lose three until every unit loses two, and so on.

11.5 Restrictions.

11.51. Each unit may assault only once per turn. A unit may both move and assault in the same turn.

11.52 Each unit may attack only one target area. It may not "split" its strength to attack more areas.

11.53 All units assaulting the same area in the same assault segment must combine their strengths together into one assault. However, the same area may be attacked by other eligible units in later action phases the same turn.

11.54 Cavalry may only assault elephants with missile fire (11.6).

11.6 Missile Fire.

Combat units (not artillery) with one or more arrow symbols in the upper right corner of the playing piece have ranged weapons (bows, slings, javelins, darts). These units may assault normally or with missile fire. If using missile fire, their strength is halved, but the target units may not defend unless they also have missile capability. In that case, those units defend at half strength.

11.61 Range.

Range (shown as a number of arrowheads in the upper right corner of the playing piece) is the maximum

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distance in areas over which a unit may fire at enemy units. When determining range, count the target area, but not the area occupied by the firing unit. Note that these units do not receive the same height advantages (8.41) as artillery, though line of sight (8.5) applies.

11.62 Combined Arms.

In the same assault, the attacker may assault normally with some units and use missile fire with others. In this case, the defender may not use missile fire and the attacking missile units cannot take step losses (the attacker does not have the option to assign step losses to them, even if he or she wishes to do so).

11.7 Advances.

If an area is vacated as a result of a withdrawal, the opposing units may advance into the vacated area. If the owning player wishes to advance the units must do so immediately, before any other combat is resolved.

11.71 A unit may not advance into an area it normally can't move into, such as prohibited terrain.

11.72 Leaders.

When a unit advances, any leaders in the same area may advance with it.

11.73 Note that, should an attack go horribly wrong, the defenders will have the opportunity to advance (this is not merely an attacker's option, though it will most often be executed by attackers).

12.0 RECOVERY PHASE

During the recovery phase, both players may attempt to recover steps lost by their units, and to replace eliminated leaders. They also must check for Army Collapse.

12.1 Recovery.

For a unit to attempt recovery, all of

the following must apply:

- The unit must be at least two areas away from all enemy units.
- The unit and its army commander or formation leader must occupy the same area.
- The unit may not have engaged in any kind of combat, as attacker or defender, this turn.

12.11 Procedure.

The owning player rolls one die for each eligible unit and subtracts the tactical rating of the leader with the unit. If the result is less than or equal to the individual unit's morale rating, the unit regains one step.

12.12 Limitations.

A unit may never recover to a strength higher than that at which it began the scenario (usually Step A). A unit may only recover detached (14.5) steps by reattaching them (14.55). Note that recovered steps are still counted as eliminated for enemy victory point purposes.

12.2 Leader Replacement.

During the Recovery Phase, if a leader has been eliminated during the same turn, the owning player may replace him with any eligible unused leader of the same nationality from the same volume of the series, provided the new leader's initiative rating is less than or equal to that of the dead leader. The new leader has command of the same units the dead leader did, and is under any and all restrictions applicable to the dead leader. Place the replacement leader in any area desired.

12.21 Battlefield Promotion.

If no leaders are available (all are in use or they've all been killed), assign an "emergency leader" (without a playing piece) with values of 1-0-1 to the dead leader's formation.

12.22 Army Commanders.

When an army commander is eliminated, replace him as you would any other leader, or declare any leader on the board the new Army Commander, even if his initiative level is higher than the original commander. If an existing leader is thus promoted, other friendly leaders become subordinate to him. If the original army commander was also a formation leader, replace him as formation leader as per 12.2.

12.3 Army Collapse.

At the end of the Recovery Phase, each player checks to see if his or her army is collapsing.

12.31 Requirements.

Unless the scenario rules specify otherwise, an army begins to collapse when it has no remaining large heavy infantry pieces on the board and none are scheduled to arrive as reinforcements. Once collapse has begun, it cannot be reversed.

12.32 Procedure.

If an army has begun to collapse, the player must, for the rest of the game, roll one die each time he or she activates a leader. If the result is greater than the leader's initiative, that leader and his formation are routed.

12.33 Routed Formations.

Routed formations must immediately move toward the nearest map edge at full speed and exit the map as soon as possible. If the units can't exit the map on the same turn they start to rout, they continue to withdraw on subsequent turns until they exit the map.

12.34 Combat.

Routed units must withdraw (9.3; 11.3) from combat whenever possible. Routed units may not counter-charge.

12.35 Routed Leaders.

A routed leader must remain on the map until the last unit of his formation is eliminated or has exited, at which time the leader must exit as well. Once the leader or last unit has exited, the opposing player gains victory points.

13.0 LEADERS

13.1 Leaders in Combat.

During assault or charge combat, each player may add the tactical rating of the senior leader present in the area to the combat strength of his units. A leader may add no more than the total strength of all friendly units in the combat.

Example: The Parthian player assaults with a light cavalry unit with a strength of two and Surenas, with a tactical rating of 3. Surenas may only add two to the attack for a total of four. If the cavalry combat strength had been three or more, Surenas could have added three to the attack.

13.11 Do not double the tactical rating of a leader during a charge, but halve it if all units in his area are attacking with missile combat.

13.12 If the only leader in the area is not the Army Commander or the formation leader of any of the units, he may add a maximum of one to the combat strength of the units in the area.

13.2 Leader Casualties.

When units in an area containing a leader suffer casualties, the enemy player rolls two dice for each leader present at the end of the combat segment. Add two to the result if all units in the area with the leader were eliminated. On a modified result of 11 or more, the leader is eliminated from play.

13.3 Lone Leaders.

If a leader is alone in an area and enemy units enter the area for any reason, move him to any adjacent area (owning player's choice) that is free of enemy units and doesn't contain prohibited terrain. If no such areas are available, eliminate the leader. If all of that leader's units have been eliminated, remove him from the board (he is not considered eliminated, and does not count for victory purposes). If Leader Replacement occurs following the removal of a lone leader, that leader may be used as the replacement regardless of initiative rating.

14.0 SPECIAL RULES

14.1 Reinforcements.

Each scenario's instructions indicate whether players get reinforcements during the game, and when and where they appear. If all areas eligible for the placement of reinforcements are occupied by enemy units, or overstacked (7.12), the owning player may place them in any map edge area adjacent to the areas in which they were supposed to appear. He or she may not wait till a later turn to place them on the board. Reinforcements are in command on the turn on which they appear.

14.2 Morale.

Each unit has a morale value on its counter. When checking morale in combat (such as when an area is charged or assaulted), roll one die and compare the result to the morale of the largest unit in the area. If the result is less than or equal to the morale value, the unit passes the morale check.

14.21 Largest Unit.

The largest unit in an area is the one with the greatest number of steps; if two units have the same number of steps, use the morale of the unit with

the higher combat strength.

14.22 Morale Modifiers.

- Add the tactical rating of the senior leader in the area to the area's morale.
- Subtract one from the area's morale if the side's original army commander has been eliminated.
- Subtract one from the area's morale if the largest unit in the area is being attacked through flank or rear.

14.3 Terrain.

Terrain affects both movement and combat. Areas or boundaries with some types of terrain cost extra movement points to enter or cross, and some units cannot enter or cross some types of terrain (called prohibited terrain).

14.31 Terrain Combinations.

An area or boundary may contain more than one terrain type. In this case, apply the higher movement cost, not both. However, combat effects are cumulative for areas with multiple terrain types.

14.32 Terrain Types.

- Area Terrain. The terrain in the area the unit occupies.
- Boundary Terrain. The terrain along the boundaries of an area over which a unit passes when moving or attacking from one area to another. When crossing two concurrent boundary types, apply the greater movement cost. (*Note: Although slopes lie on boundaries, they are portrayed in the area behind the boundary they affect.*)
- Special Terrain. Bridges, defensive works, and roads.

14.4 Elephant Rampage.

When an elephant unit is eliminated,

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there is a chance that surviving individual elephants from the destroyed unit may go berserk, creating a danger to their own troops in addition to the enemy. At the end of the combat segment in which an elephant unit is eliminated (not just reduced), the owning player rolls one die for each eliminated elephant unit. On a result of 5 or 6, an elephant rampage takes place. Conduct the following steps:

- If there are friendly units in the area with the elephant, the owning player rolls one die. On a result of 5 or 6, one unit (owning player's choice if multiple units present) loses one step. End the rampage and remove the elephant from play.
- If there were no units in the area with the elephant, or the above result was 1 through 4, the opposing player chooses any area adjacent to the rampaging elephant which contains units belonging to the elephant player. The opposing player rolls one die. On a result of 5 or 6, one unit (owning player's choice if multiple units are in the area) loses one step. End the rampage and remove the elephant from play.
- If there were no friendly units in an area adjacent to the elephant, or the above result was 1 through 4, the elephant player chooses any area adjacent to the elephant containing enemy units (if applicable). The elephant player rolls one die. On a result of 5 or 6, one unit (enemy player's choice if multiple units are in the area) loses one step. End the rampage and remove the elephant from play.

14.5 Detachments.

Certain units (identified in the scenario rules) may detach or "split off" a smaller unit from themselves.

14.51 Procedure.

At the beginning of the movement segment, an active leader who is in command may order the parent unit to detach the sub-unit. The sub-unit may be either one or two steps in size. Reduce the parent unit by the number of steps detached.

Example: The VI/1 Legion detaches both steps of its Velites (light infantry skirmishers). The VI/1 is currently at Step B. The Roman player places the VI/I Velite piece in the same area with the VI/I legion piece, and then replaces the VI/1 step B piece with the VI/1 step D piece.

14.52 Size Limit.

A unit may not be detached if the parent unit has been reduced to small (2/3-inch square) size, or if the detachment would reduce the parent unit to small size.

14.53 Numerical Limit.

Even if able to detach two steps, a unit may only detach one sub-unit. It may not detach two one-step units.

14.54 Detachment Type.

Detachments (and small piece remnants of heavy infantry) are treated as light infantry for all purposes except victory points. They count as heavy infantry for victory point purposes since their parent unit is heavy infantry.

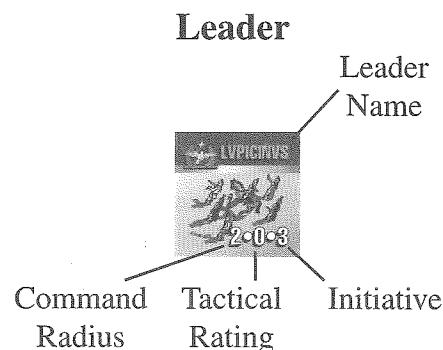
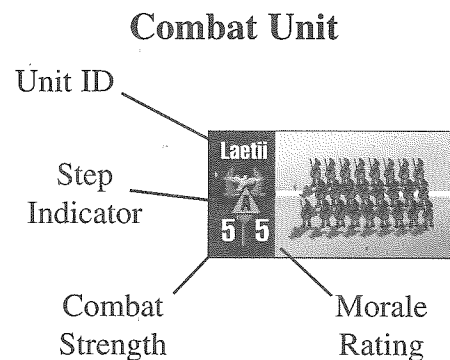
14.55 Reattachment.

A detached unit may be re-combined with its parent unit (only) during the recovery segment, provided that both units are in the same area and within range of a leader eligible to command them. The leader need not be in command.

