

HISTORY OF THE ROMAN EMPIRE

TUTORIALIS MAXIMUS

The Players are: Julia, Gaijus, Messalina and Drusus.

SETTING UP

To determine the Starting order each player rolls a D6 and comes up with the order Julia, Gaijus, Messalina and Drusus. They each choose a Roman Faction and draw nine event cards (one of each of the 9 sets).

• Julia (Red Faction) draws:

Numidae (Minor People I-VII)
Weaponry
Elite Troops
Armenii (Kingdom I)
Pontici (Kingdom I-II)
Pestilence
Rebellion
Engineering
Surprise Attack

• Messalina (Green Faction) draws:

Belgae (Minor People I-VII)
Leader
Revolt
Babylonii (Kingdom I)
Thracas (Kingdom I-II)
Wrath of God
Treachery
Engineering
Surprise attack

• Gaijus (Blue Faction) draws:

Arabi (Minor People I-VII),
Weaponry
Elite Troops
Aegyptii (Kingdom I)
Sassanidae (Kingdom V)
Wrath of God
Rebellion
People Revive
Siegecraft

• Drusus (Orange Faction) draws:

Picti (Minor People II-VII)
Fury
Elite Troops
Cappadoces (Kingdom I-II)
Parthii (Kingdom I)
Epidemy
People Revive,
Population Explosion,
Siegecraft.

DRAWING CHITS

The Players now draw Barbarian Tokens to determine who will control what Barbarian People during the first game-turn.

• Julia draws Token # 4 and a look at the first row of the Barbarian chart tells her it is the Pannonii (Strength 4). She decides to hand it over to Messalina.

• Messalina draws Token # 3, the Garamantes (Strength 3). As she already has a Token she must pass it on and hands it to Julia.

• Gaijus draws Token # 5, the Maurusii (Strength 3), and hands it over to Drusus.

• Drusus draws Token # 1, the Galli (Strength 5), and must hand it over to Gaijus.

The Emperors for the Roman Factions are drawn in the same way.

• Julia draws Token # 4, Augustus (+1ATT, +1LEG), and gives it to Messalina.

• Messalina draws Token # 3, Caesar (+2LEG, +3D6), which she would like to keep but may not. She has to keep Augustus, thanks Julia. She hands over Caesar to Gaijus.

• Gaijus draws Token # 6, Caligula, and gives it to Julia.

• Drusus draws Token # 2, Crassus (+VP), and keeps it.

This means that

Julia will control the Garamantes and Caligula.

Messalina will control the Pannonii and Augustus.

Gaijus controls the Galli and Caesar.

Drusus controls the Maurusii and Crassus.

Having both Caesar, the best Emperor for the first game turn, and the powerful Gauls, Gaijus suddenly finds himself in pole position. He is also Public Enemy #1.

THE PLAYER PHASES

The first Barbarian People, the Galli, is called for. Gaijus reveals that he is the one controlling them.

GAJUS' GALLI PHASE

Gaijus decides to first play the Aegyptii Kingdom card. He sets up the three Aegyptian Armies, the Fort and the City in Aegyptus. No Aegyptians expand anywhere.

Gaijus then has five Galli armies to use for expansion. He places his first Galli army in Lugdunensis, the Galli Starting Province. He then uses his four remaining armies from the Galli to expand into the rest of the Gallia Diocesi (Belgica, Britannia, Caledonia and Hibernia). All these operations are straightforward expansion without any combat.



Gaijus then counts Barbarian Victory Points:

- 3 VP for full control of the Gallia Diocesi (1 point times 3 for full Control).
- 2 VP for Aegyptus, a presence in the Africa Diocesi (2 points x1 for presence).
- 1 VP for 1 City in Aegyptus,

for a total of 6 VP for Gaijus' Barbarians.

DRUSUS' ROMAN PHASE

The first Emperor (Pompeus) has not been drawn and is thus skipped. The second Barbarian People (the Suebi) have not been drawn either and is also skipped. Then Drusus reveals Crassus, the second Emperor. He begins his Turn.

Drusus decides not to play any cards and then chooses Italy as his Starting Province.

He places a city in Italy and uses his five of his seven Legions to expand and take over the entire Italia Diocesi (Roma, Sicilia, Cisalpina, Dalmatia, and Raetia) placing one Legion in each province. His two remaining Legions then take Achaea and Narbonensis. Again, all these operations are straightforward expansion without any combat.

Having finished his expansion Drusus then decides to place his fort in Roma.

Since Drusus' Romans controls five city sites but only one city (Roma) he can now he can build one new city (he can have one city for each full pair of sites) He places the new city in Sicily.



Drusus then count Roman Faction Victory Points:

- 9 VP for control over the Italia Diocesi (3 points times 3 for full Control).
- 2 VP for Achaea, a presence in the Graecia Diocesi (2 points x1 for presence).
- 2 VP for Narbonensis, a presence in the Hispania Diocesi (2 points x1 for presence).
- 5 VP for the Cities (3 for Rome and 2 for Sicily).
- 7 VP Emperor Bonus from Crassus (1 point per area controlled),

for a total of 25 VP.

