

THE GREAT BATTLES OF HISTORY SERIES — VOLUME VIII

JUSTINIAN

THE RECONQUEST OF ROME, 528 TO 558 CE

A RICHARD BERG GAME DESIGN



RULE BOOK

2nd Edition

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1.0 INTRODUCTION

JUSTINIAN is a game covering the reconquest of the Roman Empire by Justinian I, Emperor of Eastern Rome (Byzantium). Justinian's reign represents Byzantium's high-water mark; his conquest of lands is exceeded in Roman history only by that of Augustus and Trajan.

Players. The game may be played by two players, or solitaire.

Objective. The Byzantine player wins by controlling all the Prefectures on the map.

Game Length. *JUSTINIAN* has ten turns. The game may also end when either the Byzantine player fulfills the Victory Conditions, or from a second recurrence of the Plague. Playing time is about 5 hours, longer on the first time. Historically, Justinian started his reconquest in 527 CE and it ended in 558 CE, when the Plague returned a second time. Justinian, who had recovered from the Plague on its first pass, died in 563 CE of a reason most unusual for Byzantine emperors—old age.

Scale. Each turn covers four years' worth of campaigning. Each land strength point (SP) represents about 1,000 men, and each Fleet SP, 50 dromons.

DESIGN NOTE: We have opted for calling the Eastern Roman player the Byzantines, a term they did not use. Everyone else in the game is called Barbarian; this tends to keep things clear.

2.0 COMPONENTS

The game components used for *JUSTINIAN* are:

- One 22" x 34" map sheet
- One counter sheet (280 counters)
- 1 x Rules booklet
- 1 x Player aid card
- 1 x Ten sided die (*CATAPHRACT*)

2.1 THE MAP

The map shows the Mediterranean area controlled by the Empire during the last years of Justinian's reign.

Prefectures. The map is divided into five Prefectures—mainly an administrative and bureaucratic division—differentiated by color.

HISTORICAL NOTE: Egypt was, bureaucratically, considered part of the East. We have separated it here for game purposes.

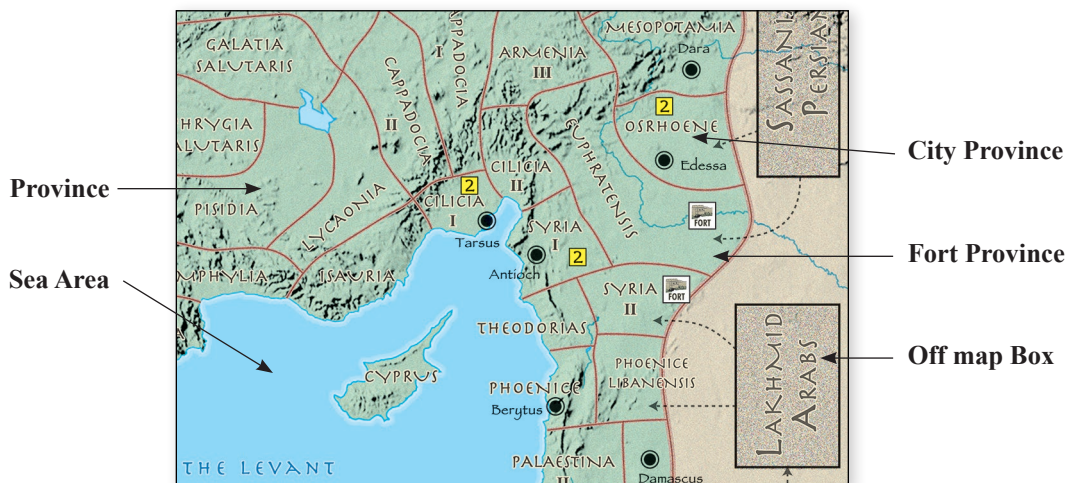
Provinces. Within each Prefecture are provinces, each province with a name. Control of provinces provides the Byzantine player with money (see 5.0 Finances).

- Islands are provinces if they have a name; unnamed islands are not provinces and serve no function in the game.
- There are two island group provinces (Insulae, between Greece and Turkey, and Baleares, east of Hispania) represented by a box within its sea area.
- The small province of Septem and the large one of Hispania are separate provinces, connected by a strait crossing.
- Lazica, on the northern border of both Roman and Persian Armenia, is an independent province.

City Provinces. Certain provinces have cities (e.g., Dara is the city in Mesopotamia; Euphratensis has no city). Provinces with cities are called City Provinces.

Fort Provinces. Certain provinces have forts (e.g., the province Moesia I). Forts provide benefits to the player controlling the province. The Byzantine player may build forts during the game. Newly-built forts are treated in the same way as those printed on the map.

Off map Boxes. Surrounding the Empire are 14 boxes, representing the home territories of the various enemy powers (and possible allies) of the Byzantines. The Ostrogoth and Vandal powers do not have such territorial boxes—their domains are the provinces they control. The arrows emanating from a box delineate where that power may move when activated.



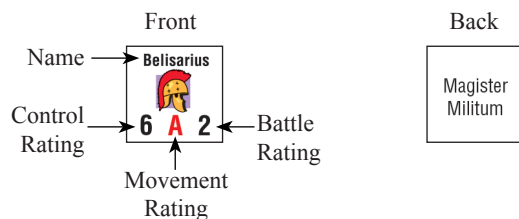
Sea Areas. These are the portions of the seas enclosed in red lines. Insulae (part of the East) and Balears (part of Africa) are individual provinces, not separate sea areas. Sea areas govern naval movement.

Straits. These allow land movement across a sea. The four straits on the map are between: 1) Bithynia and Europa, 2) Hellespont and Europa, 3) Lucania et Bruttii and Sicilia, and 4) Hispania and Septem.

2.2 THE COUNTERS

There are four types of counters: Leaders, Barbarian Army counters which function as leaders, Strength Point counters, and informational markers.

Byzantine Leader (aka Magister Militum)

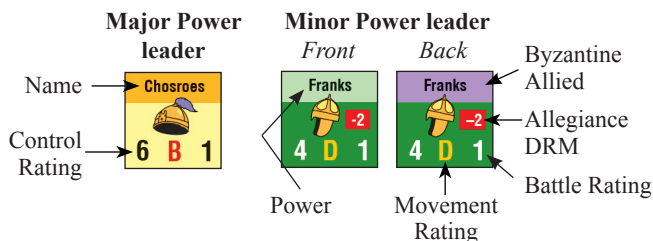


Byzantine Army and Track Markers

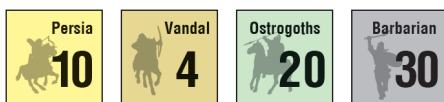


Byzantine Strength Markers

Barbarian Leaders



Barbarian Strength Markers



Barbarian Control Markers



Ostrogoth and Vandal Treasury Markers



2.3 THE DIE

JUSTINIAN uses a ten-sided die. A 0 read as a 0; it is not a 10.

3.0 GENERAL COURSE OF PLAY

3.1 SEQUENCE OF PLAY

Each turn uses the following sequence.

A. Byzantine Income Phase [Ignore on first turn]

1. Byzantine player collects Income (5.11)
2. Minor Power/Persian Removal (5.12)
3. Byzantine player pays to maintain Byzantine SP (5.2)

B. Byzantine Army Phase [Ignore on first turn]

1. Byzantine player raises SP either for on-map armies and/or as Frontier forces (5.32); Fleet SP may also be built (5.33).
2. Byzantine player may raise one new Byzantine army, if an Army marker is available (5.34).
3. Byzantine player adds and/or replaces any Magister Militum (4.14).