14.6 Remnants.

When a heavy infantry unit takes enough step losses to bring it down to

a low strength level, it may "shrink" from a large playing piece to a small playing piece. If this happens, it acts as Light Infantry for the rest of the game unless it recovers to a strength level where it has a long playing piece again. However, it always counts as a heavy infantry unit for purposes of victory conditions no matter what size its playing piece.



Credits

Series Design:
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ROME AT WAR: FADING LEGIONS

Barbarian Scenario Book

Using This Scenario Book

Victory Points

Detachments and short counter remnants of heavy infantry units count as heavy infantry for victory points, but not for any other purposes.

Set Up

Units are set up by Formation. The formation leader and the units that are part of that formation are identified in the set-up instructions. The Army Commander will often double as a formation leader. Unless otherwise noted, all units set up at full strength (Step A).

Scenario End

Unless specified in the scenario special rules, all scenarios end once all combat units of one side have exited the map or been eliminated.

Terrain Effects

Most areas on the maps are clear terrain with no special effects on movement or combat. The exceptions are:

- Woods (Maps I and II). It costs one extra movement point to enter a woods area. A charge may not be made against or through a woods area. Units assaulting a woods area suffer a 25% decrease in their combat strength.
- Rise (Map II). The hill area on this map represents a rise. Units on a rise conducting a charge or an assault against units on a non-rise area gain a 25% increase to their combat strength.
- Slope (Map III). The boundary between the river-bank and level ground is a slope. Slope costs one extra movement point to cross. Assault combat across a slope entails a 50% reduction in the combat strength of the unit on the lower elevation (including missile fire). A charge cannot be conducted across a slope boundary.

Scenario #1

Argentoratum (Strasbourg)

August, 357 AD

The Alemanni (All men) were a grouping of multiple Germanic tribes, each under their own king or sub-king. Only on rare occasions would they combine, and then only for short durations. These tribes existed on the edge

of the Roman world for centuries, fighting the Romans and fighting each other, while simultaneously supplying recruits for the Roman army.

Raids and incursions were constant in the first half of the fourth century. The strongest Alemannic king, Chnodomar, invaded Roman Gaul and defeated the Caesar Decentius in 352. In the years that followed, the Alemanni even began settling on the west bank of the Rhine.

When the Caesar Julian began campaigning in 356, driving the settlers out of their newly conquered lands, Chnodomar gathered his host. The Alemanni assaulted and besieged Julian in Agendicum Senonum (Sens) while his troops were dispersed. The town nearly fell, but the Germans tired of the siege after thirty days and withdrew, allowing Julian to recombine his army. After repulsing a second Roman force under Barbatio, the host moved to cross the river and engage Julian near Argentoratum.

1.0 Map.

Use Map I.

2.0 Victory.

The German player gains victory points in the following fashion:

- 3 - If Julian is eliminated
- 2 - Per other Roman leader or cavalry step eliminated.
- 1 - Per Roman infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Left Wing of King Chnodomar

- 210 Leader Chnodomar (Army Commander)
- 210 German Hvy Cav
- 210 German Hvy Cav
- 224 German Hvy Cav
- 224 German Hvy Cav
- 196 German Barbarian Inf
- 182 German Barbarian Inf

Formation: Right Wing of Prince Serapion

- 154 Leader Serapion
- 154 German Barbarian Inf
- 168 German Barbarian Inf
- 140 German Barbarian Inf

4.0 Command.

4.1 Roman leaders may be replaced only by Nevitta or Dagalaif, even if the latter are of higher quality. If Julian is eliminated, Florentius becomes the Army Commander.

4.2 The German player automatically wins the initiative (5.0) on turn 1.

5.0 Special Scenario Rules.

5.1 Barbarian Charge. If his or her infantry units are two areas away from Roman infantry, the German player may order them to charge (9.0) those Romans, unless the Romans are in woods. Treat the charging Germans as heavy cavalry. Roman infantry may not withdraw or counter-charge.

5.2 Dismounted Cavalry (Optional). Some sources report that the Germans demanded that their own cavalry dismount before the battle, so they could not flee and leave the infantry if the battle went poorly. Treat the German cavalry as if it were barbarian infantry for all purposes, including 5.1 above.

5.3 Hidden Infantry. The German player secretly records the position of the sixth and seventh German Barbarian Infantry units prior to play. They may either be in a woods area, or in any area directly behind another Barbarian Infantry unit. These units may not move until placed on the map. The German player may place a hidden unit on the map at any time, and must place it on the map anytime a Roman unit moves adjacent, or during the recovery phase of turn 2.

6.0 Historical Result.

With a flurry of arrows and javelins the hosts met. More Germans emerged from the wooded area on Severus' front flank. The Roman cavalry quickly gave way before the charge when its tribune was wounded. Julian rallied them back to the battle as the Germans broke through the front ranks of the Army of Gaul. The Primani legion moved up to stop the breakthrough and the charge stalled. As the battle wore on, Roman discipline won out over German ferocity and the Alemanni broke. They fled to the river where many drowned or were struck by missiles as they attempted to cross. Chnodomar attempted to flee but was captured. Julian sent him to Constantius who imprisoned him in Rome.



Scenario #2

Crossing the Tigris

29 May, 363 AD

The Sassanid Persian Empire arose from a rebellion against the ruling Parthian Empire in 224. Better organized, the Persians began making more inroads on the Roman Empire than the Parthians had before them. Under King of Kings Shapur I the Persians had even sacked Antioch, and captured the Emperor Publius Licinius Valerianus in battle in 260. The unfortunate Valerian spent the remainder of his life as Shapur's footstool for horse mounting. Over the next century the frontier would sway back and forth as Roman invasion followed Persian invasion.

Shapur II became King of Kings in 309 while still in his mother's womb and would reign for seventy years. After decades of fruitless conflict, he launched a powerful invasion, first targeting the strategic city of Amida. Amida fell in 359 after a valiant struggle, but seven legions were destroyed. Two more legions were lost when Shapur conquered Singara and another three when he conquered Bezabde in 360. The garrison forces defending the frontiers were shattered but Constantius still had the field army intact. He attempted to retake Bezabde but failed. Nonetheless, Persian losses were also heavy, so Shapur was unable to take advantage when Constantius turned west to confront Julian.

Soon Shapur was confronted by the Emperor Julian assembling a strong army on his own frontiers. With no barbarian threat to the north and no rebellion behind him, Julian could concentrate a great force against the Persians without fear of distraction. Julian also had Ormisdas, a brother of Shapur, to install on the Persian throne as a Roman puppet. Shapur's offers of compromise and terms were rebuffed and the Roman invasion began in 363.

Shapur was deceived by Julian into moving north to defend against an invasion from Armenia. Instead, Julian marched down the Euphrates River. Several important cities fell to the Romans and they quickly struck at the capital of Ctesiphon.

1.0 Map.

Use Map III.

2.0 Victory.

The Persian player gains victory points in the following fashion:

- 3 - If Julian is eliminated.
- 2 - Per other Roman leader eliminated.
- 2 - Per Roman heavy infantry step eliminated.
- 1 - Per Roman light infantry step eliminated.

The player with the most VPs by the end of the seventh turn wins.

3.0 Set Up.

Area Unit

Formation: Assenite Arabs under Phylarch Podosaces

- 530 Leader Podosaces
- 502 Arab Archer
- 516 Arab Lt Inf (step b)
- 544 Arab Lt Inf

Kushan Guard under Nohodares

- 572 Leader Nohodares (Army Commander)
- 572 Kushan Light Infantry

Chionite Archers under Divan

- 614 Leader Divan
- 600 Chionite Archer
- 628 Chionite Archer

Turn 2: Place the following units in areas 505 and 506.

Formation: Cavalry Reaction Force under Narses

- Leader Narses
- Chionite Horse Archer
- Taghlib Lt Cav
- Arab Horse Archer
- Baku Lt Cav (Step b)

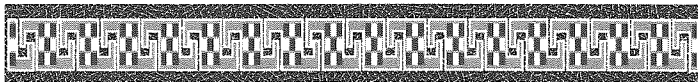
5.0 Special Scenario Rules.

5.1 No units may recover steps during this scenario (exception, Mattiaci reinforcements).

5.2 Persian Army Collapse is triggered any time that no Persian unit can reach a riverbank area with missile fire, or when all Persian infantry steps have been eliminated or retreated off-map.

6.0 Historical Result.

The Persians defending Ctesiphon had watched the Romans across the river engaging in games and wagering. Not expecting an immediate attack, the pickets along the river were surprised by a night-time river crossing.



Scenario #3

Ctesiphon

29 May, 363 AD

The Surenas was on hand to command the Persian forces. "The Surenas" was a title, not a name, and is variously translated as "Grand Vizier" or "Viceroy." When appointed as The Surenas, the man's name is erased, and he is simply The Surenas, servant of the Shahanshah, or King of Kings.

Amid the confusion generated by the Roman attack across the river, The Surenas gathered what forces he had brought with him along with garrison forces that could be spared from the city. These deployed in front of the Romans, now also drawing up their lines.

1.0 Map.

Use Map III.

2.0 Victory.

The Persian player gains victory points in the following fashion:

- 3 - If Julian is eliminated.
- 2 - Per other Roman leader eliminated.

2 - Per Roman heavy infantry or heavy cavalry step eliminated.

1 - Per Roman light infantry or light cavalry step eliminated.

The Roman player wins if he or she scores 10 more VPs than the Persian, otherwise the Persian player wins.

3.0 Set Up.

Area Unit

Formation: Skirmishers under Phylarch Podosaces

- 574 Arab Lt Inf
- 575 Arab Archer
- 576 Arab Lt Inf
- 577 Leader Podosaces
- 577 Kurd Lt Inf (step b)
- 578 Kurd Lt Inf (step b)
- 579 Chionite Archer
- 580 Chionite Archer
- 581 Kushan Lt Inf (step b)

Formation: Peasant Phalanx under Pigranes

- 547 Persian Phalanx Inf
- 548 Persian Phalanx Inf
- 549 Leader Pigranes
- 549 Persian Phalanx Inf
- 550 Persian Phalanx Inf
- 551 Persian Phalanx Inf
- 552 Persian Phalanx Inf

Formation: Elephant Corps under Nohodares

- 521 Leader Nohodares
- 519 Persian Elephant
- 520 Persian Elephant
- 521 Persian Elephant
- 522 Persian Elephant
- 523 Persian Elephant
- 524 Persian Elephant

Formation: Right Wing Cavalry under the Surenas

- 546 Leader Surenas (Army Commander)
- 546 Gyanarspar Hvy Cav
- 546 Gyanarspar Hvy Cav
- 545 Gyanarspar Hvy Cav
- 545 Chionite Horse Archer
- 544 Baku Lt Cav
- 544 Baku Lt Cav

Formation: Left Wing Cavalry under Narses

- 553 Leader Narses
- 553 Lakhmid Hvy Cav
- 553 Arab Horse Archer
- 554 Lakhmid Hvy Cav

- 554 Arab Horse Archer
- 555 Taghlib Lt Cav
- 555 Taghlib Lt Cav

4.0 Command.

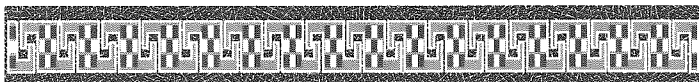
Shapur cannot be used as a replacement commander.