JULIA'S GARAMANTES PHASE

The third Barbarian People, the Garamantes, are revealed to be in Julia's control. It is her phase.

Julia first plays the Armenii Kingdom card. She places two Armenii Armies, the Fort and the City in Armenia and uses the last Armenii Army to expand into of Albania.



The Garamantes themselves start in Cyrenaica. Julia places one Army there and uses her two remaining Armies to conquer Africa Preconsularis and Numidia.

Julia then count Barbarian Victory Points:

- 4 VP for dominance (three out of five Provinces) in the Africa Diocesi (2 points times 2 for domination),
- 2 VP for Albania, a presence in the Scythia Diocesi (2 points times 1).
- 1 VP for Armenia, a presence in the Asia Diocesi (1 point times 1).
- 1 VP for a City (Armenia).

for a total of 8 VP.

GAJUS' ROMAN PHASE

Gajus reveals Caesar, the third Emperor. Caesar is bad news as he receives two additional Legions free of charge and rolls three instead of two dice in combat.

Gajus picks Achaea as his Starting Province, so Drusus' Legion in it must be retreated to an adjacent friendly Province. Drusus, in this case, must pick Dalmatia. Gajus then places a City as well as a Legion in the province. With his other Legions Gajus then expands into the rest of the Graecia Diocesi (Thracia, Dacia, Lycia and Pontus) as well as Sarmatia Europea, Cilicia and Mauretania (the last one with naval movement) with one Legion each. After some deliberations he places his final Legion and his Fort in Achaea.

Since Gajus control six city sites he may build two new cities (he already has Achaea on the map). He places the new cities in Dacia and Tracia.



Gaijus then count Roman Faction Victory Points:

- 6 VP for control of the Graecia Diocesi (2 points times 3).
- 2 VP for Sarmatia Europea, a presence in the Scythia Diocesi (2 points times 1).
- 2 VP for Mauretania, a presence in the Africa Diocesi (2 points times 1),
- 1 VP for Cilicia, a presence in the Asia Diocesi (1 point times 1).
- 6 VP for three Cities (Achaea, Dacia and Tracia).

for a total of 17 VP.

MESSALINAS' PANNONII PHASE

The Pannonii, the fourth Barbarian People, is revealed to be Messalina's.

Messalina decides to play two cards. First she plays the Babylonii Kingdom, and places the City and the Fort as well as two Babylonii armies in Babylonia. The other two Babylonii expand into Parthia and Arabia Deserta.

Next she plays the Thraces Kingdom. As Thracia is occupied by a one of Gaius' Legions, Gaius has to withdraw that Legion to Achea. Messalina does not need place a city in the area because there already is one there. Instead she places the two Thraces armies in Thracia. (Note that since there already was a city present the a Starting Province, Messalina could have decided to loot the city, but she prefers not to.)

The Pannonii themselves start in Pannonia. The first Pannonii army is placed there and Messalina then decides to expand into Raethia which is currently controlled (and hence defended) by one of Drusus' Legions. She places one Pannonii army in Raethia. It is war.

As the attacker Messalina uses two dice. Since the expansion and attack came from Pannonia, through a mountain border, Drusus' defender uses two dice as well.

Messalina rolls: 6,4
Drusus rolls: 3,2

As she rolled the single highest score Messalina wins the battle and the Roman Legion is removed from play. (Had there been another Legion in the Province, it would now have had the option to retreat, before the start of the second combat round).

Messalina furthermore expands the Pannonii into Germania Magna and Belgica. As Belgica is occupied by one of Gaius' Galli a new battle begins.

Messalina rolls: 4,3
Gaius rolls: 5

As Gaius rolled the highest the Pannonii army is destroyed.

Messalina then count Barbarian Victory Points

- 3 VP for Raethia, a presence in the Italia Diocesi (3 points times 1).
- 1 VP for Pannonia and Germania Magna, a presence in the Germania Diocesi (1 point times 1).
- 4 VP for Babylonia, Parthia and Arabia Deserta, a dominance in the Arabia Diocesi (2 points times 2).
- 2 VP for Thracia, a presence in the Graecia Diocesi (2 points times 1).
- 2 VP for two Cities (Babylonia and Thracia).

for a total of 12 VP.



MESSALINA'S ROMAN PHASE

Messalina reveals the fourth Emperor, Augustus, who grants an additional Legion and a +1 Bonus to all attack die rolls.

She picks Aquitania as her Starting Province and places a City and a Legion there. Then, with her remaining seven Legions she expands into...

...Narbonensis, currently held by one of Drusus' Legions.

Messalina rolls: 5 (+1), 3 (+1)
Drusus rolls: 3

Drusus' Legion is lost.

...Lugdunensis (Held by Drusus' Galli):

Messalina rolls: 4 (+1), 3 (+1)
Drusus rolls: 2

Drusus' Galli is lost.

...Belgica (Held by Drusus' Galli):

Messalina rolls: 5 (+1), 2 (+1)
Drusus rolls: 5

Another of Drusus' Galli is lost.

