

# CENTURION™

## PRINT & PLAY RULES

*Centurion* follows all of the rules of *The Duke*, with the following additions.

### SETUP

The *Centurion* replaces the *Duke*, while two *Legionnaires* replace both *Footman*.

**Non-Starting Side:** If a tile does not have a non-Starting Side (see the *War Dogs* tile) the player may select either side to face up when placing the tile for the first time. If any rule moves one of these tiles to the “starting side”, the player once again chooses which side to place facing up.

### MOVEMENT ICONS

The following rules provide new Movement icons for *Centurion*.



**Hammer:** This icon follows the exact rules for Strike, with the following additions: this icon ignores any icon with “Defense” in the name (and can capture a tile occupying the Fort Tile).



**Smash:** This icon follows the exact rules for Move, with the following additions: this icon ignores any icon with “Defense” in the name.



**Shield Defense:** This icon follows the exact rules for Defense, with the following additions:

This icon does not protect the tile displaying the icon from capture; i.e., it has no effect for the tile displaying the icon.

This icon protects a friendly tile in the indicated square as though that tile had Defense icons in every square surrounding it.



**Non-Capture Move/Jump/Slide:**

Non-Capture Move/Jump/Slide icons follow all the same rules as the Move, Jump and Slide icons, with the following

exceptions: there cannot be a tile (either friendly or enemy) in the target square or in a square the tile is attempting to move through. If there is a tile, the active tile cannot be moved into that square (meaning an enemy tile cannot be captured using these icons.)

[These icons are the same as those used in the *Jarl*, for those that have played them there; i.e. smaller versions of the standard icons.]

### FORMATION ICONS

There are two types of Formation icons:



**Single Formation:** Only one Single Formation icon may be used in a turn. (Icon is found on the Primus Pilus.)



**Full Formation:** Any or all Full Formation icons on a single tile may be used in the same turn. (This icon is found on the Centurion, Legionnaire, Tribune, Hastati, and Optio Tiles.)

### RULES

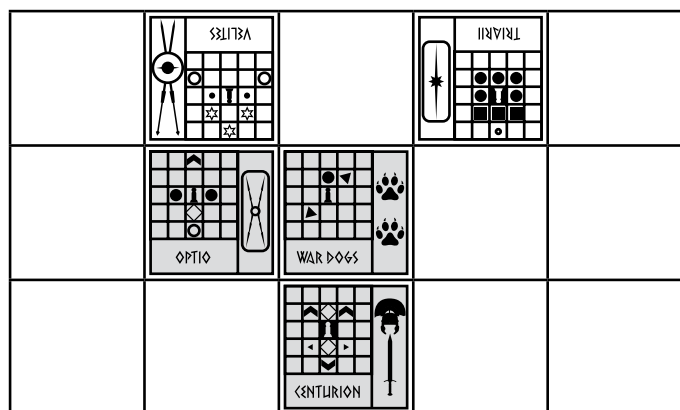
A tile with either Formation icon can be activated and used to reposition other friendly tiles by pairing their movement to the active tile's movement for that turn.

This is done as follows:

- When a player activates a tile containing a Formation icon, the player may also nominate any friendly tile from a square indicated by that Formation icon: for this turn only, they are now considered paired with the active tile.
- The player then chooses another Movement icon from the active tile. The active tile and the paired tiles are all moved simultaneously while retaining their original orientation.
- Both the active tile and paired tiles may capture opposing tiles at their final destination, following standard rules based on the Movement icon chosen for the active tile. For example, if the active tile use a Jump icon to move and capture a tile, all paired tiles must move and capture as though they have the same Jump icon on their profile, in an identical position.
- A paired tile must be able to legally reach the new location as though it was moving by itself using the same movement icon from the active tile. If a paired tile cannot move legally, it cannot move in the formation with the other tiles.
- At the end of movement, the activated tile flips; paired tiles do not.
- The Strike/Hammer/Dread/Defense/Shield Defense icons cannot be used with Formation icon(s).

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### ENHANCED ABILITIES

The following rule provides a new enhanced ability.