5.0 Special Rules.

Persian Army Collapse is triggered when all phalanx and elephant units have been eliminated or have left the map.

6.0 Historical Result

The Persians prepared to strike at the Romans with missile fire, but were unready when the Romans advanced at the double. With little time for volley fire, the Persians didn't last long in close combat. They collapsed and streamed into the city, very nearly letting the Romans in with them. When Shapur received news of the defeat, he was distraught. He ate sitting on the ground and stopped combing his hair, the traditional signs of mourning.



Scenario #4

Maranga

22 June, 363 AD

With the Romans sitting outside of the capital, Shapur's royal army was approaching. Until the Persian field army was defeated, the capital could not be besieged. Shapur knew that Julian would have to come for him, and he pulled off a ruse.

Two Persian nobles voluntarily had their noses cut off, which was a traditional Persian punishment. They "defected" to Julian and convinced him that they were enemies of Shapur. They convinced Julian to burn his supply fleet as he could not bring it inland with him, nor could he guard it. The nobles offered to lead the Romans and guide them to where food and fodder could be found. The nobles disappeared after leading the Romans into a barren area, and they were likely handsomely rewarded by the King of Kings.

Shapur declined to engage the Romans in pitched battle, preferring to let the land work against the Romans. Shapur conducted harassment and raids against the slow-moving Roman column. Mobile Persian cavalry and horse archers tormented the Romans. The largest action was at Maranga where the Persians attempted to close on the Roman rear with infantry.

1.0 Map.

Use Map III.

2.0 Victory.

The Persian player gains victory points in the following fashion:

3 - Julian is eliminated.

2 - Per Roman leader, heavy infantry, or cavalry step eliminated.

The Roman player wins if he or she scores 10 more VPs than the Persian, otherwise the Persian player wins.

3.0 Set Up.

Area Unit

Formation: Elephant Reserve under the Surenas

- 522 Leader Surenas (Army Commander)
- 519 Persian Elephant
- 520 Persian Elephant
- 521 Persian Elephant
- 522 Persian Elephant
- 523 Persian Elephant
- 524 Persian Elephant

Formation: Infantry under Merena

- 549 Leader Merena
- 547 Persian Phalanx Inf
- 547 Arab Archer
- 548 Persian Phalanx Inf
- 548 Arab Lt Inf
- 549 Persian Phalanx Inf
- 549 Persian Archer
- 550 Persian Phalanx Inf
- 550 Persian Archer
- 551 Persian Phalanx Inf
- 551 Chionite Archer
- 552 Persian Phalanx Inf
- 552 Chionite Archer

Formation: Right Wing Cavalry under Nohodares

- 546 Leader Nohodares
- 546 Gyanarspar Hvy Cav
- 546 Gyanarspar Hvy Cav
- 545 Gyanarspar Hvy Cav
- 545 Gyanarspar Hvy Cav
- 544 Lakhmid Hvy Cav
- 544 Lakhmid Hvy Cav

Formation: Left Wing Cavalry under Bineses

- 553 Leader Bineses
- 553 Chionite Horse Archer
- 553 Chionite Horse Archer
- 554 Taghlib Lt Cav
- 554 Taghlib Lt Cav

555 Arab Horse Archer

555 Arab Horse Archer

4.0 Command.

Shapur may not be used as a replacement commander.

5.0 Special Rules.

Persian Army Collapse is triggered when all phalanx and elephant units have been eliminated or have left the map.

6.0 Historical Result.

The Romans again crushed the Persian infantry, and the Persians only engaged with cavalry, elephants, and skirmishers after this defeat.



Scenario #5

Phrygia

26 June, 363 AD

Shapur's other strategic move which probably won the war for him was to intrigue with the King of Armenia to delay the other Roman army under Procopius. As frustration grew in the Roman army, morale fell. Shapur continued to shadow the Romans and several times struck at the rear of the column.

1.0 Map.

Use Map III.

2.0 Victory.

The Persian player gains victory points in the following fashion:

3 - Julian is eliminated.

2 - Per Roman leader, heavy infantry, or cavalry step eliminated.

The side with the most VP at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Mobile Archers under Bineses

619 Leader Bineses

618 Arab Horse Archer

618 Arab Horse Archer

619 Arab Camel Archer

619 Arab Camel Archer

620 Chionite Horse Archer

620 Chionite Horse Archer

Formation: Elephant Corps under the Surenas

647 Leader Surenas (Army Commander)

646 Persian Elephant

646 Persian Elephant

647 Persian Elephant

647 Persian Elephant

648 Persian Elephant

648 Persian Elephant

Place the following formations in any edge areas from 641-654 inclusive at the beginning of turn 2:

Formation: Persian Cavalry under Merena

Leader Merena

Gyanarspar Hvy Cav

Gyanarspar Hvy Cav

Gyanarspar Hvy Cav

Gyanarspar Hvy Cav

Formation: Arab Cavalry under Nohodares

Leader Nohodares

Lakhmid Hvy Cav

Lakhmid Hvy Cav

Arab Lt Cav

Arab Lt Cav

4.0 Command.

Use Julian's initiative rating for command initiative on turn 1 even though he is off the map.

5.0 Special Rules.

If any unit of Julian's formation conducts a charge or an assault not using missile fire, Julian must stack with and lend his tactical rating to one of them.

6.0 Historical Result.

The Persians were driven off with heavy losses, including Merena and Nohodares killed.



Scenario #6

Sumere

28 June, 363 AD

Unknown to Shapur, Julian had died of his wounds and Jovian had succeeded him. A personal enemy of Jovian's, now fearing for his life, deserted to the Persians and informed them of Julian's death and Jovian's accession. Shapur was overjoyed and ordered an immediate attack on the Romans, for the first time committing the royal heavy cavalry.

1.0 Map.

Use Map III.

2.0 Victory.

The Persian player gains victory points in the following fashion:

2 - Per Roman leader, heavy infantry, or cavalry step eliminated.

1 - Per Roman light infantry step eliminated.

The Persian player wins if he or she gains 20 more VPs than the Romans by the end of turn 8. Any other result is a Roman victory.

3.0 Set Up.

Area Unit

Formation: Skirmishers under Divan

- 602 Leader Divan
- 602 Chionite Horse Archer
- 603 Chionite Horse Archer

Formation: Pushtigban under King of Kings Shapur II

- 631 Leader Shapur (Army Commander)
- 631 Pushtigban Hvy Cav
- 631 Pushtigban Hvy Cav
- 630 Pushtigban Hvy Cav
- 630 Pushtigban Hvy Cav

Formation: Gyanarspar under Narses

- 616 Leader Narses
- 616 Gyanarspar Hvy Cav
- 616 Gyanarspar Hvy Cav
- 617 Gyanarspar Hvy Cav
- 617 Gyanarspar Hvy Cav

Formation: Elephant Corps under Bineses

- 644 Leader Bineses
- 644 Persian Elephant
- 644 Persian Elephant
- 645 Persian Elephant
- 645 Persian Elephant

4.0 Command.

Only The Surenas may succeed Shapur II as Army Commander.

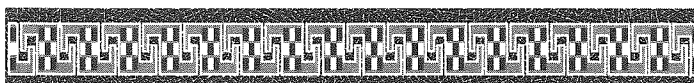
5.0 Special Rules.

Play ends with the completion of turn 8. Turn 8 has no Recovery Phase.

6.0 Historical Result.

Once again casualties were heavy on both sides. Jovian marched a short way up the Tigris and could have extricated his army with some difficulty. However, he was concerned over the need to rapidly return to the Empire to solidify his rule before a challenger could arise and start another Civil War. As a result, he signed a treaty with

Shapur turning over five regions to Persia, including the strategic fortress-cities of Nisibis and Singara. This Persian war ended with a strategic defeat for Rome.



Scenario #7

Nacolia

Spring, 366 AD

Julian's cousin on his mother's side, Procopius, went into hiding to evade Valens, who was actively eliminating potential rivals. In a desperate move, Procopius travelled to the Imperial Capital of Constantinople while Valens was in Syria. He bribed the officers of the Tungricani and Divitenses, who were passing through the city, to proclaim him Emperor. He had it announced that Julian had secretly designated Procopius as his successor. Constantinople accepted the newest usurper, though without much enthusiasm. Procopius attempted to sway opinion in his favor by travelling with Constantius' widow and daughter to show his affiliation with the House of Constantine, now reduced to this one little girl.

Valens sent the Jovii and Victores to quickly put down Procopius, but these Auxilia Palatina units instead defected to him, swelling his forces. Procopius gained control of the eastern Balkans, Greece, and western Asia Minor while Valens retained possession of the East. Despite Procopius' gains, the bulk of the army remained under Valens. Procopius enlisted troops of the Ostrogoths as Foederoti (mercenary allies) but they did not reach him by the time Valens' larger army brought him to battle along the Sangarius River near Nacolia. Agilo and Gomoarius went over to Valens, and as the battle began, Procopius' troops reversed their arms and standards, indicating that they also defected to Valens. Procopius fled but was captured and put to death on the spot by Valens.

This scenario represents what might have happened had Procopius' Gothic allies arrived in time to stiffen the resolve of his army.

1.0 Map.

Use Map III.

2.0 Victory.

Each player gains VPs in the following manner:

2 - Per enemy leader or cavalry step eliminated.

1 - Per enemy infantry or elephant step eliminated.

The player with the most VPs at the end of play wins. If the players are tied, Procopius wins.

3.0 Set Up.

Area Unit

Formation: Infantry Center of the Augustus Procopius

605 Leader Procopius (Army Commander)

605 Jovii Legion Inf

606 Victores Legion Inf

Formation: Infantry Wing of Magister Peditum Agilo

607 Leader Agilo

607 Tungricani Legion Inf

608 Divitenses Legion Inf

Formation: Visigothic Foederoti under Tribune Marcellus

603 Leader Marcellus

603 Visigoth Barbarian Inf

604 Visigoth Barbarian Inf

Formation: Cavalry Wing of Proconsul Ormisdas

609 Leader Ormisdas

609 Scholae Hvy Cav

609 Eruli Lt Cav

Formation: Cavalry Wing of Gomoarius

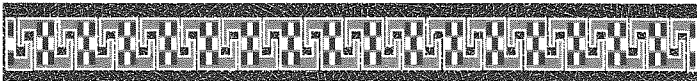
602 Leader Gomoarius

602 Mauri Foroces Lt Cav

602 Gentiles Lt Cav

5.0 Special Rules.

If either Valens or Procopius is killed, the other side wins at the end of the current turn. If both are killed during the same turn, the game is a draw.



Scenario #8

Ad Salices

Spring, 377 AD

The Goths first arrived on the Roman stage in 238, making repeated incursions along the lower Danube. Led by King Cniva, they decisively defeated the Danubian legions at Abrittus in 251, killing the Emperor Decius and his son. After twenty years of difficult campaigning, the Goths were finally expelled by Claudius II "Gothicus" and Aurelian.

The Goths settled and grew into a large tribal confederation of two major peoples, the Ostrogoths and Visigoths. Their domain stretched from the Black Sea to the Ural Mountains and into the Balkans. In the middle of the fourth century, the migrating Huns impacted the Goths, defeating them and driving them westward and south.

