



## AD 69 – YEAR OF THE FOUR EMPERORS

*A DBA Campaign Scenario*

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### 1. Introduction

In AD 54 Nero became Emperor of Rome. Initially he was a competent and humane ruler, but in time he began to behave in an increasingly irrational manner. He confiscated property from the influential nobles, indulged in brazen affairs with the wives of powerful men, murdered his first wife, had one of his male lovers castrated in order to preserve his looks, murdered his mother, performed in plays of his own making (in a time when actors were considered no better than prostitutes) and kicked to death his pregnant second wife. Finally, in AD 68, abandoned by his followers and declared an enemy of Rome by the senate, Nero committed suicide bringing an end to the Caesarian dynasty and setting the stage for the Year of the Four Emperors.

AD 69 – Year of the Four Emperors is intended as a 3 – 6 player campaign game to use in conjunction with the ‘De Bellis Antiquitatus’ miniatures rule set. The players must strive to become the Emperor of Rome through cunning, treachery, and might of arms. The first 5 players each take on the roll of a Regional Governor, if there is a sixth player he commands the Parthian and Barbarian hordes in the field battles.

At the end of the year AD 69, the players tally their Victory Points to determine who shall wear the purple. In the event of a tie, one last field battle is fought to determine who is the victor.

## 2. Definitions

There are certain titles used throughout these instructions which are listed here with definitions to avoid confusion.

Lead Player	The player who is Emperor or if there is no Emperor, the player with the most prestige. Ties are settled by die roll.
Prestige Points	Points accumulated and lost throughout the game. These reflect the standing of a player in the eyes of his army and the Empire in general.
Senate Points	Points calculated to show the standing of a player in the eyes of the Senate and (just as importantly) the Roman mob.
Victory Points	At the end of the game victory points are calculated based on Prestige Points, Special Conditions and control of the territory.
Province	Movement areas are divided by different colored lines: red for Roman, purple for Parthian and Nabatean, and gray for barbarian.
Region	All provinces are grouped into regions.
Control	A province is either controlled by one of the Roman players or is uncontrolled. The last Roman army to be in a province at the end of the turn, but not retreat into a province controls it. If the Emperor is deposed or assassinated, Italia becomes uncontrolled.
Giving Battle	When play is transferred from the campaign map to a 2'x2' miniatures table.

## 3. Sequence of Play

The year is divided into the four seasons of spring, summer, autumn and winter and each season is divided into three game turns. Within each game turn the players may raise troops, move their army and/or play event cards. When all players have had their bound, battles are fought, and prestige tracks are updated.

### Season Turn

- a. The lead player deals out new Event Cards.
- b. Calculate Resources.
- c. Claim to be Emperor/ announce invasion of Barbarian Provinces
- d. Game Turn 1
  - i. All players write down orders to move their armies, raise new elements and what event cards they are going to play.
  - ii. Players perform their written instructions, playing cards first and then moving.
  - iii. Battles are resolved.
  - iv. Establish control of Provinces, Prestige tracks are updated.
- e. Game Turn 2 (as per Game Turn 1)
- f. Game Turn 3 (as per Game Turn 1)
- g. Unused Event Cards are returned to the deck.

Although there is no formal diplomacy stage, hand written notes passed between players are encouraged instead of secret discussions in other rooms. Another Roman playing a spy card, may read the note before passing it on to the intended recipient.

## 4. Generals, Contenders and the Emperor

Players are always rated as a General, Contender, Emperor or Barbarian – collectively they are known as “characters”. There can only be 1 Emperor and Barbarian at any one time, but there can be up to five Contenders or Generals.

These characters can be killed in battle or through assassination. All remaining provinces that belonged to the dead character become inactive and the remnants of his army are disbanded. If there is no Barbarian, the player who lost his character takes charge of any non-active Roman region that has not yet been in play at the beginning of the next turn. If all Regions have been active, the player may choose which inactive province to take over, and immediately raises an army with up to 10 elements, sets his Prestige track to 5, is dealt 2 Event Cards and places 4 Resource Points in his treasury.