C. Activation Phase

The Barbarian and Byzantine players alternate Activations, with the Barbarian player always going first (6.0). The Activation Phase ends after the Byzantine player completes his 5th Activation.

D. End-of-Turn Phase

The players check to see if the game ends (10.1). If not, advance the Game Turn marker and start a new turn.

3.2 BYZANTINE SETUP



3.21 Army Placement: The Byzantine player starts the game with the five Byzantine Army counters placed as follows:

- **Praesental Armies I and II:** One in Europa and one in any province in the Prefecture of Asia, but not one of the Army of Thrace's placement provinces, that is within 3 provinces of Europa province.
- **Army of the East:** Any province that the Persians could enter from the Sassanid Persians box
- **Army of Thrace:** Any one of the following provinces: Scythia, Moesia II, Thracia, Haemimontus, Rhodope or Europa
- **Army of Illyricum:** Dalmatia province

HISTORICAL NOTE: The Praesental Armies were deployed "in the presence of the Emperor."



3.22 Land SP Allocation. The Byzantine player starts with 100 SP. He may designate as many of these as he wishes as Frontier SP, and/or as Field SP allocated to his five

armies within the following restrictions:

- Each Praesental army must be allocated at least 10 SP
- The remaining three armies must be allocated at least 1 SP
- An army may have a maximum of 35 SP.

The Byzantine player records the SP level of each army on the Byzantine Army & Treasury Track using the markers provided. Alternatively, the Byzantine may use the *CATAPHRACT* numerical markers and those provided in the counter mix under the Army counter to record the army strength. He may also mix the two methods if he wishes, using the tracks for some armies and numerical markers for others.

Frontier SP may be placed in any provinces in the Prefectures of Egypt, the East, and/or Illyricum. The Byzantine player may distribute the Frontier SP as he sees fit. Frontier SP may be placed in a separate stack in the same province as a Byzantine army. There is no province stacking limit.

HISTORICAL NOTE: For much of this period, the Empire 70 per cent of its forces in the East.



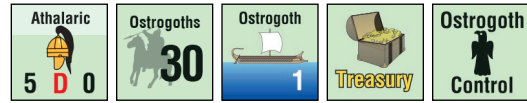
3.23 Fleets: The Byzantine player starts with 4 Fleet SP, with 2 SP placed in Europa and 2 placed in any coastal province(s) in Prefectures of Egypt, the East, and/or Illyricum. Place Fleet SP in separate stack from any armies and/or Frontier SP located in the province.

3.24 Leaders: Each Byzantine army is led by a Magister Militum. The Byzantine player places all his Magister Militum (MagMil) counters in a cup—the MagMil pool, except for Belisarius and Narses. He then draws five MagMil and without looking randomly assigns one to each army. After this, he places Belisarius and Narses in the cup.



3.25 Treasury: The Byzantine Treasury starts with 30 Gold (G). The Byzantine player tracks his Treasury level on the Byzantine Army & Treasury Track using the Treasury markers.

3.3 BARBARIAN SETUP



3.31 Ostrogoths: The Ostrogoths start the game with the following forces:

- The leader Athalaric and 30 SP placed in any province(s) within the Prefecture of Italy
- 1 Fleet SP placed in any City Province in the Prefecture of Italy
- The Ostrogoth Treasury counter placed in Flaminia
- An Ostrogoth control marker in every province within the Prefecture of Italy



3.32 Vandals: The Vandals start the game with the following forces:

- The leader Hilderic and 25 SP placed in any province(s) within the Prefecture of Africa
- 3 Fleet SP placed in Zeugitania
- The Vandal Treasury counter placed in Zeugitana
- A Vandal control marker in every province within the Prefecture of Africa

3.33 The minor power leader counters are placed in their respective off map boxes. The Persian leaders Chosroes and Perozes are placed in the Sassanid Persians box.

3.34 All other Vandal and Ostrogoth leaders are placed on the Game Turn track (see 4.22) and will come into play later in the game.

3.4 PROVINCE CONTROL

Any province that does not have a Barbarian army, detached SP, control marker, or an IN REVOLT marker is a under Byzantine control. A Byzantine minor power allied army (6.34) is not considered Barbarian for this purpose. If there are Byzantine and Barbarian land forces/control marker in a province, or if the province has an IN REVOLT marker, neither side controls it.

PLAY NOTE: At the start of the game, the Byzantine player controls all provinces in the Prefectures of Egypt, the East, and Illyricum while the Barbarian player controls the all provinces in the Prefectures of Italy and Africa.

3.41 Lazica. This City province on the southeast coast of the Black Sea (considered to be part of the Prefecture of the East) is an independent state and a client of Byzantium, serving, as it did, as a buffer against the Hun, et al. It provides no income. A

Byzantine army or fleet may freely enter Lazica, but Frontier SP cannot be placed there. If a Barbarian army enters Lazica and there is no Byzantine army present, the Byzantine player rolls one die. The result is the number of SP the Lazicans themselves raise for a battle. At the end of the battle, win or lose, all Lazican SP are removed regardless of the outcome. The Barbarian player may not place a control marker nor detach SP in Lazica; he may control it only by stationing an army there. The Byzantine player cannot win if Lazica is controlled by the Barbarians (10.1).

4.0 LEADERS and ARMIES

4.1 BYZANTINE LEADERS (MAGISTER MILITUM)

Byzantine field commanders were given the title of Magister Militum, which we have shortened to MagMil. MagMils are used only to lead Field armies. They may never affect, or lead Frontier SP. Field armies may not move without a MagMil.

4.12 Byzantine MagMils have three ratings:

- **Movement:** A letter used to determine his army's movement allowance for that activation (7.1).
- **Control:** A number used to determine results of Retreats Before Combat (8.13), Interception attempts (7.3), and, for the Byzantines, whether Looting occurs after a battle (8.27).
- **Battle:** A die roll modifier (DRM) used when that army engages in battle (8.2).

4.13 MagMils usually move with their army. However, they may also move alone. This is considered an activation, but there is no G cost to do so. A solitary leader may be moved to any province on the map to which the Byzantine player can trace a path of provinces or sea areas without enemy SP. The path may include provinces with only control/In Revolt markers present.

4.14 In the Byzantine Army Phase (B/3), the Byzantine player may:

- Draw a MagMil from the pool for each new army created
- Replace any MagMils on the map who lost a battle in the previous Game Turn
- If no MagMil has lost a battle, replace any one on-map MagMil, if the Byzantine player so desires.

A removed MagMil is returned to the Byzantine Leader cup after a replacement has been drawn.

4.2 BARBARIAN LEADERS

4.21 The major Barbarian powers have named leaders historically active during the scope of the game. The minor power leaders are "unnamed" and are identified by the minor power's name. Both named and unnamed leaders have ratings just like the MagMils (4.12). The reverse side of the minor power leader counters has a purple band. This side of the counter is used when that power owes its allegiance to the Byzantines (6.3).

4.22 The Barbarian major power leaders are available as follows:

Persians: King Chosroes (or Khusrau, or one of a dozen different spellings of this name) and Perozes are available for the entire game.

Vandals: The Vandals start the game with Hilderic, the Vandal King. At the beginning of the Game Turn 2 (532), he is replaced by Gelimer (who overthrew Hilderic, that action providing Justinian with a reason to invade Africa). On Game Turn 2, the Vandals also receive a second leader, Tzazon. Tzazon is placed in Sardinia with at least 5 SP—taken from Vandal forces anywhere on the map. The Barbarian player must also place with Tzazon enough Fleet SP from those on the map to transport the SP relocated to Sardinia. If there are insufficient Fleet SP to transport the SP, the Barbarian player must still move 5 SP there, but no more.