**X Ready:** If a tile with the Ready ability is in play and has the side up displaying the Ready icon, the player may choose to “move” the tile by flipping it to its other side (it remains in its square). (**Playtest Note:** See the *Legionnaire* tile.)

### CLARIFICATIONS

The following provides clarifications of how some Movement icons in *Centurion* are used, as well as how they interact with a few other icons.

#### DREAD

The following text replaces the standard Dread icon text from *The Duke* rulebook:

After any movement or placement of a new tile is complete, any tile (friendly or enemy) in a square covered by a Dread icon is frozen in place. The tile cannot be moved, captured, be shifted by or use Formation icons, or use any ability until the Dread icon is removed (i.e., the Dread icon is no longer covering the previously frozen tile at the start of the controlling player’s turn).

- Any Leader Tile (i.e. the *Centurion*), as well as any tile with a Dread icon on either of its sides, is immune to the Dread icon.

#### NON-CAPTURE SLIDE ICONS AT ANGLES

The *Legionnaire* and *Centurion* have unique placement of non-capture Slide icons. Usually all slide icons are oriented directly away from the square that contains the tile. These two tiles have icons that start in a square diagonal from the central square, and then point in lateral directions.

This means the tile is first moved into that square indicated by their non-capture Slide icons. Then the player can either stop right there, or can slide the tile any number of squares, using the standard rules, all as part of a single movement action.

### EXAMPLE 1

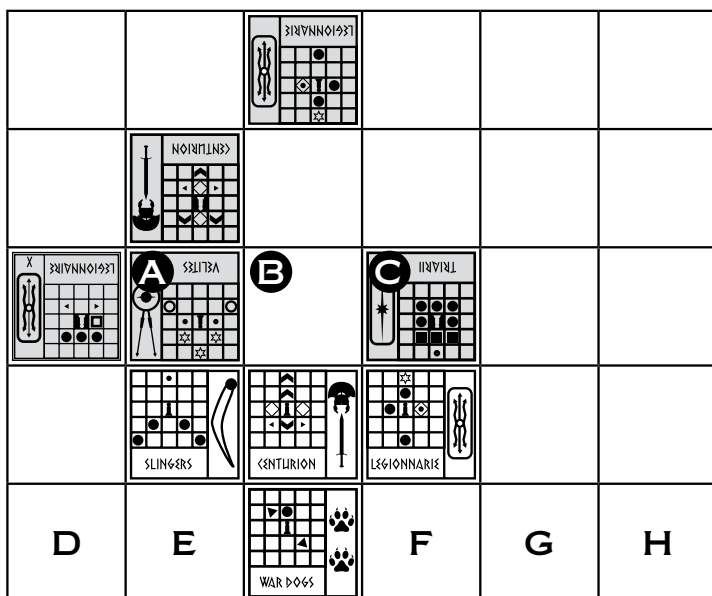
In the Example 1 diagram the *War Dogs* are in a square where a Full Formation icon is indicated on the *Centurion* tile. If there was no *Optio* tile, the *Centurion* could use that Full Formation icon to move the *Centurion* tile into the square as indicated by its left-side Smash icon. Which would then also move the *War Dogs* into the *Velites*’ square, capturing it; remembering that for that move, the *War Dogs* then have that same Smash icon in the same indicated square. Yet there is the *Optio* tile, so the *Centurion* cannot move there.

Meanwhile, the *War Dogs* themselves have a Slide icon into the *Triarri* occupied square, but the Defense icon is protecting the *Triarri*. However, the *Centurion* can use that forward Full Formation icon, then move into the square indicated by the right-side Smash icon, which will move the *War Dogs* into the *Triarri* occupied square—since Smash ignores Defense icons—thus capturing the *Triarri*.

If there were a tile directly behind the *Centurion*, the player could decide to also move that tile, while moving the *War Dogs*.

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and bring the Slingers Tile because that would place it off the board. Nor could it pair with and bring the Legionnaire Tile, because the War Dogs Tile blocks that movement; i.e., to mimic the Centurion's move, the Legionnaire would first have to move into the square occupied by the War Dogs, which it cannot do.