If there is a Barbarian player, the Roman who has lost his character becomes the new Barbarian. The Barbarian then selects a non-active Roman region/province etc. and raises a new army as above.

An army conducting an invasion of Barbarian territory may continue the campaign, controlling the province that the army invaded from, the general is treated as though wounded for the remainder of the season. If there are no remaining non-active Roman Provinces left at all, the new Roman player selects a province to take over from the player with largest number of provinces – naturally not the province where the victim’s army is currently in or the Italia province.

A character may be wounded in battle or as a result of an assassination attempt. A character remains wounded for the remainder of the season. Any further wounds suffered by the character result in his death. All even PIP die rolls in field battles are modified by –1 (6 becomes 5, 4 becomes 3, 2 becomes 1), and the wounded general may only attach himself to an element of Bd or Art.

Emperor	There may only be one Emperor in play. To become Emperor, a Contender must lead his army into Italia and defeat any opposition in that province. If at the end of any season the Emperor is not in Rome and his Prestige drops below 3, or a contender controls Rome the Emperor player is deposed, loses 2PPs and reverts to being a General again.
Contender	A General may become a Contender during the Claim to be Emperor phase of the Season Turn. To be eligible he must attain 3 SP s or play the Hail Caesar card. If a player becomes a contender, he must lead his army into Italia and secure Rome by the end of the season turn. Failure to secure Rome results in the loss of 2PPs.
General	Any Roman player who is not Emperor or Contender is considered to be a General. The Emperor may also field a Subordinate general to command the Praetorian Guard while he is away from Rome. This General is penalized as though he were wounded.
Barbarian	If there are sufficient players, one takes on the roll of Barbarian and Parthian commander. These armies do not become active until brought up by an Event card or until a Roman army invades their province.

## 5. Prestige and Senate Points

Throughout the game the Roman players accumulate and loose prestige. Prestige can never be more than 12 and if it drops below 1, his bodyguard assassinates the character.

Prestige may be modified by Event Cards or by the following occurrences:

Conquered Barbarian/Parthian province (calculated at end of season)	+2
Emperor at end of Season	+2
Win field battle (or enemy retreated before battle)	+1
Destroyed enemy general element during field battle	+1
Inflicted twice as many or more casualties than suffered in field battle	+1
Captured enemy camp/BUA during field battle	+1
Capture Roman province other than a Province belonging to a Roman campaigning against Barbarians	+1
Lose field battle (or retreated before battle)	-2
Lose Roman province to Barbarian/Parthian (calculated at end of season)	-2
Lose Roman province to Roman unless campaigning against Barbarians	-1
Invaded Province of Roman campaigning against Barbarians	-2
Deposed as Emperor or Contender failed to become Emperor (calculated at end of season)	-2
Food riots in Rome (Emperor only) (calculated at end of season)	-3

Roman generals who wish to become contenders must either play the “Hail Caesar” event card or accumulate 3 Senate Points. If a player decides to become a contender, Senate Points are calculated as follows:

Control more provinces than any other general	+2
Conquered barbarian province last season	+2
Food riots in Rome	+1
Have more prestige than any other player	+2
No Emperor at present	+2
Emperor defeated in battle last season by other player	+1
Emperor defeated in battle last season by you	+3

In addition to the above, a player may also play event cards to boost his number of Senate Points.

## 6. Resources

After the event cards are dealt, each player calculates the number of resources available to him for the Season. Each Roman province a player controls that is not “Sacked”, “Devastated” or “Ruined” provides 1 Resource Point (RP). During each turn, a player may choose to add elements to his army at a rate of 1 RP per element. To do this, the player must begin the turn in a province he controls and may not move his army for that turn.

After all RP have been calculated and tallied “Sacked” markers are removed and “Devastated” markers are changed with “Sacked” markers. Ruined markers remain for the remainder of the game.

A player’s treasury may never have more than 8 RPs. If at any stage a player has more RPs than 8, the excess may be exchanged at a rate of 2 RPs for 1 PP. If during a battle, a camp is sacked the contents of the treasury are split 3 ways. The player who lost his camp and the player who captured the camp each receive the 1/3<sup>rd</sup> of the treasury while the remainder goes missing.