Ostrogoths: The Ostrogoths start the game with Athalaric. He is replaced at the start of Game Turn 3 (536) by Witigis, who then is replaced at the start of Game Turn 4 (540) by Totila. On Game Turn 4, the Ostrogoths also receive Teis as a second leader.

Newly arriving leaders are placed at the start of the Activation Phase with any of that power's SP.

HISTORICAL NOTE: The post- Theodoric Ostrogoths were cursed with a series of monumentally inept military leaders, until Totila gained the throne in 541. Totila, an able military man, succeeded in driving the Byzantines back out of Italy (Justinian having withdrawn Belisarius for fear that the latter was building a power base), only to have them return, led by Narses. Unfortunately for the Ostrogoths, Totila was killed in his first major battle (Taginae, or Busta Gallorum); see the CATAPHRACT battle game. Athalaric represents, in addition to himself, the brief reign of Theodehad (c. 534). The brief reigns of Amalasuintha (a woman), Hildibidus and Elraric are represented by Witigis.

4.3 LAND FORCES

4.31 The Byzantine land forces are of two types Field and Frontier. Field SP are always part of an army. The number of SP in an army is recorded on the Byzantine Army/Treasury Track (or with strength markers). Frontier SP have their own counters. Each Byzantine army may have no more than 35 SP at any one time. In addition, the Byzantine player is limited to the 9 armies in the counter mix, and further limited to a no more than 150 SP (Field and Frontier) in play at any time.

4.32 Once a Byzantine SP is designated as a Frontier SP, it remains in that status. Frontier SP have the following characteristics different from Field SP:

- Their maintenance cost is lower (5.21).
- They cannot move from their province under any circumstances.
- They cannot attack, but do defend. They cannot use Retreat Before Combat. If they are on the losing side of a battle, all Frontier SP in the province are eliminated. If on the winning side, they do not check for Disorganization (8.21).
- No MagMil may affect their performance.

4.33 All Barbarian SP whether as part of an army or detached are treated as Field SP—there are no Barbarian Frontier SP. Only those SP stacked with a leader may be activated. The Persians, Ostrogoths, and Vandals each have their own set of SP counters. The minor powers share a single set of SP counters.

4.34 Unlike the Byzantines, the Barbarian leaders do not have separate Army counters—the leader counters serve both as leaders and army counters.

4.35 Like the Byzantines, the major Barbarian powers have limitations on the number SP that can be on the map at any time. For the Persians, the limit is 80 SP; the Ostrogoths 75 SP; and the Vandals 50 SP. The Barbarian minor powers have no limit.

4.4 FLEETS

4.41 The Byzantines, Ostrogoths, and Vandals have naval resources represented by Fleet SP. Unlike land SP, Fleet SP do not require a leader to move and have different movement/combat mechanics. They are useful for transporting land forces. There is no specific limit on the number of Fleet SP that may be in play for the three powers that may use them.

5.0 BYZANTINE FINANCES AND MANPOWER

HISTORICAL NOTE: Justinian rarely seemed to have enough money to do what he wanted, which was just one of the reasons he chose to expand the empire. That, and he was noted for being somewhat of a tightwad.

5.1 BYZANTINE INCOME



5.11 The “coin of the realm” for this game is expressed as “G,” for Gold. The Byzantine player receives G for controlling provinces.

Each province (except for Lazica) is worth 1G, unless it has a specific G Rating. Thus, Aegyptus I is worth 1G, but Aegyptus II is worth 3G. Starting with Game Turn 2, in the Byzantine Income Phase, the Byzantine player totals how many G points he receives for controlling provinces. That is how much G he adds to the amount recorded on the Treasury track using the markers provided. Byzantine G may be saved from turn to turn - it need not all be spent in the turn it is earned.

PLAY NOTE: Best way to determine this is to add the totals for all Prefectures controlled (as listed on the map) and then add/subtract individual provinces.

HISTORICAL NOTE: The Byzantines based expenditures on their nomismata coin (same thing as the Latin solidus), of which there were 72 to the pound of gold. During this era, maintaining a field army SP (equivalent to 1,000 men) cost the government almost 400 pounds of gold. We have reduced that number to a more manageable figure, with the game's 1G equivalent to 400 pounds of auric delight.

5.12 Minor Power/Persian Removal: After the Byzantine player has collected income, remove the following from the map:

- Minor power armies, regardless of allegiance, located in provinces without a City. Remove the SP and status markers (whether on map in or a box) of such armies and place the leaders in their respective boxes.
- Minor power SP added to a Byzantine or Barbarian army if that army is located in a province without a City.
- For each province occupied by Persian SP (whether in an army or not) that is more than 2 provinces distant from the Sassanid Persians box, the Barbarian player rolls one die, subtracting two (–2) if the SP are in a City province. The modified DR is the number of SP that must be removed from that province.

PLAY NOTE: The removal timing is important in that the Byzantine player is denied the opportunity collect income from the occupied provinces.

HISTORICAL NOTE: The Persians were not looking to expand westward; they were simply trying to “define” their national boundaries. This means that Persian excursions outside that limit are more raids than campaigns. The Persians conducted these on a regular basis, almost taking Antioch at one point

5.13 The Byzantine treasury is located in Constantinople. The Byzantine treasury may never move. If the Barbarian player gains control of Europa, all Byzantine G is immediately lost; return the Treasury Track markers to zero. The Byzantine player can collect only half the income (rounded down) from his provinces while he does not control Europa.

5.2 BYZANTINE MAINTENANCE

5.21 After the players remove minor power/Persian SP, the Byzantine may (not must) pay maintenance for the SP he has in play as follows:

- 1G per Field SP
- 1G for every 3 Frontier SP in a province (round up)
- 1G per Fleet SP

5.22 If the Byzantine player decides to not spend the money, place a NOT PAID marker on top of that SP stack (for an army flip the Army counter to its Not Paid side).

EXAMPLE: To maintain the Army of Armenia with 22 SP would cost 22G, while to maintain a frontier force in Libya Pentapolis of 17 SP would cost 6G.

HISTORICAL NOTE: The Byzantines paid about 2/3 less on frontier troops than they spent on the same number of field troops. Frontier troops were supposed to live off the land, get jobs, etc. At least half the time, the government never even paid them.

5.23 Maintenance must be paid per army and, for Frontier and Fleet SP, per province, maintaining (or not) all the SP in any one army, all Frontier SP in a given province, and/or all Fleet SP in a given province. The Byzantine player may not maintain some of Frontier SP in a province but not others, similarly for Fleet SP.

EXAMPLE: The Byzantine player has the Army of the East (25 SP), 5 Frontier SP, and 3 Fleet SP located in the province of Phoenice. It would cost 30G to maintain all the forces. To save G, the Byzantine player decides not to pay the Army of the East but pays 5G to keep his Frontier and Naval forces happy. He flips the Army of the East counter to its NOT PAID side.

5.24 Not Paid. The Not Paid status for a Byzantine army may be removed (flip the Army marker) by:

- adding at least 5 Field SP to the army when raising SP (5.31)
- after looting (8.27)
- paying the maintenance in a future Game Turn (5.21)



Frontier and Fleet SP may have their Not Paid status and marker removed only by paying their maintenance in a future Game Turn.

5.25 Mutiny. If a Troop Mutiny random event occurs (9.0), the Byzantine player must check if any of his Frontier and/or Fleet stacks marked with a Not Paid marker mutiny. The Byzantine player rolls one die for each such stack in each province.

- If the DR is odd, nothing happens but the NOT PAID marker remains until those troops are “paid.”
- If the DR is even, that stack is eliminated and removed from the map

No check is made for a Byzantine armies.