Fritigern was a Christian Visigothic reiks, (mis-translated

by the Romans into Rex, or King). He applied for admission into the Empire. His people would settle on empty land, and would help to defend the empire. Emperor Valens agreed, settled the Goths, and turned to the East to renew war with Persia. Famine struck the newly settled Goths, and corrupt administrators sold them spoiled food at extravagant prices. In many cases Goths had to sell their children into slavery for food, as it was the only way that all could be fed.

The Visigoths broke into revolt and at the same time the Ostrogoths crossed the Danube into the Empire. Fritigern defeated the military governor at Marcianople. He quickly swelled his forces with long-settled barbarians and slaves, overrunning Thrace and coming up to Constantinople itself. Realizing that he had no way of conducting a siege, he announced that he had no quarrel with walls. Instead the Goths embarked on an orgy of burning and plundering.

At length, hearing that another Roman force made up of units from the Eastern and Western armies was moving against him, Fritigern drew up his people's wagons in the defensive carrago at a place called Ad Salices (the willows). The Romans were not strong enough to attack him in carrago, but they could interfere with foraging. After waiting for scattered parties to return, Fritigern moved his troops out at dawn, making the first move towards some high ground.

1.0 Map.

Use Map II.

2.0 Victory.

The Gothic player gains victory points in the following fashion:

2 - Per Roman leader or cavalry step eliminated.

1 - Per Roman infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Gothic Infantry under Reiks Fritigern

324 Leader Fritigern (Army Commander)

322 Visigoth Lt Inf

322 Visigoth Lt Inf

323 Visigoth Barbarian Inf

324 Visigoth Barbarian Inf

325 Visigoth Barbarian Inf

309 Visigoth Barbarian Inf

310 Visigoth Barbarian Inf

311 Visigoth Barbarian Inf

Formation: Gothic Cavalry under Sueridas

326 Leader Sueridas

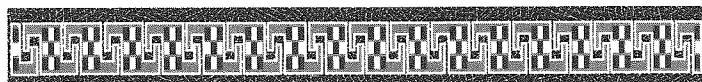
- 326 Visigoth Lt Cav
- 326 Visigoth Lt Cav
- 327 Visigoth Lt Cav
- 327 Visigoth Lt Cav

5.0 Special Rules.

None.

6.0 Historical Result.

The two armies glared at each other, and with battle-cries and chants attempted to intimidate the other. The two lines clashed with heavy hand-to-hand combat, and the Roman left gradually gave way. The Goths were contained, however, and both sides eventually withdrew in disorder to camp.



Scenario #9

Dibaltum

Summer, 377 AD

The Goths eventually broke out and split into small parties, again spreading devastation across Thrace. A good-sized force made for the town of Dibaltum, surprising a detachment of the Eastern Army as it was in the process of making camp.

1.0 Map.

Use Map I.

2.0 Victory.

The Gothic player gains victory points in the following fashion:

- 2 - Per Roman leader or cavalry step eliminated.
- 1 - Per Roman infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Gothic Infantry under Colias

- 148 Leader Colias (Army Commander)
- 148 Visigoth Barbarian Inf
- 162 Visigoth Barbarian Inf

Formation: Gothic Cavalry under Sueridas

- 176 Leader Sueridas
- 176 Visigoth Lt Cav
- 176 Visigoth Lt Cav
- 190 Visigoth Lt Cav
- 190 Visigoth Lt Cav

4.0 Command.

No replacement leaders are allowed. If a leader is eliminated, all units of that side are combined into the same formation. If both leaders on a side are eliminated, the other side wins immediately.

5.0 Special Rules.

None.

6.0 Historical Result.

Barzimeres, tribune of the Scutarii, charged at the head of his men and inflicted heavy losses on the Goths. However, he was surrounded by Gothic cavalry and cut to pieces.



Scenario #10

Adrianople

9 August, 378 AD

News reached Fritigern that Valens was approaching with the Eastern Army, while Gratian was nearing with the Western. He gathered his groups together near Adrianople and made for the outpost at Nike, seeking favorable ground. Burdened with wagons and noncombatants, the Goths could not outdistance the Romans, and formed a carrago on some high ground. Fritigern sent for the Ostrogoths under Alatheus and Saphrax, and proceeded to stall for time.

He conducted negotiations, sent envoys, and burned the grasslands before the Romans. As the Roman army deployed it seems both commanders lost control, with Goths jeering at Romans and occasional missiles being launched. At length, units of the Roman right wing attacked without orders and were quickly driven back.

1.0 Map.

Map I edge 241-254 placed adjacent to Map II edge 441-454.

2.0 Victory.

The Gothic player gains victory points in the following fashion:

- 2 - Per Roman leader or cavalry step eliminated.
- 1 - Per Roman infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Visigoth Set Up.

Place laager counters in the following areas: 333, 334, 335, 346, 350, 360, 364, 374, 378, 389, 390, 391.

Place all Visigothic units in areas with a laager counter or in any clear area within the circle.

Formation: Visigoths under Fritigern

Leader Fritigern (Army Commander)
 Four Visigoth Barbarian Inf
 One Visigoth Lt Inf
 One Visigoth Archer

Formation: Visigoths under Colias

Leader Colias
 Three Visigoth Barbarian Inf
 One Visigoth Lt Inf

Formation: Visigoths under Sueridas

Leader Sueridas
 Four Visigoth Lt Cav

3.1 Ostrogoth Set Up.

The Gothic player rolls a die at the beginning of each turn. If the die roll is equal to or less than the turn number, the Ostrogoths will arrive the following turn. At the conclusion of the current recovery phase, place the following units in any map-edge area of Map II labeled 303-314 or 314-454.

Formation: Ostrogoths under Alatheus

Leader Alatheus (Army Commander)
 Five Ostrogoth Hvy Cav

Formation: Ostrogoths under Saphrax

Leader Saphrax
 Five Ostrogoth Hvy Cav

Formation: Light Cavalry under Athaulf

Leader Athaulf
 Ostrogoth Lt Cav
 Two Alan Lt Cav
 Hun Horse Archer

4.0 Command.

Roman: No Roman replacement leaders are allowed. Formations which lose their leaders become part of the Eastern Reserve Formation under Valens during the Recovery Phase of the current turn.

Ostrogoth: Saphrax is always in command, and may place Athaulf in command. Saphrax must become the Army Commander if Alatheus is eliminated.

5.0 Special Rules.

5.1 Carrago. The wagon laager is a fortification and has the following special rules:

- Laager counters may not move.
- Laager counters take up two stacking points in their area.
- Units must expend one extra movement point to enter an area with a laager counter.
- Units attacking an area with a laager counter suffer a

25% reduction to their combat strength.

- Cavalry charges may not be made against an area with a laager counter.

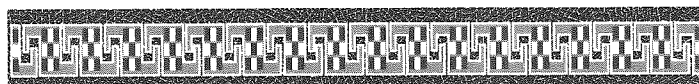
5.2 Firing the Carrago. The Roman player may set laager counters on fire in either of the following ways.

- If a Roman unit occupies an area with a laager counter and makes no attack during the assault segment (it may defend against attacks), the Roman player may declare the laager counter to be fired.
- If Roman units assault an area with a laager counter and inflict two or more hits on the units in the area, the Roman player may declare the laager to be fired. The Gothic player does not otherwise suffer two of the hits obtained. A single "hit" on a laager does nothing and may not be combined with a later hit to fire the laager.

5.3 Flaming Wagons. A flaming laager counter no longer causes a 25% reduction to the combat strength of assaulting units.

6.0 Historical Result.

The Roman left wing reached the line of wagons when the Ostrogothic cavalry crushed the right wing and rolled it up, storming into the rear. The Roman line held for some time, then broke as each fled for his life. The Goths gave chase and two-thirds of the Eastern Army was annihilated. The Goths continued to ravage the East but eventually came to terms with the new Emperor Theodosius in 382. In little more than a century, the Ostrogoths would be ruling Italy, and the Visigoths Spain.



Scenario #11

Adrianople Revised

Mid August, 378 AD

This scenario represents what could have happened had Valens waited for Gratian to arrive with the Western Army.

1.0 Map.

Map I edge 241-254 placed adjacent to Map II edge 441-454.

2.0 Victory.

The Gothic player gains victory points in the following fashion:

- 2 - Per Roman leader, heavy infantry, or cavalry step eliminated.
- 1 - Per Roman infantry step eliminated.

3.0 Visigoth Set Up.

Set up third: Place laager counters on Map II in the following areas: 333, 334, 335, 346, 350, 360, 364, 374, 378, 389, 390, 391.

Place all Visigothic units in areas with a laager counter or in any clear area within the circle.

Formation: Visigoths under Fritigern

Leader Fritigern (Army Commander)
Four Visigoth Barbarian Inf
One Visigoth Lt Inf
One Visigoth Archer

Formation: Visigoths under Colias

Leader Colias
Three Visigoth Barbarian Inf
One Visigoth Lt Inf

Formation: Visigoths under Sueridas

Leader Sueridas
Four Visigoth Lt Cav

3.1 Ostrogoth Set Up.

The Gothic player rolls one die at the beginning of each turn. If the result is equal to or less than the turn number, the Ostrogoths will arrive the following turn. At the conclusion of the current recovery phase, place the following units in any map-edge area of Map II labeled 303-314 or 314-454.

Formation: Ostrogoths under Alatheus

Leader Alatheus (Army Commander)
Five Ostrogoth Hvy Cav

Formation: Ostrogoths under Saphrax

Leader Saphrax (Army Commander)
Five Ostrogoth Hvy Cav

Formation: Light Cavalry under Athaulf

Leader Athaulf
Ostrogoth Lt Cav
Two Alan Lt Cav
Hun Horse Archer

4.0 Command.

Roman: The Eastern Roman army may only use Saturnus and Valerian as replacement leaders. If additional leaders are lost, their formations become part of the Reserve under Emperor Valens. The Western Army may replace leaders normally.

Ostrogoth: Saphrax is always in command, and may place Athaulf in command. Saphrax must become the Army Commander if Alatheus is eliminated.

5.0 Special Rules.

5.1 Carrago. The wagon laager is a fortification and has the following special rules:

- Laager counters may not move.
- Laager counters take up two stacking points in their area.
- Units must expend one extra movement point to enter an area with a laager counter.
- Units attacking an area with a laager counter suffer a 25% reduction to their combat strength.
- Cavalry charges may not be made against an area with a laager counter.

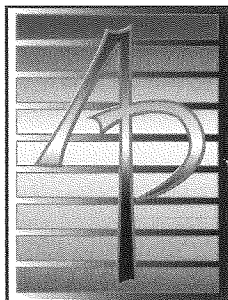
5.2 Firing the Carrago. The Roman player may set laager counters on fire in either of the following ways.

- If a Roman unit occupies an area with a laager counter and makes no attack during the assault segment (it may defend against attacks), the Roman player may declare the laager counter to be fired.
- If Roman units assault an area with a laager counter and inflict two or more hits on the units in the area, the Roman player may declare the laager to be fired. The Gothic player does not otherwise suffer two of the hits obtained. A single "hit" on a laager does nothing and may not be combined with a later hit to fire the laager.