Grain Supplies A contender who controls Ægyptus may announce that he is withholding the grain supplies needed to keep the population of Rome fed. If he does this, the Emperor loses 3PP at the end of any season that the grain is withheld.

## 7. Movement

At the beginning of each turn the players note down if their army is moving, and if so where it is moving to and if they are going to play any Event Cards. After all orders are written, the armies move simultaneously. After all armies have moved to their destination the movement phase is over. Armies may move into the provinces of a non-active region but may not conquer the provinces.

A player whose province is invaded must announce if he is going to cancel his movement orders after the cards have all been played and then write down fresh orders before the first army has made its map move.

Each army may move from a province to any adjacent province by land or by province to an adjacent sea to any province that is adjacent to that sea. Provinces joined together by “Crossing Arrows” are considered to be moving by land and are adjacent.

If a player's province is invaded or if a player he was intending to attack suffers a barbarian invasion, he may cancel his written order and remain where he is. The invader may not then cancel his movement unless one of his provinces has also been invaded. A player may place his army on “React” orders, which enables him to move up to 2 provinces to intercept the invasion of any of his provinces, so long as no sea movement is required – either with a naval movement card or by die roll.

Armies using the Forced March event card must nominate all provinces they have moved through. If the first province that the army moves through is entered by another army, the player with the forced march card may choose if a battle is to be fought or if he is going to continue onto the next province. If a battle is fought and the player with the Forced March card is victorious, he may at his discretion, continue onto his original destination or remain where he is and conquer that province. If both armies are using Forced March cards and their first movement brings them into the same province, battle automatically takes place. An army conducting a Forced March may only conquer the province he finishes his movement in.

Armies moving by sea must either play a “Fleet Movement” event card or roll a D6 to see if the fleet arrives. On a roll of a 1 or 2, the Admiral and his fleet do not arrive as agreed, and no other movement takes place for that turn. If naval movement takes place in spring, autumn or winter, a second D6 is rolled. On a roll of 1, the fleet is wrecked by a storm. Elements to half the value of another D6 roll (rounded up) are then taken as losses, mounted are taken first.

For reasons of supply, no army may have more than 12 elements.

Rome Only the army belonging to the Emperor or a Contender may enter the Italia province. The player who controls Italia secures Rome.



## 8. Battle

If two armies move into the same province or an army moves into a province already occupied by an army, a battle is fought between the two armies. In the event that two armies move into the province simultaneously, the player with the greater prestige may choose to be either the attacker or defender – ties are settled by die roll. Otherwise, the stationary army is always the defender and the invading army is the attacker.

If three or more armies move into the same province in the same turn, the two players with the lowest prestige fight each other first. The winner of that combat then fights the player with the next lowest prestige and so on until there is only one undefeated army in the province.

If a player decides that he does not wish to fight his army must retreat. An army that retreats before combat immediately loses 2PP and 2 elements from his army. His opponent receives 1PP for his bloodless victory.

An army that retreats must move to the province he moved from, or if stationary, to another adjacent province that he controls and that does not require sea movement in order to move there. If the retreating army has no choice but to move across a sea area, he immediately loses another 2 elements and must dice for crossing that sea area. Each province is given a range of terrain types that battles may be fought on. The defender announces that he is going to modify the dice roll by either 0, -1 or +1, rolls a D6 and compares the province's terrain range against the modified die roll.

- 8.1 Leader Casualties -- if the General's element is destroyed in combat, a D6 is rolled by the enemy player to determine the fate of the character. 1, 2 = the Character is cut down fighting; 3,4 = the Character is able to fight his way out, but is wounded; 5,6 = the Character escapes unharmed. The die roll is modified by -1 if the general's element is of foot.
- 8.2 Littoral Battlefields -- Only the army which moved by sea or that plays a Fleet Movement Card while on a littoral battlefield may withhold 4 elements at deployment as per the DBA rules – regardless of which army is invading or defending.
- 8.3 Legions Fighting Knights -- Roman legionaries fighting Parthian Cataphracts usually formed into deep ranks, presenting a phalanx of spear points to the oncoming horsemen. In DBA terms, this would be better represented by giving the owning player the option of grading all or none of the Blade elements as Spear at the beginning of any battle where the Roman player is fighting an army with Knight elements.