PLAY NOTE: By province, you roll once for all unpaid Frontier SP and once for all unpaid Fleet SP. Frontier SP and Fleet SP will either be all paid or unpaid never both in a given province.

5.3 BYZANTINE MANPOWER

DESIGN NOTE: Efforts to raise troops in this era ran the gamut of success. The total income possible from the map is only 2/3 of the maximum SP allowance.

5.31 The Byzantine player raises SP (all types) in the Byzantine Army Phase (B/1) and during the Activation Phase (C) using one of his activations to do so. There is no G cost to raise Field/Frontier SP, but there is for Fleet SP.

5.32 The Byzantine player raises Field/Frontier SP by rolling one die: the result is the number of SP he may place on the map (and a 0 means no SP). The new SP may be divided/distributed as the Byzantine player sees fit, either with any Byzantine army on the map, and/or as Frontier SP in any province(s) under Byzantine control.

Exception: If the Praesental armies do not have at least 10 SP each, then the Byzantine player must use the SP he raises to bring the Praesental armies up as far towards 10 SP as possible before placing SP elsewhere.

5.33 After raising Field/Frontier SP, the Byzantine player may raise (build) Fleet SP. It costs the Byzantine player 3G to build each Fleet SP. Newly built Fleet SP may be placed in any Byzantine controlled coastal City Province.

EXAMPLE OF BYZANTINE EXPENDITURES: After collecting his provincial income, the Byzantine player starts the turn with

77 Field SP in 5 armies, 39 Frontier SP, 5 Fleet SP, and 95G in his treasury. He maintains 4 of his armies, with a total of 65 SP, by expending 65G. He maintains 4 Fleet SP by expending 4G. He maintains 5 provinces of Frontier SP, totaling 18 SP, for 7G. The fifth army is flipped to its Not Paid side, and the fifth Fleet SP, and the 18 remaining Frontier SP receive NOT PAID markers. The Byzantine then decides to raise new troops. He rolls a 6 for 6 SP, placing 3 SP with the Army of Illyricum, 2 SP with the Army of the East, and 1 Frontier SP in Byzantine-controlled Dacia Ripensis. He also raises a 1 Fleet SP, paying 3G and placing it in Europa. He has 16G remaining in his treasury; he'll need G to activate armies, build forts, bribe, etc.

PLAY NOTE: Forts are built at a cost of 2G during the Activation Phase.

5.34 In the Byzantine Army Phase (B/2), after raising SP (B/1), the Byzantine player may raise *one* army with 10 SP, if there is an available Army counter. This new army may not make use of any SP already raised in 5.32 above. The army must be placed either in Europa or in a Byzantine controlled province as follows:

- **Army of Armenia:** Any one of the four Armenia provinces
 - **Army of Italy:** Any City province in the Prefecture of Italy, or Dalmatia
 - **Army of Africa:** Any province in the Prefecture of Africa or the Prefecture of Egypt
 - **Army of Spain:** Any province in the Prefecture of Africa
- All other armies are placed in Europa.

5.4 BARBARIAN TREASURIES



The Ostrogoths and the Vandals both had sizeable treasuries, the capture of which proved quite a boon to Justinian's plans.

5.41 The Ostrogoths/ Vandals may move their treasuries as part of a leader's movement by stacking the counter with the leader. Treasuries may not be moved by Naval Transport (7.24). There is no extra cost in MP to move treasuries.

5.42 If the Byzantines defeat a Vandal/ Ostrogoth army stacked with a treasury counter, or occupy a province with the treasury counter without that power's control marker or SP present, the treasury is captured and removed from the game. The Byzantine player then immediately does *one* of the following:

- Rolls the die 10 times (1G x number rolled for each die) and immediately adds the total to the Byzantine Treasury, or
- Rolls the die once, treating 0 as a 1, and multiply by 10 and adds that amount to the Byzantine Treasury.

If a Byzantine allied minor power army captures a treasury, the treasury is removed without the Byzantine player receiving any G.

6.0 ACTIVATION



The activation mechanics are the heart of the game. The differences between activation for the Byzantine player and the Barbarian player reflects the lack of coordination among the various barbarian powers, combined with the rather unpredictable arrivals of their armies.

The Barbarian player reflects the lack of coordination among the various barbarian powers, combined with the rather unpredictable arrivals of their armies.

6.1 GENERAL ACTIVATION SEQUENCE

6.11 Each player receives as many as five activations each Game Turn. A player may end up with fewer, but never more.

6.12 The Barbarian player activates first on every Game Turn. When the Barbarian player has finished his activation, the Byzantine player undertakes an activation. Play then reverts to the Barbarian player and continues with the players alternating activations until the fifth Byzantine activation is finished.

6.2 BARBARIAN ACTIVATION AND MANPOWER



6.21 The Barbarian player has 5 Activation Markers (AM) of different types which are placed on the Activation Track on the map showing that activation cannot be used again during that Game Turn.

during that Game Turn.

- Two of these are Select activations—the Barbarian player selects either the Vandals, Ostrogoths or Persians to activate
- Three of these are Random activations—the Barbarian player rolls to see which power activates.

The Barbarian player decides in what order he uses his AMs.

Exception: Starting on Game Turn 2, the Barbarian player may forgo his two Select activations for a Combined Operation (6.4).

6.22 Random Activation. When the Barbarian player chooses a Random activation, he rolls the die twice, **summing** the total of the rolls (thus a 7 and a 4 sums to 11) to see if a random event has occurred, and reading the same dice rolls as a **digit combination** from 00-99 (thus a 7 and a 4 is a 74) to see which Barbarian power will activate.

- A random event occurs if the sum of the two dice is ten or more (9.0).
- After resolving the event, the Barbarian player uses the combined number rolled and consults the Barbarian Activation Table on the map to see which power activates.

Exception: If the Barbarian player rolls the Ostrogoths or Vandals, and that power has been eliminated, he rolls again for another power after resolving any event.

EXAMPLE: An activation die roll of a 6 and a 7 (sum of 13) would produce an immediate random event. A roll of 5 yields a Possible Revolt (which requires another roll to determine where). After the event is resolved, the Barbarian player would then activate the Gepids (64-67).

6.23 The first time in a Game Turn that a leader located in an off map box is activated, the Barbarian player rolls to raise SP for that leader's army. No roll is made for a power whose leader is on the map. The Barbarian player consults the Barbarian Activation Table, under the Manpower column for that power, and rolls the designated number of dice. The possible results are:

- DR = SP equal to a DR.
- DR2 or DR3 = Roll two or three dice adding the rolls to get a total SP
- # + DR# = The power receives the first number of SP, plus whatever is added by the roll(s).

The SP are placed under the leader counter.

DESIGN NOTE: Yes, a 0 is zero ... and a rather nasty turn of luck.

EXAMPLE: Persia has an army in Syria with 30 SP. The other army is in the Sassanid Persian box box. The Barbarian player selects Persia and decides to activate the leader in the box. He receives 20 SP + the total of three dice. If the die rolls are a 4, 7 and 1, that means the player 32 SP for that Persian army if there are 48 or less Persian SP on the map. If he chose to activate the army in Syria, he would not roll for extra SP.

6.24 The first time in a Game Turn that either the Ostrogoths or Vandals are activated by a Select activation, the Barbarian player may roll for additional SP as in 6.23 above. These SP may be placed in any City province(s) controlled by that power. If no City provinces are controlled, SP cannot be raised. They need not be placed with a leader. The Barbarian player may raise Fleet SP by exchanging 3 SP for 1 Fleet SP. The newly raised Fleet SP may be placed in any coastal province (City or not) controlled by that power.