...Britannia (Held by Drusus' Galli):

Messalina rolls: 6+1, 1+1
Drusus rolls: 4

Yet another of Drusus' Galli is lost.

...Terraconensis, Baetica and Lusitania. Having used all of his eight Legions Messalina places her Fort in Aquitania.

Since she is in control of four city sites she can support only two cities, so decides to build a new city in Baetica to go with her old one in Aquitania.

Messalina then count Roman Faction Victory Points.

- 6 VP for control of the Hispania Diocesi (2 Points times 3).
- 2 VP for dominating (Belgica, Lugdunensis, Britannia) the Gallia Diocesi (1 Points times 2).
- 4 VP for his Cities (Aquitania and Baetica).

for a total of 12 VP.



DRUSUS' MAURUSCII PHASE

The fifth and last Barbarian People, the Mauruscii, is not surprisingly Drusus'.

Drusus starts out by playing the Cappadoces Kingdom card. He places the two armies, the Fort and the City in Cappadocia.

The Mauruscii start in Mauretania, Gajus' Legion there is eliminated because it can not retreat anywhere (no naval movements during retreats). Drusus then expand into Baetica, that is controlled by one of Messalina's Legions. The Legion gets two dice for defending since the attack is made across a strait.

Drusus rolls: 5, 6
Gajus rolls: 3, 4

Gajus' legion is removed. Drusus' victorious Mauruscii loot the City and gains one die worth of Victory Points. Drusus rolls a 3 and flips the city to its looted side.

Next the Mauruscii expand into Lusitania, which is also held by one of Gajus' Legions.

Drusus rolls: 4, 3
Gajus rolls: 3

Gajus' Legion is removed.



Drusus then counts Barbarian Victory Points:

- 1 VP for Cappadocia, a presence in the Asia Diocesi (1 Points times 1),
- 2 VP for Baetica & Lusitania, a presence in the Hispania Diocesi (2 Points times 1),
- 2 VP for Mauretania, presence in the Africa Diocesi (2 Points times 1),
- 1 VP for City in Cappadocia,
- 3 VP for looting the City in Baetica,

for a total of 9 VP.

JULIA'S ROMAN PHASE

No one has drawn Nero, the fifth Emperor. But Caligula, the sixth and last Emperor, has been drawn by Julia.

Julia starts out by playing the Rebellion card. She places one Rebel army in Cappadocia and the Rebel army immediately attacks Drusus' two Cappadoces there.

Julia rolls: 5, 4
Drusus rolls: 2 (+1 for fort)

One Cappadoces army is lost.

Julia rolls: 6, 3
Drusus rolls: 5 (+1 for fort)

A tie, a re-roll is necessary.

Julia rolls: 2, 1
Drusus rolls: 6 (+1 for fort)

The Rebel army is defeated.

Julia has to chose Syria as her Starting Province (it is the only one left) and places her City and a Legion there. From Syria she expands into Cappadocia where there is still one army as well as a fort and a city under Drusus' control.

Julia rolls: 6, 4
Drusus rolls: 3 (+1 for fort)

Drusus' army is lost.

Julia loots the conquered Kingdom's City (Remember Romans may only loot Kingdom and Barbarian controlled Cities, never Roman Cities.). Rolling for loot she scores a four, meaning four VP.

Next Julia expands into Cilicia, held by Gajus' Romans.

Julia rolls: 4, 2
Gajus rolls: 5

Julias' Legion is removed. And she throws in a new one.

Julia rolls: 3, 3
Gajus rolls: 6

Julias' Legion is removed. And she piles on.

Julia rolls: 6, 2
Gajus rolls: 2

Julia won the Province but lost two Legions during the battle.

Then Julia expands into Pontus, also held by Gajus' Romans.

Julia rolls: 6, 4
Gajus rolls: 3

Gajus' Legion is removed.

Julia uses her last Legion to occupy Assyria and places her Fort in Syria.

Since she controls only four city sites she can not build any new cities as she already control one city in Syria and the one looted city in Cappadocia.



Julia then counts her Victory Points:

- 2 VP for controlling three out of five provinces, a dominance in the Asia Diocesi (1 Points times 2),
- 2 VP for Pontus, a presence in the Graecia Diocesi (2 Points times 1),
- 2 VP for Assyria, a presence in the Arabia Diocesi (2 Points times 1),
- 3 VP for the two Cities (Syria 2 point, Cappadocia looted 1 point),
- 4 VP from looting the City in Cappadocia.

for a total of 13 VP.

END OF THE FIRST GAME TURN.

Victory Points

	Total	Romans	Barbarians
Julia	21	13	8
Messalina	24	12	12
Gaijus	23	17	6
Drusus	34	25	9

For the Second Game turn, players will draw tokens in order of their current rank on the Barbarian and Roman Faction Victory Point track, with the player with the lowest score drawing first. The draw order this time would be: Julia, Messalina, Gaijus and then Drusus.

0	1	2	3	4	5	VP BARB	7	VP BARB	VP BARB	10	11	VP ROME	VP ROME	14	15	16	VP ROME	18	19	20	21	22	23	24	VP ROME
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