- 8.4 Warband -- Elements of Blade and Spear are only quick-killed by Warband in the Warband elements bound. Elements of 5Wb use Psiloi combat factors and Horde combat outcomes if beaten.
- 8.5 Raw Troops -- If elements are involved in a field battle the same turn that they are raised, they suffer a die roll penalty of -1 on all combats where the modified die roll is equal to or less than their enemies.

All other DBA battle rules apply.

## 9. Invading Barbarian Lands

At the beginning of any season during the “Claim to be Emperor” phase, a player may announce his decision to invade a barbarian province adjacent to the province that his army is in. In the first turn his army is moved into the province and a battle is fought with the barbarian army. If successful, his army remains in the province for the second turn and fights another battle. Once again, if successful he fights a third and final battle to secure the new territory for the Empire. During the third battle, the player controlling the Barbarians must place a BUA – regardless of the province’s terrain type.

Should the invasion be successful, the roman character receives 1 D6 of RPs in looted treasure.

If the invading Roman army is defeated in any battle by the barbarians or if the Roman General decides to cancel the campaign, the survivors retreat back to the province where they invaded from and any PP gained during the invasion are lost.

Defeated barbarian armies regain 50% (rounded up) of their losses after each battle. Should a barbarian province be conquered, the relevant event card for their entry into the game can be played by having another non-conquered barbarian neighbor invade the new Roman province.

Nabatea was an important trading partner and protectorate of Rome, so no army may attempt to invade this province. Other provinces without control squares are considered to be too desolate and sparsely populated to be suitable for a major invasion or Roman occupation.

## 10. Barbarian Invasions

Barbarian invasions may be triggered by playing event cards. These cards may only be played if the invading army is going to enter a province controlled by an active player. If the province does not have a Roman army in it, the owner of the invaded province may cancel his written order and move by land up to 2 provinces per turn to intercept the barbarians. If at the end of the first turn no army intercepts the barbarians or if the barbarians win the battle, a “Sacked” marker is placed over the control box – indicating that the province is now uncontrolled and cannot provide resources. If the barbarians are still in the province on the second turn the “Sacked” marker is upgraded to “Devastated” and after three turns it becomes ruined.

Should a card be played which involves an invasion of a province that has already been conquered by a Roman player, a neighboring barbarian army invades the new Roman province.

The barbarian army remains in the province until defeated, replacing 50% (rounded up) of their losses at the beginning of each turn. If defeated, the barbarian army retreats to its native land and returns to full strength at the beginning of the next season.

## 11. The Praetorian Guard

While the Emperor is away from Italia, he may entrust its defense to the Praetorian Prefect. The Praetorian Guard may never leave Italia. If Italia is invaded by a Contender who’s Prestige is higher than the Emperors and the Contender rolls equal to or less than the difference between his prestige and the Emperors, no battle is fought and the Contender now controls Italia. If the Contenders prestige is equal to or less than the Emperors, a battle is fought

in Arable terrain, with both Road and BUA as compulsory terrain. The Praetorian Prefect fights as though wounded and no Tactical Event Cards (Φ) may be used by him.

The Contender or other players may also continue to play “Praetorians Mutiny” Event Cards to avoid a battle and give control of Italia to the Contender.

## 12. Events Cards

At the beginning of every Season, the Emperor is dealt 5 Event Cards and all other Roman Players 4 Event Cards. After each number card is played, it is placed in a second pile. Coloured cards are only played once per game. After all cards have been dealt from the deck, the second pile is reshuffled and play is continued. At the end of the last turn of the Season, all cards not already played are returned to the deck, which is reshuffled before being dealt.

If a character dies, all of his Event Cards are returned to the deck and the new character is dealt 2 cards on Turn 2 or 1 card if it is Turn 3. If he returns on T1 of a new season, he is dealt 4 cards like the other players.