6.25 Movement and Combat. When a Barbarian power is activated, the player may activate *one* of the following:

- one of its armies, or
- any/all Fleet SP located in a single province. The activated fleet may transport an army (7.24)

The activated army/fleet may move and attack (7.0 and 8.0).

6.26 Additional Activations. When the Barbarian player activates an army already on the map, he may not raise additional forces (6.24 is an exception). An army may be activated more than once in an Activation Phase but may raise manpower only once.

EXAMPLE: A Hun army that starts the Game Turn occupying a city province must be activated to be used; it also retains its SP and does not roll for more. It does, however, roll for allegiance!

6.27 Vandal Defections. If the Barbarian player raises Vandal manpower, the Barbarian player must remove 2 Vandal SP from anywhere on the map, if an activated Vandal army undertakes any movement or combat before undertaking that action. This penalty is applied once per activation.

EXAMPLE: The Vandals have 17 SP on the map. They are selected to start the turn for the Barbarian player. He rolls for manpower, getting a 4, which (+1) means they get 5 new SP,

which they immediately place on the map in a Vandal-controlled city province. The Vandal army under Gelimer then decides to move. Before moving, the Vandal removes 2 SP from any Vandal force) anywhere on the map. If, later in the turn, he activates another Vandal army, he loses another 2 SP. Then, during the next turn, the Barbarian player chooses to not raise Vandal SP when he activates a Vandal army, and no defections occur.

HISTORICAL NOTE: The Vandals, militarily, were a mere shadow of their former “greatness” by this time, and they had lots of trouble recruiting and keeping troops.

6.3 BARBARIAN ALLEGIANCE

6.31 Whenever a minor power (only) has been activated for the first time that Game Turn, the Barbarian player must check to see on whose side that minor power will fight. This check applies both to newly raised armies and those already on the map.

6.32 The Byzantine player announces the amount of any bribe he is paying to influence the activated power, up to a maximum of 9G, and deducts the G from his Treasury. The Barbarian player then rolls one die and modifies the result as follows:

- The Allegiance DRM for that minor power (see Barbarian Activation Table)
- +1 DRM for each 3G the Byzantine player spent in bribery.

EXAMPLE: The Franks have a –2 DRM from the table, but the Lombards (one of the few to ally with the Byzantines) have a +1. Thus, if the Lombards are activated and the Byzantine spends 9G on bribery, modify the allegiance DR by a total of +4.

6.33 Compare the modified DR to the Barbarian Allegiance Table. The possible results are:

- **Barbarian allied**—free to be used normally by the Barbarian player
- **Neutral**—may not be used by either player. If the minor power is on the map it remains where it is. If still in the box, no manpower is raised. The activation is lost.
- **Byzantine allied**—the Byzantine player gains control of the minor power army.

EXAMPLE: Continuing the previous example, the die roll of 4 (+4) becomes an 8, creating a Lombard army friendly to the Byzantine cause this turn.

6.34 When a Barbarian’s allegiance turns out to be Byzantine, that player may do *one* of the following:

- He may immediately activate that army (at no G cost) and move and conduct combat with it during this Barbarian player activation segment. This is not a Byzantine activation segment, but a Barbarian segment being used by the Byzantine player; or,
- He may place the raised SP as Byzantine allies if a Byzantine army is located in a Prefecture which the minor power could enter from its box. Place Barbarian SP counters under the Byzantine Army counter to denote their status as allies. If the minor power army is on the map and meets the above criteria, move the SP to the Byzantine army and place the leader counter back in its box.

- The Byzantine allies are treated as Field SP for all game purposes and are counted against the army and total SP limits, except that they can never be converted to Frontier SP. The Byzantine player must await his own activation (and pay normally for such activation) to move the army.

EXAMPLE: The Lombards could be “recruited” to join any one Byzantine army that is in either Italy or Illyricum.

6.35 A Barbarian power’s allegiance to either the Barbarians or the Byzantines remains in effect until the Minor Power/Persian Removal segment (A/2) of the next Game Turn. If the same power is activated again in the same turn, it retains any allegiance it has (no bribery is possible; no new die roll made). A Byzantine allied minor power army may be activated during any Byzantine activation paying the army activation G cost (6.5).

6.4 THE COMBINED OPERATION

6.41 Starting with Game Turn 2 (532AD), the Barbarian player may opt for a Combined Operation. The Combined Operation must be the Barbarian’s first activation of the Activation Phase.

6.42 To undertake a Combined Operation, the Barbarian player uses both Select activations, although he is doing so for only one activation and thus loses an activation this Activation Phase.

6.43 Having announced the Combined Operation, the Barbarian player then selects two powers to activate:

- One major power (Persians, Vandals or Ostrogoths), plus
- Any one minor power army. If the power’s leader is in its off map box, the Barbarian player raises SP per 6.23.

6.44 The benefits for the Barbarian player of a Combined Operation are:

- No allegiance DR is necessary for the minor power—it is automatically loyal to the Barbarian cause
- The two activated armies add one (+1) to their Movement Allowances
- The two armies may be used separately—in which case one finishes its movement/combat before the other goes, *or*
- The two armies may combine their SP. If the minor power’s leader is in the off map box, the Barbarian player places the army into a connected province. The major power army then may move into that province and pick up the army paying the 1 MP cost and continue to move/fight/defend under the leadership of the activated major power leader.

The armies remain combined and treated as a single army for the remainder of the Game Turn. If the major power army activates again, the Barbarian player may continue with the combined army, or activate the major power army alone. If the minor power army activates again, the Barbarian player may either do nothing with that power and leave the armies combined, or separate the two armies and activate the minor power army alone. The armies are automatically separated in the next Minor Power/Persian Removal segment (A/2).

6.45 The drawback of a Combined Operation is that the Barbarian player loses one of his five activations. The Byzantine player,

who now has one more activation than the Barbarian player, may declare that he is going twice in a row. He simply undertakes two consecutive activations. He must announce his decision to take back-to-back activations before seeing the results of the first activation.

EXAMPLE: It's the first Barbarian activation segment of the turn, and the Barbarian player announces a Combined Operation. He selects the Ostrogoth army under Totila, in Campania, and then selects the Franks. He determines the Frank SP (10 + two die rolls) and places the Frank army in Liguria. Totila moves his Ostrogoth army to Liguria and they both combine with Ostrogoth army paying 1 MP to do so and then move into Aemilia to attack the Byzantine Army of Italy there. After the Barbarian has completed all his movement and combat, the Byzantine decides to announce he will go twice in a row. He uses his first activation to raise 7 SP for his Army of Italy, then in his immediate second activation, he uses that army to attack the still combined Frankish-Ostrogothic army.

6.5 BYZANTINE ACTIVATION

6.51 In a Byzantine activation, the Byzantine player may do *one* of the following:



- Spend 2G to activate one Army (Byzantine or Allied), or any/all Fleet SP located in a single province. The fleet may transport an Army (7.24). The activated army/fleet may move and attack (7.0 and 8.0).
- Spend nothing and move a MagMil alone
- Raise SP. There is no G cost to raise Field/Frontier SP, but Fleet SP cost 3G each.
- Do none of the above

In addition to the one action above (including the Do none of the above), the Byzantine player may also build 1 Fort (6.54).

Exception: The Byzantine player must raise SP (bullet #3 above) to bring the two Praesental armies up to at least 10 SP each. Thus, the Byzantine player loses the opportunity do the other three actions while these two armies are understrength. He may still build a Fort.