5.3 Flaming Wagons. A flaming laager counter no longer causes a 25% reduction to the combat strength of assaulting units.

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ROME AT WAR: FADING LEGIONS

Imperial Scenario Book

Using This Scenario Book

Victory Points

Detachments and short counter remnants of heavy infantry units count as heavy infantry for victory points, but not for any other purposes.

Set Up

Units are set up by Formation. The formation leader and the units that are part of that formation are identified in the set-up instructions. The Army Commander will often double as a formation leader. Unless otherwise noted, all units set up at full strength (Step A).

Scenario End

Unless specified in the scenario special rules, all scenarios end once all combat units of one side have exited the map or been eliminated.

Terrain Effects

Most areas on the maps are clear terrain with no special effects on movement or combat. The exceptions are:

- Woods (Maps I and II). It costs one extra movement point to enter a woods area. A charge may not be made against or through a woods area. Units assaulting a woods area suffer a 25% decrease in their combat strength.
- Rise (Map II). The hill area on this map represents a rise. Units on a rise conducting a charge or an assault against units on a non-rise area gain a 25% increase to their combat strength.
- Slope (Map III). The boundary between the riverbank and level ground is a slope. Slope costs one extra movement point to cross. Assault combat across a slope entails a 50% reduction in the combat strength of the unit on the lower elevation (including missile fire). A charge cannot be conducted across a slope boundary.

Scenario #1

Argentoratum (Strasbourg)

August, 357 AD

For 150 years following the establishment of the Empire by Augustus, Rome continued to expand, reaching its greatest extent under the Emperor Marcus Ulpian

Traianus (Trajan, AD 98-116). In the following decades, the strategic objective of the Empire became that of preclusive security. Massive fortifications were erected along the limes (frontiers) to keep the barbarians out of the civilized Mediterranean world. With a relatively small military, Rome created the Pax Romana, a period of peace and prosperity unparalleled before or since.

Three military situations arose which would wear down the might of the Empire. In the East, the Empire of the Parthians was replaced by the more capable Sassanid Persian Empire. War after war between Rome and Persia would lay waste the land from Mesopotamia to Antioch. In the Northeast, wave after wave of Germanic tribes would dash against the Imperial fortifications. The third and worst was the inability of the Emperor to provide for a peaceful and stable succession of power. Revolts, assassinations, and civil wars wracked the heart of the Empire and denuded the armed forces.

Eventually the Emperor Gaius Aurelius Valerius Diocletianus (Diocletian, 284-305) put an end to the disastrous phase of history known as the "Military Anarchy." Diocletian divided the Empire into East and West, for a single ruler was incapable of effective control on the Persian border at the same time as in Africa, Germania or Britannia. The Eternal City of Rome gradually declined into a provincial capital as the seat of power was shifted to militarily central cities such as Mediolanum (Milan) or Ravenna.

The Emperor Valerius Constantinus (Constantine, 306-337) reformed the army. Instead of a strongly fortified frontier, he defended it thinly and relied on interior reaction forces to respond to incursions. The vaunted legions eroded in strength and in training, declining to become simple garrison troops. The shock troops of Constantine's new army were called the *auxilia palatina*, and they received better pay, training, and equipment.

By 355, the Empire in the West had been weakened by civil war and Germanic incursions. The Emperor Flavius Julius Constantius (Constantius II, 337-361) was preoccupied with the Persians and the Balkan tribes, but needed to ensure that Gaul did not fall to the Germans. He elevated his cousin Flavius Claudius Julianus to the rank of Caesar (roughly Vice or Sub-Emperor), gave him the Prefecture of Spain, Britain, Germany, and Gaul, and ordered him to remove the barbarians.

Julian faced a province weakened by civil war, a demoralized army, and confident barbarians. Furthermore, he was hamstrung by having limited forces, as the suspicious Constantius did not wish to strengthen a possible rival more than was necessary.

Julian campaigned along the Rhine in 356, driving out the Alemanni settlers, and signing a treaty with the Franks to

keep them out of the war. Receiving word that King Chnodomar was crossing the Rhine with 35,000 men, Julian marched his men twenty-one miles and then offered to let them rest before committing to battle the next day. Whether spontaneously, or as planned by Julian's officers, the army demanded to move against the Germans at once.

Although the (Roman) sources report that Julian fought the full 35,000 men of the Germanic host, it's more likely that Julian planned to catch the Germanic host as it was a little more than halfway across the river. As he drew up for battle, the Germans did likewise. Julian himself commanded the right wing of the Gallic Army, including the cavalry. They advanced until Severus, commanding the left wing, suspected an ambush in some woods with a depression and halted. The rest of the army likewise stopped so as to keep a continuous line. As they began to advance again, the Germans made a headlong charge towards the Romans.

1.0 Map.

Use Map I.

2.0 Victory.

The Roman player gains points in the following fashion:

- 2 - If Chnodomar is eliminated
- 1 - Per other German leader eliminated.
- 1 - Per German step eliminated.

The side with the most VPs at the end of play wins.

3.0 Set-Up.

Area Unit

Formation: Left Wing of Magister Equitum Severus

- 138 Celtae Legion Inf (step b)
- 152 Leader Severus
- 152 Petulantes Legion Inf (step b)
- 166 Heruli Lt Inf
- 166 Nervii Archer
- 180 Auxiliary Lt Inf

Formation: Right Wing of the Caesar Julian

- 194 Leader Julian (Army Commander)
- 194 Cornuti Legion Inf (step b)
- 208 Bracchiati Legion Inf (step b)
- 166 Scutarii Hvy Cav
- 166 Gentiles Lt Cav
- 180 Sagittarii Horse Archer

Formation: Reserve of Praetorian Prefect Florentius

- 178 Leader Florentius
- 178 Primani Legion Inf
- 192 Batavi Lt Inf
- 192 Regii Lt Inf

4.0 Command.

4.1 Roman leaders may be replaced only by Nevitta or Dagalaif, even if the latter are of higher quality. If Julian is eliminated, Florentius becomes the Army Commander.

4.2 The German player automatically wins the initiative (5.0) on turn 1.

5.0 Special Scenario Rules.

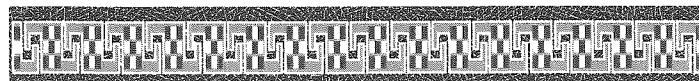
5.1 Barbarian Charge. If his or her infantry units are two areas away from Roman infantry, the German player may order them to charge (9.0) those Romans, unless the Romans are in woods. Treat the charging Germans as heavy cavalry. Roman infantry may not withdraw or counter-charge.

5.2 Dismounted Cavalry (Optional). Some sources report that the Germans demanded that their own cavalry dismount before the battle, so they could not flee and leave the infantry if the battle went poorly. Treat the German cavalry as if it were barbarian infantry for all purposes, including 5.1 above.

5.3 Hidden Infantry. The German player secretly records the position of the sixth and seventh German Barbarian Infantry units prior to play. They may either be in a woods area, or in any area directly behind another Barbarian Infantry unit. These units may not move until placed on the map. The German player may place a hidden unit on the map at any time, and must place it on the map anytime a Roman unit moves adjacent, or during the recovery phase of turn 2.

6.0 Historical Result.

With a flurry of arrows and javelins the hosts met. More Germans emerged from the wooded area on Severus' front flank. The Roman cavalry quickly gave way before the charge when its tribune was wounded. Julian rallied them back to the battle as the Germans broke through the front ranks of the Army of Gaul. The Primani legion moved up to stop the breakthrough and the charge stalled. As the battle wore on, Roman discipline won out over German ferocity and the Alemanni broke. They fled to the river where many drowned or were struck by missiles as they attempted to cross. Chnodomar attempted to flee but was captured. Julian sent him to Constantius who imprisoned him in Rome.



Scenario #2

Crossing the Tigris

29 May, 363 AD

Julian pushed the barbarians from Gaul and crossed into Germania where he rebuilt the devastated Colonia

Agrippina (Cologne) as a Roman fortress. In 358 he campaigned against the Franks, securing treaties with favorable terms. He reformed the government of Gaul, reduced taxes, and became popular with his army and the people. Constantius viewed the rise of his cousin with alarm, and while preparing to campaign against Persia, demanded that Julian send him the bulk of his army.

Julian realized that without his army he would be helpless. Considering that Constantius had previously executed Julian's father and brother, he probably felt he would share their fate. Whether orchestrated by Julian or not, the Army of Gaul proclaimed Julian as Augustus (Full Emperor). While Constantius marched west to meet him, Julian conducted a lightning march and occupied the strategic city of Sirmium (modern Sremska Mitrovica, near Belgrade) in the Balkans. As the latest civil war began to unfold, Constantius died of a fever in Asia Minor. Julian, last of the House of Constantine, became sole Emperor.

Julian reformed the Imperial government in a similar manner as he had in Gaul, but with less success. He issued an Edict of Religious Toleration under which all citizens were free to worship as they wished, and prevented the dominant Arian Christians from persecuting the Catholic Christians. He also attempted to rebuild the Temple in Jerusalem for the Jews, but the work was sabotaged by local Christians. By these and other acts, the Arian bishops dubbed him "Julian the Apostate," the title by which he is known to history.

Julian's main concern was the Persian War. Great planning went into his campaign. A fleet of a thousand ships was built to carry supplies for the army down the Euphrates River into the Persian heartland. While his cousin Procopius led half the army northeast to link up with Rome's Armenian allies and march down the Tigris, Julian led the remainder down the Euphrates, taking several Persian strongholds. He then reopened Trajan's canal connecting the Euphrates to the Tigris, and with his river fleet, came to the ruined Greco-Syrian capital of Seleucia, across the river from the modern Persian capital of Ctesiphon. Julian needed to cross the river to assault the capital, but the bank was lined with light infantry and archers, with cavalry in reserve.

He confounded the Persians by camping and holding Games for the army. Horseracing, wrestling, and feasting went on for a day while the Persians watched from across the river. That night, Julian sent his army across the Tigris in an amphibious assault under cover of darkness.

1.0 Map.

Use Map III.

2.0 Victory.

The Roman player gains points in the following fashion:

2 - Per Persian leader eliminated.

2 - Per Persian cavalry step eliminated.

1 - Per other Persian step eliminated.

The player with the most VPs by the end of the seventh turn wins.

3.0 Set-Up.

Formation: Assault Force of Magister Peditum Victor

The Roman player rolls two dice to determine the landing zone for the assault force. On a result of 2 the zone is 501. On a result of 3 the zone is 515. On a result of 4 the zone is 529, and so forth.

Leader Victor (Army commander)

Mattiaci Legion Inf (step c)

Turn 3: Add one step to the Mattiaci. If previously eliminated, add Mattiaci step f to Julian's Formation. Place the following units in any riverbank area within two areas of any Roman unit or where the last Roman unit was eliminated. If no such areas are eligible, the Roman player may land in any riverbank area:

Formation: Second Force under the Augustus Julian

Leader Julian

Cornuti Legion Inf (step c)

Bracchiati Legion Inf (step c)

Auxiliary Lt Inf

Auxiliary Archer

Turn 4: Add one step to the Mattiaci. If previously eliminated, add Mattiaci step f to Nevitta's Formation. Place the following units in any riverbank area within two areas of any Roman unit or where the last Roman unit was eliminated. If no such areas are eligible, the Roman player may land in any riverbank area:

Formation: Third Force under Nevitta

Leader Nevitta

Celtae Legion Inf (step c)

Petulantes Legion Inf (step c)

Batavii Lt Inf

Heruli Lt Inf

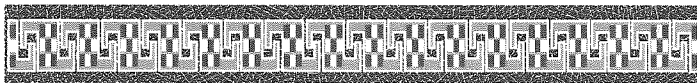
4.0 Command.