Some cards require an entire turn to be played while others can be played at any stage of any turn. A player does not always have to wait for his campaign bound to play some cards, and can play as many cards as he has in the one turn.

Occasionally two or more cards may be played which affect each other and the order in which they are played becomes important. To overcome any problems this may cause, it is assumed that the Central Region commander has played first, and then all other players take their turn in order, clockwise around the map.

For an explanation of the cards see Appendix A.

## 13. Victory

At the end of the last season turn the Victory Points are tallied to determine which of the characters is the winner.

Prestige Points:	2PP (rounded up) = 1VP
Emperor	5 VP
Controller of Ægyptus	2VP
Each Roman province	1VP
Each conquered Barbarian province	2VP
Each characters provinces ruined by Barbarians while he was governor	-1VP

In the event of a tie, the leading players may fight a final battle to see who’s dynasty shall guide the empire for the next hundred years.

## 14. Deployment

All players begin with a 12-element army. The Emperor begins with 7 Prestige Points, all other players with 5 Prestige Points. Players must take command of the armies in the order given below. During the first order writing phase players note down which of their provinces their army is going to start in.

Region	Resource Points	Provinces	Army
Western	4	Hispania, Gavl, Britannia	1x3Cv or 4Bd, 2x3Cv, 4x4Bd, 4x4Ax, 1xArt or 2Ps
Central	4	Raetia, Italia, Illyria	1x3Cv or 4Bd, 2x3Cv, 4x4Bd, 4x4Ax, 1xArt or 2Ps
Eastern	5	Asia, Syria, Ægyptus	1x3Cv or 4Bd, 1x3Cv, 1x2Lh or 2Ps, 4x4Bd, 3x4Ax, 1x4Ax or 4Bw, 1xArt or 2Ps
Danube	4	Moesia, Achaia, Thrace	1x3Cv or 4Bd, 1x3Cv, 1x2Lh or 2Ps, 4x4Bd, 4x4Ax, 1xArt or 2Ps
African	4	Cyrenaica, Africa, Mauritania	1x3Cv or 4Bd, 1x3Cv, 1x2Lh or 2Ps, 4x4Bd, 3x4Ax, 1x4Ax or 4Bw, 1xArt or 2Ps
Rome (Praetorian Guard)	-	-	5x4Bd, 2x3Cv, 2x4Bw, 1xArt, 2x5Wb(Roman Mob)

### Acknowledgements

Most of the inspiration for this Campaign came from the excellent <http://www.roman-empire.net> although this web site is in no way responsible for the numerous errors and anachronisms in my work.

Many thanks to the play testers for their patience and numerous pieces of advice: Peter Newton, David Morgan, Paul Garnham and Richard Gorringe.

I consider this to be a work in progress and any feedback is welcome. Mail to [jfdonohoe@hotmail.com](mailto:jfdonohoe@hotmail.com)

## APPENDIX A – Events Cards Explanations

Cards marked with **Λ** must be noted on the order sheet with full details of targeted characters/provinces.

Cards marked with **ψ** can be played during the season turn.

Cards marked with **Φ** can only be played during a field battle.

### **Spy** 2♣ 2♠ 2♦ 2♥ 3♣ 3♠ 3♦ 3♥

You may investigate the event cards of any player. . This card may be played during the bound of another player. May be played to investigate the movement orders of any one of your opponents. May also be played to stop Assassin, Province Rebels or Praetorians Mutiny cards if used against you – roll a D6, on a 4+ the plot is foiled.

### **Fleet Movement** **Λ** or **Φ** 4♣ 4♠ 4♦ 4♥

Ships, galleys and boats are made available to move up to 12 elements across any 1 sea area. The Army must begin the turn in a province that has a coastline with a sea area and must move to a province that has a coastline with the same sea area. This card may also be played to block a Pirates card during another player's bound.

### **Forced March** **Λ** 5♣ 5♠ 5♦ 5♥

Your Legions step out a little more and go without a little less sleep. The owning player may move his army 1 extra province. Each player can play only one card per turn.