6.52 If there are other Byzantine armies (but not allied ones) in the same province with the activated Byzantine army, the Byzantine player may, at a cost of 1 MP, either:

- Combine those armies to move/fight together, under the leadership of the MagMil of the activated army. Armies that have combined, must stack together, and are considered as one for attack and defense; *or*
- Re-distribute the non-allied SP among the Byzantine armies then move/fight with the activated army

Exception: Praesental armies may not redistribute their SP to other armies, though they may receive SP from other armies.

The Byzantine player may continue to activate the combined armies using the same MagMil. He may also separate the armies by activating separately any one of the armies. The armies are separated at the beginning of the next Byzantine Army Phase (B/1).

EXAMPLE: Both the Army of Armenia and the Army of the East are together in Armenia III. The Byzantine activates the Army of Armenia, led by Belisarius. He may now combine the two armies, paying 1 MP to do so, with Belisarius leading.

PLAY NOTE: When redistributing SP, remember the 35 SP maximum per army ... which is based on the political realities of the day and Justinian's fear of a coup.

6.53 Disbanding. The Byzantine player may disband the army he activates, leaving its Field SP on the map as Frontier SP in that province. Allied minor power SP in the army are removed from the map. Set aside the army counter, which is available to be raised again. The army's MagMil is returned to the pool. Note that 2G cost to activate the Army must be paid.

Exception: Praesental armies cannot be disbanded



6.54 Forts. Forts provide defensive benefits and aid interception attempts, but only for the player who controlled the province at the start of the Activation segment. The Byzantine player—and only the Byzantine player—may build one Fort for 2G at any time during his activation regardless of the actual action taken by the Byzantine player. A Fort may only be built in a Byzantine controlled non-City province that does not already have a Fort. Forts cannot be destroyed. All Forts whether printed on the map or built, are treated identically for all game purposes. The number of Forts available is limited to the counters available.

7.0 MOVEMENT

Only armies and fleets may move; Byzantine Frontier SP and detached Barbarian SP may not, though the latter may be picked up by the power's leader.

7.1 LAND MOVEMENT

7.11 To move an army by land, the player rolls the die, cross-referencing that DR with the army leader's Movement Rating and consults the Movement Allowance Table printed on the map. The result is the number of Movement Points (MP) that army has for that activation.

EXAMPLE: Belisarius has an "A" movement rating. The Byzantine player rolls a 6, so Belisarius' army has 7 MP available for that activation.

PLAY NOTE: Players may use the the CATAPHRACT numeric markers to keep track of any remaining MP should movement be interrupted by a battle.

7.12 Each province generally costs 1 MP to enter. Under certain circumstances per the Movement Cost chart on the map, an army may pay an additional MP cost to enter a province. These costs are cumulative.

EXAMPLE: A Defeated and Disorganized Vandal army would pay 4 MP to move from a Byzantine occupied Numidia to Zeugitana.

The army may also expend MP to undertake certain actions such as attack, combine armies, and place/remove control markers. These actions and associated MP costs are listed on the Movement Costs chart on the map.

7.13 Armies move from one province into an adjacent province. They may cross only if there is border—they may not cross diagonally at a meeting of four corners. Armies may not move across water, without fleets, except by straits. The province of Septem may be entered only by crossing the strait between Hispania and Septem, or by naval movement.

DESIGN NOTE: The Moors were far too active in the area between Mauretania and Septem.

EXAMPLE: An army in Macedonia may move directly into Dardania or Epirus Nova. It may not move directly into Praevalitania.

7.14 A Byzantine army is restricted as to where in may end its movement as delineated on the Byzantine Army Movement Restrictions & Placement chart on the player aid card.

A Byzantine army that fails to comply is removed from the map (and this includes its SP) and it's MagMil placed back in the pool. The army may be rebuilt (6.23).

PLAYNOTE: There is no restriction on an army leaving its area of operations, but it must be able to return or face dispersal.

7.15 As long as an army has MP remaining, it may keep moving. It must cease movement, and end that player's activation, if one of the following occurs:

- The player does not wish to move further
- The army does not have enough MP to move further
- The army loses a battle (8.21)

7.16 An active Byzantine army (other than the Praesental), whether Defeated/Disorganized or not, may drop off SP in a province by paying 1 MP. These SP immediately become Frontier SP. Place Frontier SP counters to reflect the number dropped off and deduct the corresponding number from that Army's total strength. The army must retain at least 1 SP. A Byzantine army can never pick up SP.

7.17 An active Persian, Ostrogoth, or Vandal army, but not a minor power army, may drop off (detach) any number of its SP at a cost of 1 MP. Place the now detached SP in a separate stack in the province. An army that is Defeated and/or Disorganized cannot detach SP. An Ostrogoth or Vandal army may drop off all its SP, the leader stays on the map and moves "troop less" until he picks up some more. A Persian leader that does so, is placed in the Sassanid Persians box. An activated Barbarian minor power army may transfer SP to one major power army in the same province at a cost of 1 MP. The SP, now allies, are placed with the major power leader. If all SP are transferred, place the leader counter back in its off map box. These SP are treated as any other SP of that major power army except that they are subject to removal (5.12) and cannot be detached. An active Persian, Ostrogoth, or Vandal army may pick up any/all

of its detached SP in the same province at a cost of 1 MP.



7.18 The major Barbarian powers may use control markers to deny control of a province to the Byzantines. No other power may use

control markers. The Barbarian player may place a control marker in a province occupied by that power's army at a cost of 1 MP provided no other power's SP, control marker, or an IN REVOLT marker, is present. A Byzantine army, but not an allied one, may remove a control/IN REVOLT marker in a province it occupies at a cost of 1 MP. Such removal cannot be undertaken if there are any enemy SP in that province.

EXAMPLE: A moving Ostrogoth army could not place a control marker in a province in which there are Frankish SP, even if the Franks were allies!

DESIGN NOTE: During this period, major incursions from outside the Mediterranean basin were for the most part large raids rather than attempts at territorial expansion—hence the inability of the other tribes to place control markers or detach troops.

7.19 Box Movement. Byzantine armies may not enter off map boxes. An activated minor power army in an off map box (whether allied to the Barbarians or the Byzantines) may enter—and then must attack—adjacent boxes that are connected by arrows (e.g., the Alamanni and Lombards). Such a box attack consumes all an army's MP. If an army moves into a box with only the minor power leader, the opposing player immediately raises SP for that minor power (6.23). The attacked minor power is automatically allied to the non-moving player. Conduct the battle (8.1).

7.2 NAVAL MOVEMENT

7.21 Any/all friendly Fleet SP the same province may be activated together as a fleet and either move/fight alone or with a friendly army by transporting it (7.24). A fleet may move a maximum of 2 new sea areas per activation. If beginning in a province (In Port, see 7.22), do not count the sea area adjacent to the province; entrance to that area is free. Insulae and Baleares are individual provinces, not separate sea areas.

EXAMPLE: A fleet starting in Hispania in port may move to Sicily via the Western Mediterranean (free), Carthage Sea, and then into Tyrrhenian Sea.

7.22 When finished moving, a fleet may be placed either "In Port" or "On Patrol."

- An **In Port fleet** is one placed in any coastal province abutting the sea area in which it has finished moving. The fleet may not be placed in a province occupied by an enemy fleet In Port. The fleet has no effect on land SP in that province and is not involved in determining control (3.4). A fleet In Port defends against any attack, but cannot use interception (7.34)
- An **On Patrol fleet** is one placed anywhere in the sea area, but not in a province. A fleets on patrol cannot be attacked but may attempt to intercept any enemy fleet that enters its sea area (see 7.34 and 8.3).

DESIGN NOTE: Obviously, galleys did not remain at sea for a year at a time. The above rule is an abstraction of reality.