Julian and Narses become the respective Army Commanders at the beginning of turn 3. Shapur may not be used as a replacement commander.

5.0 Special Scenario Rules.

5.1 No units may recover steps during this scenario (exception, Mattiaci reinforcements).

5.2 Persian Army Collapse is triggered any time that no Persian unit can reach a riverbank area with missile fire, or when all Persian infantry steps have been eliminated or retreated off-map.



Scenario #3

Ctesiphon

29 May, 363 AD

The first three ships carried the vanguard under Victor. Persian archers along the shore set the ships on fire, but Victor got his men ashore and began pushing them back. The bulk of the Roman army was dismayed by the burning ships until Julian exclaimed that the ships were set on fire as an agreed-on signal that he was ashore and the rest should follow. This clever lie reassured the soldiers and they began crossing to support Victor's bridgehead.

Opposed by only light forces, the Romans were able to come ashore with minimal losses. Troops were ferried across the river all night, though a third were still on the far bank when dawn broke, revealing the Persian army drawn up before the gates of Ctesiphon.

1.0 Map.

Use Map III.

2.0 Victory.

The Roman player gains points in the following fashion:

- 2 - Per Persian leader eliminated.
- 2 - Per Persian heavy cavalry step eliminated.
- 1 - Per other Persian step eliminated.

The Roman player wins if he or she scores 10 more VPs than the Persian, otherwise the Persian player wins.

3.0 Set Up.

Area Unit

Formation: Infantry Corps of Magister Peditum Victor

- 609 Leader Victor
- 609 Jovii Legion Inf
- 609 Auxiliary Archer
- 608 Victores Legion Inf
- 608 Auxiliary Lt Inf
- 607 Leader Nevitta
- 607 Petulantes Legion Inf
- 606 Celtae Legion Inf

Formation: Infantry Corps of the Augustus Julian

- 605 Leader Julian (Army Commander)
- 605 Cornuti Legion Inf

- 604 Bracchiati Legion Inf
- 603 Lanciarii Legion Inf
- 602 Leader Dagalaif
- 602 Mattiaci Legion Inf

Formation: Left Wing Cavalry under Prince Ormisdas

- 601 Leader Ormisdas
- 601 Auxiliary Lt Cav
- 601 Eruli Lt Cav
- 600 Stablesiani Hvy Cav
- 600 Gentiles Lt Cav

Formation: Right Wing Cavalry under Magister Equitum Arintheus

- 610 Leader Arintheus
- 610 Mauri Foroces Lt Cav
- 610 Mauri Alites Lt Cav
- 611 Dalmatae Octavio Lt Cav
- 611 Dalmatae Passerentiaei Lt Cav

4.0 Command.

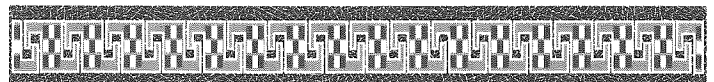
Shapur cannot be used as a replacement commander.

5.0 Special Rules.

Persian Army Collapse is triggered when all phalanx and elephant units have been eliminated or have left the map.

6.0 Historical Result.

The Persians preferred a long-range fight with missile weapons, but the Romans moved forward quickly to minimize this advantage. After a lengthy battle (the historians say "all day," which is very unlikely) the Persians broke and crowded around the city gates to get in. The Romans inflicted heavy losses and began entering the city themselves, when they were pulled back by Victor. Victor had taken an arrow in the shoulder and was concerned that his troops would get cut off if they entered the city. This pause allowed the Persians to shut the gates in preparation for seige. Julian felt that Victor's caution had cost him the city, but did not publicly admonish him.



Scenario #4

Maranga

22 June, 363 AD

Julian considered beseiging Ctesiphon, which had been taken in previous centuries by Trajan and Galerius. However, Shapur II and the Royal Army were only now approaching and he realized that the Persian center of gravity was the King and army, not the capital.

What happened next is unclear and sources are conflict-

ing. Apparently, two Persian nobles appeared before Julian and offered to guide him against Shapur. They had voluntarily had their noses cut off in the traditional Persian punishment, to deceive Julian into believing that they were now enemies of the King. They convinced him to burn his supply fleet and set off into the interior to confront the Royal Army, while they would guide him to where food and fodder could be found. It quickly became apparent that Julian had been deceived for the Roman army entered a barren area, where what little existed had been burned by the Persians. Shapur declined a full battle, preferring to let the land work against the Romans. As supplies ran low, Julian decided to head north along the Tigris towards Armenia where he could rendezvous with Procopius. Shapur conducted harassment and raids against the slow-moving Roman column. After a few weeks of harassment, the Persians finally committed infantry. Julian drew his hungry forces into a crescent formation and launched an attack just as the Persians finished deploying for their own attack.

1.0 Map.

Use Map III.

2.0 Victory.

The Roman player gains points in the following fashion:

2 - Per Persian leader or cavalry step eliminated.

1 - Per Persian infantry or elephant step eliminated.

The Roman player wins if he or she scores 10 more VPs than the Persian, otherwise the Persian player wins.

3.0 Set Up.

Area Unit

Formation: Army Center under the Augustus Julian

605 Leader Julian (Army Commander)

605 Petulantes Legion Inf (step b)

604 Celtae Legion Inf (step b)

607 Leader Nevitta

607 Victores Legion Inf (step b)

606 Jovii Legion Inf (step b)

Formation: Left Wing Infantry under Tribune Vetrano

594 Leader Vetrano

594 Ziannis Legion Inf (step b)

595 Primani Legion Inf (step b)

Formation: Right Wing Infantry under Dagalaif

588 Leader Dagalaif

588 Cornuti Legion Inf (step b)

589 Bracchiati Legion Inf (step b)

Formation: Right Wing Cavalry under Magister Equitum Arintheus

596 Leader Arintheus

597 Mauri Foroces Lt Cav

597 Mauri Alites Lt Cav

596 Dalmatae Octavio Lt Cav

596 Dalmatae Passerentiaei Lt Cav

584 Gentiles Lt Cav

584 Scutarii Hvy Cav

Formation: Left Wing Cavalry under Ormisdas

587 Leader Ormisdas

587 Auxiliary Horse Archer

587 Stablesiani Hvy Cav

586 Eruli Lt Cav

586 Auxiliary Lt Cav

4.0 Command.

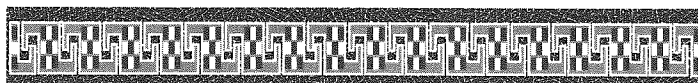
Shapur may not be used as a replacement commander.

5.0 Special Rules.

Persian Army Collapse is triggered when all phalanx and elephant units have been eliminated or have left the map.

6.0 Historical Result.

By charging forward to again minimize Persian missile fire, the auxila palatina were able to close with the Persians and inflict heavy losses. Julian had shown them that although the Romans couldn't shake them, neither could they be beaten by the Persian forces. The Persians broke off and continued to shadow the Roman force.



Scenario #5

Phrygia

26 June, 363 AD

It was now clear that Julian had lost the initiative. Shapur was shadowing him with the Royal Army but would not engage. Supplies were low, and the other part of the army under Procopius was nowhere to be seen. Julian continued to march up the Tigris, trying to hearten his men with comparisons to Xenophon's Anabasis 762 years earlier. Along the river, in a place that may have been called Phrygia (not the province in Asia Minor) the Persians once again attacked the rear of the column.

1.0 Map.

Use Map III.

2.0 Victory.

The Roman player gains points in the following fashion:

2 - Per Persian leader or cavalry step eliminated.

1 - Per Persian infantry or elephant step eliminated.

The side with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Rearguard under Nevitta

- 591 Leader Nevitta
- 591 Armenia Legion Inf
- 590 Parthica Legion Inf
- 589 Auxiliary Archer
- 592 Auxiliary Lt Inf

Formation: Column under Magister Peditum Victor

- 535 Leader Victor
- 535 Laetii Legion Inf
- 534 Dediticii Barbarian Inf

Formation: Cavalry under Prince Ormisdas

- 508 Mauri Alites Lt Cav
- 508 Mauri Foroces Lt Cav
- 509 Gentiles Lt Cav
- 509 Sagittarii Horse Archer

Place in any edge area from 502 to 514 inclusive at the beginning of turn 2:

Formation: Reaction Force of Julian Augustus

- Leader Julian (Army Commander)
- Promoti Hvy Cav
- Stablesiani Hvy Cav
- Dalmatae Octavio Lt Cav
- Dalmatae Passerentiaei Lt Cav
- Auxiliary Horse Archer

Place in any edge area from 502 to 514 inclusive at the beginning of turn 3:

Formation: Reaction Force of Magister Equitum Arintheus

- Leader Arintheus
- Scholae Hvy Cav
- Auxiliary Lt Cav

Place in any edge area from 502 to 514 inclusive at the beginning of turn 4:

Formation: Reaction Force under Dagalaif

- Leader Dagalaif
- Jovii Legion Inf
- Victores Legion Inf
- Heruli Lt Inf

4.0 Command.

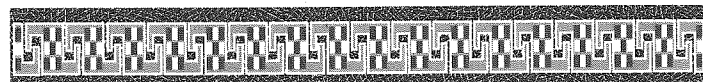
Use Julian's initiative rating for command initiative on turn 1 even though he is off the map.

5.0 Special Rules.

If any unit of Julian's formation conducts a charge or an assault not using missile fire, Julian must stack with and lend his tactical rating to one of them.

6.0 Historical Result.

Julian had been inspecting the head of the column and rushed to the rear without putting on his breastplate. He plunged into the thick of the fighting and routed a Persian cavalry unit. His bodyguard became dispersed and Julian was struck in the side by a flying spear. He was carried to his tent where he died that night. Some claim that the spear was thrown by a Christian Roman soldier as no Persian ever came forward to claim Shapur's reward, but we will likely never know. The army was now leaderless, deep in enemy territory, and with few supplies.



Scenario #6

Sumere

28 June, 363 AD

On his deathbed, Julian expressly declined to name a successor. As the last of the House of Constantine, there was no obvious heir, and Julian said he did not want to put a good man in jeopardy if the officers rejected his choice. The officers could not agree, those from the East wanting one of Constantius' generals, those from the West one of Julian's. That evening, the Imperial household troops proclaimed their Tribune, Flavius Jovianus as Emperor. As no alternate was agreeable to all, the officers accepted Jovian as a fait accompli.

A personal enemy of Jovian's, now fearing for his life, deserted to the Persians and informed them of Julian's death and Jovian's accession. Shapur was overjoyed and ordered an immediate attack on the Romans, for the first time committing the Royal heavy cavalry.

1.0 Map.

Use Map III.