### **Gladiators for Sale** **Λ** 6♣ 6♠

Slave traders offer to sell you gladiators for your field army at a cost of 2 elements of Bd per RP. No more than 2 elements may be purchased per card. This card can only be played if a player elects to Raise Troops during his bound. In the event of non-battle casualties, these elements must be the first losses taken. All battlefield 'recoil' results are treated as 'flee'.

### **Barbarian Assistance** **Λ** 6♦ 6♥

If the card owner controls a province bordering barbarian territories, he may add up to 2 random elements to his army from any barbarian who shares a common border with his region for the remainder of the season. If their home country later goes to war with Rome, these elements immediately desert.

### **Financial Windfall** 7♦ 7♥

Wealthy merchants decide to ingratiate themselves with you. Add 2RP to your treasury.

### **Missing Funds** **Λ** 7♣ 7♠

Bureaucrats mismanage the treasury of one of your enemies. Targeted player immediately loses ½ of his treasury (rounded down).

### **Volunteers** **Λ** 8♦ 8♥

Enthusiastic new recruits flock to your cause. For 1RP you may add up to 2 elements of Ax to your army per card.

### **Deserters** **Λ** 8♣ 8♠

1 element is removed from any targeted army on a roll of 4+. Troops desert in the following order: Ax, Bw, Cv, Bd.

### **Senate Support** **ψ** 9♦ 9♥

The Imperial Senate provides you with political support. This card may be used to raise your prestige by 1 or give you a Senate Point.

### **Courageous Effort** **Φ** 9♣ 9♠ 10♣ 10♠ 10♦ 10♥

You may call a re-roll of a combat so long as the enemy element in the combat (but not in a flank or overlap) is not the enemy general. Both players then roll again and the second result is final.

<b>Batavii invade Gaul</b> $\Lambda^*$	<b>J♣</b> 1x3Cv (Gen), 1x3Cv, 1x4Ax, 7x3Wb, 2x2Ps
<b>Moors invade Africa</b> $\Lambda^*$	<b>J♦</b> 1x2Lh (Gen), 5x2Lh, 6x2Ps
<b>Parthians invade Syria</b> $\Lambda^*$	<b>J♥</b> 1x4Kn, 2x4Kn, 2x4Kn or 2Lh, 5x2Lh, 2x2Lh or 2Ps
<b>Dacians invade Moesia</b> $\Lambda^*$	<b>J♠</b> 1x3Cv (Gen), 1x2Lh, 2x3Bd, 6x3Wb, 2x2Ps

**Province Changes Sides**  $\Lambda$  **Q♥**  
 Skilled diplomats and insurgents are available (for the cost of 1RP) to cause trouble in any targeted Roman province. Roll a D6, on a 1,2 - no effect; 3,4 province becomes unaligned; 5,6 province comes under your control.

**Crisis in Rome**  $\Lambda$  **Q♦**  
 The Emperor must return to Rome for the remainder of the Season. For each turn he is away from Rome, 1PP is lost until he is deposed. The Emperor may move up to 2 provinces per turn to get back to Rome in order to fulfill this requirement.

**Troops Mutiny**  $\Lambda$  **Q♠**  
 The legions of one of your enemies may not march for this turn. Designate any army and declare it to be in mutiny on a die roll of 3+. **Or** if the owning player is a contender and adjacent to Italia

**Praetorians Mutiny**  
 The Praetorian Guard become tired with the current Emperor and decide that it is time for a change. If the owning player is a contender and adjacent to Italia, he may expend 1RP and roll a D6: 1,2,3 - the plot is betrayed from within; 4+ the emperor is killed, or if he is not in Rome at the time he is deposed. The Emperor may play this card at a cost of 2RP to buy off the Praetorians and remove the risk of mutiny.

**Pirates**  $\Lambda$  **Q♣**  
 You may designate any coastal province, not occupied by an army, to be sacked by pirates or use this to cancel a potential fleet movement of one of your opponents (you must note who your target is).