7.23 A fleet entering a sea area occupied by an enemy fleet On Patrol, may be intercepted by that fleet (7.34).

7.24 Naval Transport. A fleet may transport an army if the fleet is In Port and in the same coastal City province or island as the army, and has sufficient capacity to transport the entire army—1 Fleet SP can carry 10 Field SP. Note that combined armies are treated as one (6.44 #3, 6.52). The army is carried by the fleet, using its movement procedure (7.21). The transporting fleet must end its move In Port in any coastal province. The army is then placed in the province (debarks) and may immediately conduct an attack at no MP cost. After the battle, if any, the fleet activation is finished—no further movement is allowed.

7.25 If the destination province contains an enemy fleet In Port, the active fleet must attack the enemy fleet and force it to retreat before it may land the army.

HISTORICAL NOTE: Naval combat was not that prevalent in this period. The Vandal fleet was not around for the Byzantine destruction of their country—it was off in Sardinia—and the Ostrogoths built a large fleet, which was then promptly destroyed in the Adriatic by the vastly superior Byzantines (see the Sena Gallica scenario in the CATAPHRACT Playbook).

7.3 INTERCEPTION

7.31 Army Interception. Whenever a moving army enters a province occupied by an enemy army, that army may try to intercept it before any attack is initiated. If successful, a battle occurs (8.0), and the non-moving army becomes the attacker. Detached SP, Frontier SP, Disorganized, and/or Defeated armies may not attempt interception.

7.32 To see if interception is successful, the opposing player rolls the die and compares it to his army leader's Control Rating. The DR is modified if the province contains a City or Fort controlled by the intercepting army:

- -2 for a City
- -1 for a Fort

If the modified DR is the same as or lower than, the intercepting leader's Control Rating, the interception is successful, and the intercepting player now must attack the moving army. If the modified DR is higher than the Control Rating, the interception is unsuccessful, and the army that attempted the interception is Disorganized. The moving army may continue with the remainder of its activation.

7.33 If there is more than one enemy army in a province, each army may attempt interception (simultaneously). If more than one is successful, they combine for the attack. Different Barbarian powers may combine temporarily for the attack. Barbarian players choice on which leader will lead the attack, though a major power leader must be selected if one is present.

7.34 Naval Interception. Whenever an activated fleet enters a sea area with an enemy fleet On Patrol, that enemy fleet may attempt an interception. Fleets In Port may not attempt interception.

7.35 To see if interception is successful, the opposing player rolls the die:

- If the roll is a 0-4, interception (and battle) occurs, with the intercepting fleet the attacker.
- If the roll is a 5-9, interception fails. The moving fleet may continue its activation.

7.36 An intercepted fleet (other than a fleet with a retreating army) may avoid battle by retreating to the last sea area it came from, ending its movement—it may go In Port and disembark any transported army. A fleet that retreats may also be intercepted if the area into which it retreats contains another, enemy on fleet on patrol. In Port fleets moving into an adjacent sea area may not avoid battle.

8.0 COMBAT

8.1 LAND COMBAT

8.11 An activated army may initiate a battle whenever it is in a province occupied by enemy army and/or Frontier/detached SP by expending 1 MP to attack. Attacking is not mandatory unless it is a box-to-box move (7.19).

8.12 Multiple Enemies. An army may attack either one enemy army or all enemy land SP in the province. When attacking all SP, use the DRMs associated with the largest group (Frontier/detached SP/Army) of SP. If the same, use the worst DRMs. If there is more than one army, defending player's choice as to which leader to use.

8.13 An army subject to an attack may choose to Retreat Before Combat, rather than defend. Being Disorganized and/or Defeated does not prevent an army from retreating. Frontier/detached SP may not choose this option. The retreating army may move into any adjacent province, regardless of control or the presence of enemy forces, other than the province just vacated by the active army. The decision to retreat must be made before the moving army pays the 1 MP to attack. The retreat is automatically successful. After retreating the army, the owning player rolls one die:

- If the DR is the same as or lower than the army leader's Control Rating, the army retreats in good order, suffering no penalty.
- If the DR is higher than the Control Rating, the army is Disorganized. Place a DISORGANIZED marker on the Army counter to indicate this status.

+1MP/Province Disorg -1 DRM

The DR is modified as follows:

- +1 if the army retreats into an uncontrolled province occupied by friendly SP;
- *or*
- +2 if the army retreats into a province controlled by another power

If the above modified DR Disorganizes an already Disorganized or Defeated army, the army loses SPs equal to the difference between the modified DR and the army leader's Control Rating. Double the SP loss if the army is Defeated.

8.14 An enemy army in the province into which the Retreat Before Combat move takes place may attempt to intercept the retreating army (7.3).

8.15 If a battle takes place, both the attacker and the defender each roll one die and consult the Battle Results Table. The attacking player uses the column representing the number of SP in the active army. The defender uses the column representing the number of defending SP. Each DR is modified by any applicable DRMs listed on the Battle Table Modifiers chart.

8.16 Strength Differential. The side with more SP than the other receives a positive DRM per the Strength Differential Chart on the map. Use only the most advantageous situation listed—they are not cumulative with each other.

8.17 The battle modifier benefits of Forts and City provinces apply only to those defenders who control that province (3.4) at the beginning of the current activation (that is, the moving army does not negate control during its own activation).

8.2 COMBAT RESULTS

8.21 The results on the Battle Results Table are the number of SP lost by the opposing side. The owning player distributes his losses as he sees fit from those SP involved in the battle.

The Loser: The side that loses the most SP is the loser. Any surviving Frontier SP are eliminated, while an army is marked with a Defeated status marker. The surviving army(s)/detached SP must retreat into an adjacent province which is either controlled by that side or is occupied by friendly SP. An army may use its power's fleet if it is In Port in the province and has the capacity (10 SP per 1 Fleet SP) to retreat to any controlled province within 2 sea areas where the fleet is placed In Port and the army is placed in the province. Retreat via a fleet may be intercepted (7.34) while a retreat to adjacent province may not. If the losing side cannot retreat, it stays in place, with the owning player rolling one die and removing that number of SP.

EXAMPLE: An army loses a battle, ending up with 32 SP remaining. However, because there are no non-enemy provinces available for retreat, the player rolls the die. He gets a 4, which means he must remove 4 more SP, leaving the losing army with 28 SP.

Draw: If both players lose same number of SP, then the battle is a draw. Both players check for Disorganization for each of their armies as described in the Winner section. The side with the fewest SP, then retreats. If both sides have the same number of SP, neither side retreats.

The Winner: The player on the winning side, rolls for each army involved and compares it to the army leader's Control Rating. If the DR is higher than the Control Rating, the army is Disorganized—place a DISORGANIZED marker on the army. If already

Disorganized, it loses 1 SP (8.23). There is no roll for victorious Frontier/detached SP forces.

8.22 Defeated Armies. A Defeated army incurs the following penalties:

- It may not attack.
- It pays an extra 1 MP for each province it enters.
- When attacked, the army incurs a –2 DRM on the Battle Results Table

If a Defeated army is defeated again, there is no change in status.

8.23 Army Disorganization. A Disorganized army incurs the following penalties:

- It pays an extra 1 MP for each province it enters
- It incurs a –1 DRM in on the Battle Results Table
- If Disorganized and incurs an additional Disorganized result, it loses 1 SP

It is possible for an army to be both Disorganized and Defeated; the effects on movement and combat are cumulative.

DESIGN NOTE: As with most "ancient" armies, unless a very strong helmsman was at the tiller, even winning armies tended to be somewhat useless after a battle.

8.24 Players may remove/reduce a Defeated or Disorganized status by expending MP:

- An army may spend 2 MP to either remove a DISORGANIZED marker or replace DEFEATED marker with a DISORGANIZED marker. The latter may not be done if army is both Defeated and Disorganized. The DISORGANIZED marker must be removed first.
- An army may spend 4 MP to remove DEFEATED marker.