2.0 Victory.

The Roman player gains points in the following fashion:

- 2 - Per Persian leader or cavalry step eliminated.
- 1 - Per Persian infantry or elephant step eliminated.

The Persian player wins if he or she gains 20 more VPs than the Romans by the end of turn 8. Any other result is a Roman victory.

3.0 Roman Set Up.

Area Unit

Formation: Rear Guard under Magister Peditum Victor

- 561 Leader Victor
- 559 Auxiliary Lt Inf
- 560 Herculani Legion Inf
- 561 Joviani Legion Inf

- 562 Auxiliary Archer
- 563 Scholae Hvy Cav
- 563 Eruli Lt Cav

Place in any edge areas from 502-514:

Formation: Infantry Response under Dagalaif

- Leader Dagalaif
- Jovii Legion Inf
- Victores Legion Inf

Place in any edge areas from 502-514 at the beginning of turn 2:

Formation: Cavalry Response under the Augustus Jovian

- Leader Jovian (Army Commander)
- Promoti Hvy Cav
- Scutarii Hvy Cav
- Stablesiani Hvy Cav
- Gentiles Lt Cav
- Auxiliary Lt Cav
- Auxiliary Horse Archer

Place in any edge areas from 502-514 at the beginning of turn 4:

Formation: Response Force under Magister Peditum Arintheus

- Leader Arintheus
- Zianni Legion Inf
- Heruli Lt Inf
- Tertiaci Lt Cav
- Dromedarii Camel Archer

4.0 Command.

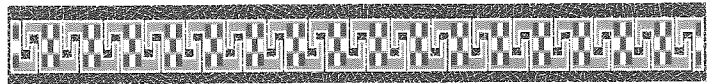
Only The Surenas may succeed Shapur II as Army Commander.

5.0 Special Rules.

Play ends with the completion of turn 8. Turn 8 has no Recovery Phase.

6.0 Historical Result.

The Joviani and Herculani were sorely pressed until the Jovii and Victores came to their aid followed by the cavalry able to respond. Once again casualties were heavy on both sides. Jovian marched a short way up the Tigris and could have extricated his army with some difficulty. However, he was concerned over the need to rapidly return to the Empire to solidify his rule before a challenger could arise and start another Civil War. As a result, he signed a treaty with Shapur turning over five regions to Persia, including the strategic fortress-cities of Nisibis and Singara. This Persian war ended with a strategic defeat for Rome.



Scenario #7

Nacolia

Spring, 366 AD

Jovian ruled only a few months before dying in Asia Minor. Causes given for his death are conflicting and possibly involved poison. The army then proclaimed Valentinian as Emperor. Valentinian named his brother Valens as co-Emperor and the brothers divided the Empire and army, with Valens ruling the East, and Valentinian the West. Valens quickly reinstituted the persecution of pagans and philosophers, thereby gaining the support of the Church.

Valens was campaigning in the East when he received word of Procopius' usurpation. He sent the Jovii and Victores to quickly put down Procopius, but these Auxila Palatina units instead defected to him, swelling his forces. Although he still had a far larger army, Valens was distraught and considered suicide. His brother Valentinian was engaged along the Rhine with barbarians and would be unable to help. The officers and staff brought Valens around and a war of maneuver ensued. Procopius gained control of the eastern Balkans, Greece, and western Asia Minor while Valens retained possession of the East. Despite Procopius' gains, the bulk of the army remained under Valens. Procopius enlisted troops of the Ostrogoths as Foederoti (mercenary allies) but they did not reach him by the time Valens' larger army brought him to battle along the Sangarius River near Nacolia. As the battle began, Procopius' troops reversed their arms and standards, indicating that they defected to Valens. Procopius fled but was captured and put to death on the spot by Valens.

This scenario represents what might have happened had Procopius' Gothic allies arrived in time to stiffen the resolve of his army.

1.0 Map.

Use Map III.

2.0 Victory.

Each player gains VP in the following manner:

2 - Per enemy leader or cavalry step eliminated.

1 - Per enemy infantry or elephant step eliminated.

The side with the most VPs at the end of play wins. If the players are tied, Procopius wins.

3.0 Set Up.

Area Unit

Formation: Infantry Wing of the Augustus Valens

549 Leader Valens (Army Commander)

- 547 Herculani Legion Inf
- 548 Joviani Legion Inf
- 549 Pannonia Legion Inf
- 550 Moesia Legion Inf

Formation: Infantry Wing of Dux Phoeniciae Vadomar

- 551 Leader Vadomar
- 551 Primani Legion Inf
- 552 Ziannis Legion Inf

Formation: Cavalry Wing of Arintheus

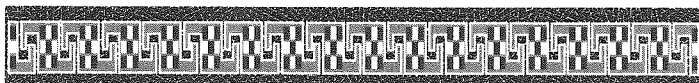
- 546 Leader Arintheus
- 546 Promoti Hvy Cav
- 546 Tertiacy Lt Cav

Formation: Cavalry Wing of Lupicinus

- 553 Leader Lupicinus
- 553 Scutarii Hvy Cav
- 553 Auxiliary Lt Cav

5.0 Special Rules.

If either Valens or Procopius is killed, the other side wins at the end of the current turn. If both are killed during the same turn, the game is a draw.



Scenario #8

Ad Salices

Spring, 377 AD

From 367 to 369 Valens launched punitive expeditions against the Visigothic chieftain Athanaric for supplying troops to Procopius. Although unable to crush him decisively, Athanaric was between the Romans and Huns and survived by retreating into the mountains. Valens cultivated friendly relations with the Christian Visigoth Fritigern as a counter to the pagan Athanaric. He allowed Fritigern's followers to settle inside the Empire as a defensive force while he returned to the East and his interrupted campaign against the Persians. But famine and exploitation by greedy administrators soon drove the Goths into revolt. Fritigern defeated the provincial forces in under Lupicinus in Thrace, and overran the province.

Gratian had succeeded his father Valentinian as Emperor in the West. He sent his general Richomer along with troops to bolster the defense until Valens and more force could be gathered. Richomer took control of the local forces and soon blockaded Fritigern at Ad Salices (the willows), near the mouth of the Danube. Fearing the reinforcement of the Romans, and with food growing scarce, Fritigern moved out to engage, with the Goths making the first move towards some high ground.

1.0 Map.

Use Map II

2.0 Victory.

The Roman player gains points in the following fashion:

2 - Per Gothic leader or cavalry step eliminated.

1 - Per Gothic infantry or elephant step eliminated.

The side with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Center under Comes Domesticorum
Richomer

- 436 Leader Richomer (Army Commander)
- 437 Cornuti Legion Inf (step c)
- 436 Bracchiati Legion Inf (step b)
- 435 Pannonia Legion Inf (step b)
- 434 Moesia Legion Inf (step b)

Formation: Left Wing under Trajan

- 433 Leader Trajan
- 433 Laetii Legion Inf (step b)
- 433 Batavii Lt Inf
- 432 Scholae Hvy Cav
- 432 Sagittarii Horse Archer

Formation: Right Wing under Profuturus

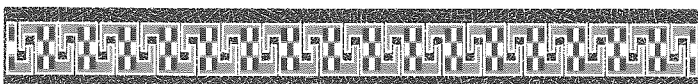
- 438 Leader Profuturus
- 438 Divitenses Legion Inf (step b)
- 438 Auxiliary Lt Inf
- 439 Gentiles Lt Cav
- 439 Eruli Lt Cav

5.0 Special Rules.

None.

6.0 Historical Result.

The two armies glared at each other, with battle-cries and chants attempting to intimidate the other. The two lines clashed in heavy hand-to-hand combat, and the Roman left gradually gave way. The Goths were contained, however, and both sides eventually withdrew in disorder to camp. Casualties were heavy on both sides, so that years later the field was described as being "white with bones."



Scenario #9

Dibaltum

Summer, 377 AD

In order to deal with the Goths, Valens concluded another

unfavorable peace with Persia and moved the Eastern Army from Asia to Constantinople. Richomer returned to Gratian to bring reinforcements and the Romans did what they could to stave off the barbarian raids. A detachment of the Cornuti, Scutarii, and other units was pitching camp when suddenly attacked by a Barbarian column near Dibaltum.

1.0 Map.

Use Map I.

2.0 Victory.

The Roman player gains points in the following fashion:

2 - Per Gothic leader or cavalry step eliminated.

1 - Per Gothic infantry or elephant step eliminated.

The player with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Infantry of Comes per Illyrici Equitius

154 Leader Equitius (Army Commander)

139 Cornuti Legion Inf (step c)

154 Bracchiati Legion Inf (step c)

153 Auxiliary Lt Inf

Formation: Cavalry under Tribune Barzimeres

181 Leader Barzimeres

181 Scutarii Hvy Cav

181 Tertiarii Lt Cav

4.0 Command.

No replacement leaders are allowed. If a leader is eliminated, all units of that side are combined into the same formation. If both leaders on a side are eliminated, the other side wins immediately.

5.0 Special Rules.

None.

6.0 Historical Result.

Barzimeres, tribune of the Scutarii, gathered his men and charged. He inflicted heavy losses but was surrounded and cut down. It is likely that his sacrifice allowed much of the Roman force to escape.



Scenario #10

Adrianople

9 August, 378 AD

Sebastianus defeated an isolated group of Goths, prompting Fritigern to draw into more of a defensive posture.

Valens and the Eastern Army approached him several miles north of Hadrianopolis (Adrianople). In the meantime Gratian was moving the Western Army into the Balkans. He was delayed by an incursion of the Lentienses, yet another Germanic tribe, but decisively defeated them.

Valens was jealous of his nephew's victories over the Germans and of Sebastian's over the Goths. When scouting parties reported Fritigern's strength as only 10,000, he held a war council to discuss attacking at once rather than waiting for his colleague and the Western Army. Seasoned leaders such as Victor urged him to wait but were overruled.

As the army was deploying in the August heat after a long march, Valens was engaging in useless negotiations with envoys sent by Fritigern to gain time while the Ostrogothic cavalry returned. In the end, units of the Roman right wing attacked without orders and the battle was joined.

1.0 Map.

Map I edge 241-254 placed adjacent to Map II edge 441-454.

2.0 Victory.

The Roman player gains points in the following fashion:

5 - Per Laager counter fired.

2 - Per Gothic leader, barbarian infantry, or cavalry step eliminated.

1 - Per Gothic light infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Set Up.

Area Unit

Formation: Eastern Reserve of Valens Augustus

206 Leader Valens (Army Commander)

193 Mattiaci Legion Inf

192 Lanciarii Phalanx Inf

194 Batavii Lt Inf

Formation: Cavalry of Magister Equitum Victor

202 Leader Victor

214 Dalmatae Octavio Lt Cav

214 Dalmatae Passerentiaei Lt Cav

215 Scutarii Hvy Cav

215 Stablesiani Hvy Cav

Formation: Infantry under Trajan

217 Leader Trajan

217 Armenia Legion Inf

216 Parthica Legion Inf

216 Auxiliary Archer

Formation: Infantry of Comes per Illyrici Equitius

- 219 Leader Equitius
- 218 Joviani Legion Inf
- 219 Herculiani Legion Inf

Formation: Infantry of Magister Peditum Sebastianus

- 220 Leader Sebastian
- 220 Cornuti Legion Inf (step-b)
- 221 Bracchiati Legion Inf (step-b)

Formation: Infantry under Saturnus

- 222 Leader Saturnus
- 222 Pannonica Legion Inf
- 223 Moesiaca Legion Inf
- 223 Auxiliary Light Inf

Formation: Cavalry under Valerian

- 210 Leader Valerian
- 224 Auxiliary Horse Archer
- 225 Promoti Hvy Cav
- 225 Auxiliary Lt Cav

4.0 Command.

Roman: No Roman replacement leaders are allowed. Formations which lose their leaders become part of the Eastern Reserve Formation under Valens during the Recovery Phase of the current turn.