**Hail Caesar**  $\Psi$  **K♦ K♥ K♣ K♠**  
 Your troops declare you as a contender for the purple – whether you wish to be or not. The contender has until the end of the season to occupy Rome. Failure to do so results in the loss of 2PP and the contender reverts to being a general. This card must be placed down during the Claim to be Emperor phase. **Or if you are already Emperor:** A Circus Manager offers to stage the best games ever (For the cost of 3RP). Roll a D6, on a 1 – no effect; 2,3 - +1PP; 4,5 - +2PP; 6 - +3PP. The owner may recruit while this card is being played, but may not move his army without canceling the games (for a full refund). If attacked, the card may be played after the battle is fought (assuming the Emperor wins), modifying the roll by +2. Used in this way the card is treated as though it has a  $\Lambda$ .

**Surprise Attack**  $\Phi$  **A♦ A♥**  
 You may deploy your army up to 12" in from your board edge rather than the usual 6". If defending, you may show this card and move your army forward up to 12" from your board edge after the attacker has deployed his forces.

**Panic**  $\Phi$  **A♣ A♠**  
 After both armies have completed deployment, but before the first move the owner may roll a dice for each element in the enemy army. On a 5 or 6 that element recoils.

**Assassin**  $\Lambda$  **Joker Joker**  
 An assassin offers to infiltrate the headquarters of one of your opponents for the cost of 1RP. Nominate your target and roll a D6. 1- no effect, player loses 1PP; 2,3 - no effect; 4,5 - target wounded; 6 - target eliminated.

\* A player may expend 2RPs and play this card in order to prevent any invasion taking place. It being assumed that sufficient bribes have been paid to the right kings and chieftains to avert hostilities.

## APPENDIX B - Sequence of Events

### Season Turn

- a. The lead player deals out new Event Cards.
- b. Calculate Resources.
- c. Claim to be Emperor/ announce invasion of Barbarian Provinces
- d. Game Turn 1
  - o All players write down orders to move their armies, raise new elements and what event cards they are going to play.
  - o Players perform their written instructions, playing cards first and then moving.
  - o Battles are resolved.
  - o Establish control of Provinces, Prestige tracks are updated.
- e. Game Turn 2 (as per Game Turn 1)
- f. Game Turn 3 (as per Game Turn 1)
- g. Unused Event Cards are returned to the deck.

### Prestige Points

Throughout the game the Roman players accumulate and loose prestige. Prestige can never be more than 12 and if it drops below 1, his bodyguard assassinates the character.

Prestige may be modified by Event Cards or by the following occurrences:

Conquered Barbarian/Parthian province (calculated at end of season)	+2
Emperor at end of Season	+2
Win field battle (or enemy retreated before battle)	+1
Destroyed enemy general element during field battle	+1
Inflicted twice as many or more casualties than suffered in field battle	+1
Captured enemy camp/BUA during field battle	+1
Capture Roman province other than a Province belonging to a Roman campaigning against Barbarians	+1
Lose field battle (or retreated before battle)	-2
Lose Roman province to Barbarian/Parthian (calculated at end of season)	-2
Lose Roman province to Roman unless campaigning against Barbarians	-1
Invaded Province of Roman campaigning against Barbarians	-2
Deposed as Emperor or Contender failed to become Emperor (calculated at end of season)	-2
Food riots in Rome (Emperor only) (calculated at end of season)	-3

Roman generals who wish to become contenders must either play the “Hail Caesar” event card or accumulate 3 Senate Points. If a player decides to become a contender, Senate Points are calculated as follows:

Control more provinces than any other general	+2
Conquered barbarian province last season	+2
Food riots in Rome	+1
Have more prestige than any other player	+2
No Emperor at present	+2
Emperor defeated in battle last season by other player	+1
Emperor defeated in battle last season by you	+3

### Victory Points

At the end of the last season turn the Victory Points are tallied to determine which of the characters is the winner.

Prestige Points:	2PP (rounded up) = 1VP
Emperor	5 VP
Controller of Ægyptus	2VP
Each Roman province	1VP
Each conquered Barbarian province	2VP
Each characters provinces ruined by Barbarians while he was governor	-1VP