Both types of markers may be removed in the same activation, MP permitting.

8.25 DISORGANIZED and/OR DEFEATED markers may also be removed under the following conditions:

- Remove both markers when a Byzantine army receives a new leader (4.14) or is reinforced by at least as many SP as it has (5.32).
- Remove both markers when an army is the Winner in battle before rolling for Disorganization (8.21).
- Remove both markers when a minor power is returned to its box.
- When one army combines with others, the status of the army with the most SP prevails and applies (use highest Control Rating to break a tie, and a die roll if still tied). When the armies separate, apply any statuses to all the armies individually.

8.26 Elimination. If a Byzantine army or a Barbarian army with a named leader is defeated in battle such that the army loses all its SP, any leaders with that army are eliminated and out of the game. The leader of an eliminated minor power army is placed in its box, while a Byzantine army counter is set aside for possible raising on a future Game Turn.



EXAMPLES: Bulgars get wiped out by a Byzantine Praesental army. Place the BULGAR marker back in the Bulgar Box. On the other hand, if Tzazon's Vandal army was eliminated, Tzazon would be removed from play.

Exception: If the sole remaining Persian leader is eliminated, he is instead placed on the Game Turn track for the next turn. At the beginning of that Game Turn, the leader is placed in the Sassanid Persians box and can be activated normally. While the Persian leader is on the Game Turn track, re-roll any Persian results on the Barbarian Activation Table.

DESIGN NOTE: The loss of the last major power leader would start a scramble for the throne. For the fragile Ostrogoths and Vandals this will probably mean the end of empire as happened historically. The more resilient Persians will be back in force after a few years of sorting out their internal affairs.

8.27 Looting. When a Not Paid Byzantine army engages in a battle and wins, the Byzantine player must check for looting after checking for Disorganization. The Byzantine player rolls one die and compares it to the Control Rating of the MagMil for that army. The DR is modified by +3 if the army is Disorganized. If the modified DR is higher than the MagMils Control Rating, remove SP equal to that difference—representing troops that have answered the “Booty Call,” looted and gone home. Flip the Army marker to its front (i.e. paid) side.

HISTORICAL NOTE: Most of the Byzantine Army was mercenary and, that, combined, with the usual brand of penury emanating from Constantinople together with some rather ineffective Magister Militum, produced a lot of looting.

EXAMPLE: A Disorganized army, led by John Trolita (control rating of 5) has not been paid in years. They defeat an Ostrogothic army invading Illyricum, but, in rolling for Winner Disorganization become Disorganized again. The Byzantine player then checks for looting. He rolls a 6, adjusted by the Disorganization status to 9, which is 4 higher than John's control rating. Remove 4 SP and the NOT PAID marker.

8.28 If all Vandal or Ostrogoth SP are eliminated, that Barbarian power is out of the game and may not be revived. It may have no more activations, and unplaced leaders on the turn track never arrive. Remove any on-map leaders. The powers control markers, however, remain in play until removed by Byzantine actions.

EXAMPLE OF A BATTLE: The combined Byzantine armies of Illyricum and Italy (total 55 SP), led by Belisarius, attacks a Witigis-led Ostrogoth army of 37 SP in Flaminia, a city province (Ravenna) controlled by the Ostrogoths. Neither army is Disorganized or Defeated. The Ostrogoths have a -1 DRM when defending. The following DRM are applied to the Byzantine player's die roll: -2 because the Goths are in a city province they control, +2 for Belisarius' battle rating, +1 for strength differential, for a cumulative modifier for the Byzantines of +1. The Byzantine rolls a 6, which becomes a 7, causing the Ostrogoths to lose 9 SP. The Ostrogoths also roll a 6, which becomes a 5, causing the Byzantines to lose 5 SP. The Ostrogoths have lost, are marked with a Defeated counter, and retreat into Picenum.

(Combat retreats do not require rolls for Disorganization.) The Byzantines roll for Disorganization, pass, and have 1 MP left for this activation. They may move into Picenum, but cannot attack that Ostrogoth force again, as it would cost 1 extra MP to do so

8.3 NAVAL COMBAT

8.31 Naval combat between opposing fleets occurs when a moving fleet attempts to go In Port in a province occupied by an enemy In Port fleet, or if an On Patrol enemy fleet successfully intercepts (7.34).

8.32 To resolve a naval battle each player rolls one die and halves the result, rounding up to a minimum of 1 (a roll of 5 produces a 3; a roll of 0 produces a 1). This result is then adjusted as follows.

- **Comparative fleet strength.** The player with more Fleet SP adds the difference to his die roll.
- **Naval Capability:**

+1	Byzantines
0	The Vandals
-1	Ostrogoths

The higher modified DR wins; ties are draws. Losses to fleets are as follows:

- **Winner Losses.** Winner rolls the die. If it is 0-4, he suffers no losses. If it is a 5-9 he loses 1 Fleet SP, but only if he has more than 1 Fleet SP.
- **Loser Losses.** Loser eliminates 1 Fleet SP more than the winner and must retreat (8.33)
- **Draw.** Both sides lose 1 Fleet SP. The attacker must retreat (8.33)

8.33 A retreating fleet must be moved to any controlled or friendly occupied coastal province adjacent to the sea area where the battle occurred. If the battle was with a fleet In Port, the losing fleet moves to the adjacent sea and then to any controlled or friendly occupied coastal province adjacent to that sea area. If that sea area contains an enemy fleet On Patrol, the latter may attempt to intercept the retreating fleet. A fleet that cannot retreat is eliminated.

8.34 If a fleet transporting an army suffers losses, the owning player must eliminate SP that exceed the fleet's current transport capacity. Leaders are lost only if the entire fleet is eliminated.

EXAMPLE: An army of 17 SP is being transported by 2 fleets. The force engages in naval combat and loses 1 fleet ... and, to satisfy transport limits, 7 SP are also eliminated.

8.35 If the moving fleet wins the combat with the intercepting fleet, it may continue movement.

9.0 RANDOM EVENTS

When the Barbarian player rolls to see which Barbarian power is activated (6.22), a random event occurs if the sum of the two die rolls is 10 or more. When that happens, play is interrupted, and the random event resolved. The player rolls one die and consults the Random Events Table on the map to see what has occurred. The details of the individual events are described on the the player aid card.

10.0 WINNING THE GAME

10.1 ENDING THE GAME

The game ends in one of three ways:

- If the Byzantine player controls all the Prefectures (10.21) and there is no Barbarian Army in Lazica at the end of any Game Turn.
- If the second Plague event occurs on Game Turn 7 or later (9.0).
- If ten turns have been completed.

10.2 WHO WINS?

Winning the game is a contest between the players and history. The Byzantine player is trying to see if he can equal Justinian's reconquest, while his opponent is there to see that he doesn't.

10.21 The Byzantine player wins the game if, at the end of any Game Turn (including one ended by the second Plague), he controls all five Prefectures and there is no Barbarian army in Lazica.

To control a Prefecture, the Byzantines must control (3.4):

- All City provinces in that Prefecture.
- All provinces with an income rating of 2 or higher.
- At least two-thirds (rounded up) of all the provinces in that Prefecture.

Two-thirds control is:

Africa:	8
Italy:	8
Illyricum:	8
Egypt:	6
The East:	30

EXAMPLE: To control Africa, the Byzantine must control Zeugitania, Sardinia and Hispania and five of the remaining eight African provinces.

10.22 The Barbarian player wins, if, by game's end, the Byzantine player has not satisfied 10.21.

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