Ostrogoth: Saphrax is always in command, and may place Athaulf in command. Saphrax must become the Army Commander if Alatheus is eliminated.

5.0 Special Rules.

5.1 Carrago. The wagon laager is a fortification and has the following special rules:

- Laager counters may not move.
- Laager counters take up two stacking points in their area.
- Units must expend one extra movement point to enter an area with a laager counter.
- Units attacking an area with a laager counter suffer a 25% reduction to their combat strength.
- Cavalry charges may not be made against an area with a laager counter.

5.2 Firing the Carrago. The Roman player may set laager counters on fire in either of the following ways.

- If a Roman unit occupies an area with a laager counter and makes no attack during the assault segment (it may defend against attacks), the Roman player may declare the laager counter to be fired.
- If Roman units assault an area with a laager counter and inflict two or more hits on the units in the area, the Roman

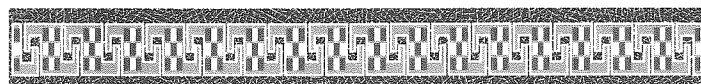
player may declare the laager to be fired. The Gothic player does not otherwise suffer two of the hits obtained. A single "hit" on a laager does nothing and may not be combined with a later hit to fire the laager.

5.3 Flaming Wagons. A flaming laager counter no longer causes a 25% reduction to the combat strength of assaulting units.

6.0 Historical Result.

The Roman left wing reached the line of wagons when the Ostrogothic cavalry crushed the right wing and rolled it up, storming into the rear. The Roman line held for some time, then broke as each man fled for his life. Valens took refuge with the Lanciarii and Mattiaci and was apparently wounded. He either died on the spot, or was carried to a nearby dwelling which was set afire by the Goths. His body was never found. Two-thirds of the Roman army died that day, including Valens, Trajan, Sebastianus, Valerian, and Equitius. Historians compared this defeat with the one at Cannae, which had occurred nearly 600 years earlier.

Within four years the Emperor Theodosius came to terms and enlisted the Goths as allies, but the power of the legions had faded. Future armies would contain more and more elements of barbarians, often under their own command, and only be Roman in name.



Scenario #11

Adrianople Revised

Mid August, 378 AD

This scenario represents what could have happened had Valens waited for Gratian to arrive with the Western Army.

1.0 Map.

Map I edge 241-254 placed adjacent to Map II edge 441-454.

2.0 Victory.

The Roman player gains points in the following fashion:

- 4 - Per Laager counter fired.

- 2 - Per Gothic leader, barbarian infantry, or cavalry step eliminated.

- 1 - Per Gothic light infantry step eliminated.

The player with the most VPs at the end of play wins.

3.0 Eastern Roman Set Up.

Set up first in any areas of Map I.

Formation: Eastern Reserve of Valens Augustus
Leader Valens (Army Commander)

Lancierii Phalanx Inf
Mattiaci Legion Inf
Batavii Lt Inf

Formation: Cavalry of Magister Equitum Victor

Leader Victor
Leader Valerian
Dalmatae Octavio Lt Cav
Dalmatae Passerentiaei Lt Cav
Scutarii Hvy Cav
Stablesiani Hvy Cav
Promoti Hvy Cav
Auxiliary Lt Cav

Formation: Infantry under Trajan

Leader Trajan
Armenia Legion Inf
Parthica Legion Inf
Auxiliary Archer

Formation: Infantry of Comes per Illyrici Equitius

Leader Equitius
Joviani Legion Inf
Herculiani Legion Inf

Formation: Infantry of Magister Peditum Sebastianus

Leader Sebastian
Cornuti Legion Inf (step-b)
Bracchiati Legion Inf (step-b)

3.1 Western Roman Set Up.

Set up second in any area of Map I.

Formation: Infantry Wing under Proconsul Dagalaif

Leader Dagalaif
Petulantes Legion Inf
Celtae Legion Inf

Formation: Infantry Center of Gratian Augustus

Leader Gratian (Army Commander)
Jovii Legion Inf
Victores Legion Inf

Formation: Barbarian Infantry under Proconsul Nevitta

Leader Nevitta
Dediticii Barbarian Inf

Formation: Cavalry under Comes Domesticorum

Richomer
Leader Richomer

Sagitarii Horse Archer
Mauri Feroces Lt Cav
Mauri Alites Lt Cav
Scholae Hvy Cav
Eruli Lt Cav

4.0 Command.

Roman: The Eastern Roman army may only use Saturnus and Valerian as replacement leaders. If additional leaders are lost, their formations become part of the Reserve under Emperor Valens. The Western Army may replace leaders normally.

Ostrogoth: Saphrax is always in command, and may place Athaulf in command. Saphrax must become the Army Commander if Alatheus is eliminated.

5.0 Special Rules.

5.1 Carrago. The wagon laager is a fortification and has the following special rules:

- Laager counters may not move.
- Laager counters take up two stacking points in their area.
- Units must expend one extra movement point to enter an area with a laager counter.
- Units attacking an area with a laager counter suffer a 25% reduction to their combat strength.
- Cavalry charges may not be made against an area with a laager counter.

5.2 Firing the Carrago. The Roman player may set laager counters on fire in either of the following ways.

- If a Roman unit occupies an area with a laager counter and makes no attack during the assault segment (it may defend against attacks), the Roman player may declare the laager counter to be fired.
- If Roman units assault an area with a laager counter and inflict two or more hits on the units in the area, the Roman player may declare the laager to be fired. The Gothic player does not otherwise suffer two of the hits obtained. A single "hit" on a laager does nothing and may not be combined with a later hit to fire the laager.

5.3 Flaming Wagons. A flaming laager counter no longer causes a 25% reduction to the combat strength of assaulting units.

Notes

Some Persian leaders are shown mounted on elephants. This is for visual reference only and the leaders are treated identically to other leaders.

The terms "Ostrogoth" and "Visigoth" aren't truly applicable in the 4th century, but for familiarity and ease of identification are used herein to identify the Greuthungi and Tervingi, Gothic tribes which later (with some mixing) became the East and West Goths.

Counter Notes

- 1) *The Roman Regii light infantry unit has cavalry figures. The unit is to be used as infantry.*
- 2) *One of the Taghlib and both Baku light cavalry units have six figures instead of three on the step a side. These are light cavalry and should have three figures.*

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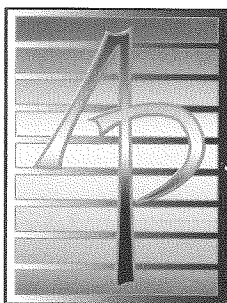
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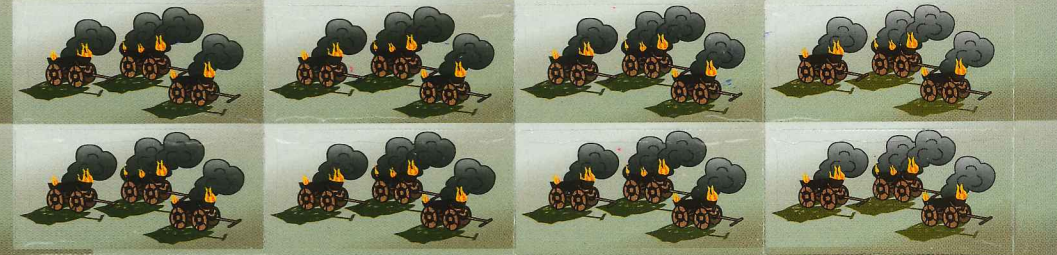
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Laetii 5 5 		Laetii 4 4 		Dedit. 6 5 		Dedit. 4 3 	
Corn. 6 6 		Corn. 5 4 		Bracc. 6 6 		Bracc. 5 4 	
Herc. 5 5 		Herc. 4 4 		Jovia. 5 5 		Jovia. 4 4 	
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SEVERVS 3-1-3 	FLORENTIVS 3-0-3 	NEVITA 2-2-3 	DAGALAIF 2-2-4 	FRIGERIDVS 3-1-4 	VICTOR 4-2-4 	VALENS 3-1-4
LVPICINVS 2-0-3 	EQVITVS 3-2-3 	SEBASTIAN 3-2-4 	TRAJAN 3-2-3 	ARINTHEVS 3-2-3 	SATVRNVS 2-0-2 	PROFVTVRVS 2-0-3
BARZIMERES 2-2-3 	VALERIAN 2-1-2 	VETRANIO 2-2-3 	VADOMAR 3-1-3 	CHNODOMAR 4-2-4 	SERAPIO 3-3-4 	HORTAR 3-2-2
VESTRALP 2-2-3 	ALATHEUS 3-2-4 	SAPHRAK 3-2-3 	ATHAULE 2-1-3 	FRITIGERN 4-3-5 	GOLIAS 3-1-3 	SUERIDAS 2-2-3
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RICHOMER CHECK INITIATIVE	ORMISDAS CHECK INITIATIVE	MARCELLVS CHECK INITIATIVE	AGILO CHECK INITIATIVE	GOMOARIVS CHECK INITIATIVE	PROCOPIVS 3•1•4	NANNIENS 3•1•4
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HORTAR CHECK INITIATIVE	SERAPIO CHECK INITIATIVE	PRIARIUS 3•2•3	VADOMAR CHECK INITIATIVE	VETRANO CHECK INITIATIVE	VALERIAN CHECK INITIATIVE	BARZIMERES CHECK INITIATIVE
SUERIDAS CHECK INITIATIVE	GOLIAS CHECK INITIATIVE	FARNOBIUS 3•2•3	ATHAULF CHECK INITIATIVE	THEODORID 2•1•2	VIDERIC 3•1•3	VESTRALP CHECK INITIATIVE
NOHODARES CHECK INITIATIVE	MERENA CHECK INITIATIVE	PODOSACES CHECK INITIATIVE	NARSES CHECK INITIATIVE	PIGRANES CHECK INITIATIVE	SHAPUR 4•0•3	LAGARIMAN CHECK INITIATIVE
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Hercu. 2•3	Bracc. 2•4	Corn. 2•4	Mar. F. 2•4	Mar. A. 2•4	Gentil. 2•3	Schol. 3•4
Parth. 2•2	Armen. 2•2	Moes. 2•2	Panno. 2•2	Ziann. 2•3	Prima. 2•3	Jovia. 2•3
Tecti. 2•3	Auxil. 2•3	Stabl. 3•4	Prom. 3•3	Auxil. 1•2	Auxil. 2•3	Matt. 2•4

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Lanci. 4 4		Lanci. 5 5		Matti. 3 4		Matti. 5 4	
Pers. 2 2		Pers. 2 2		Pers. 2 2			





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ROME AT WAR

FADING LEGIONS



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