- **Square E:** The Centurion cannot end its turn in square E, because that would allow for the Velites Tile to capture it with the Strike icon covering square E.
- **Squares F, G and H (by itself):** The Centurion, without using the Full Formation icon paired to the Legionnaire on its right, could move into square F, and then end its turn there, or end its turn in either G or H after its Non-Capture Slide.
- **Squares F and G (paired):** Finally, the Centurion could pair itself with the Legionnaire and move to either square F or G, which would move the Legionnaire to either square G or H, respectively.

Kevin decides to pair up with the Legionnaire and move the Centurion and Legionnaire to square F and G. In all instances of the use of Full Formation, only the Centurion will flip at the end of its turn, which Kevin does, and his turn is over.

### EXAMPLE 2

In the diagram above, Kevin is playing as the light tiles, and his Centurion Tile has just come under Guard from the Velites Tile and so must move.

A powerful move enabled by Full Formation icons would be for the Centurion Tile to activate and pair itself with both the Slingers and Legionnaire Tiles and use the Smash icon to move itself and both paired tiles into squares A, B and C with a single movement. Regardless of the Shield Defense from his opponent's Legionnaire Tile protecting the Velites Tile, and the Triarii Tile's own Defense icons, the Centurion's Smash icon enables both paired tiles to ignore those Defense icons and capture.

Unfortunately for Kevin, he cannot make that move since that would place his Centurion into danger by his opponent's rearmost Legionnaire and its Strike icon threatening square B. So it's time for a tactical withdrawal.

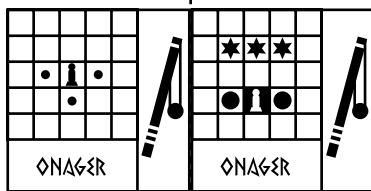
With the horizontal Non-Capture Slide icons to the left of right on the Centurion, combined with its Full Formation icons, these are the options:

- **Square D:** The Centurion could move into square E and finish the slide into D to end its turn. It cannot pair with

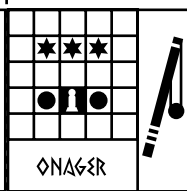
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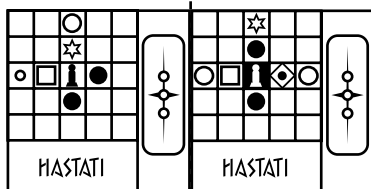
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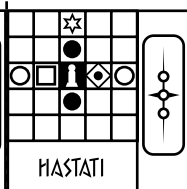
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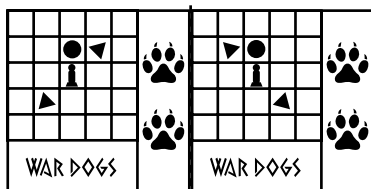
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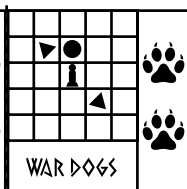
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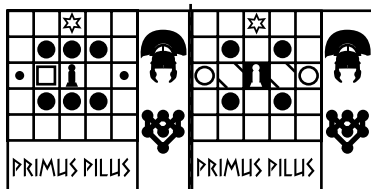
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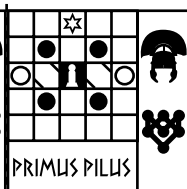
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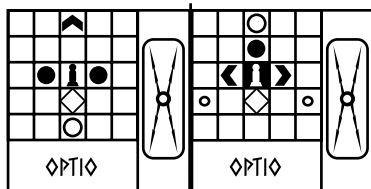
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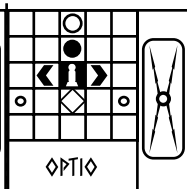
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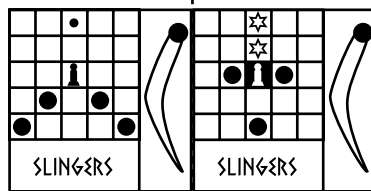
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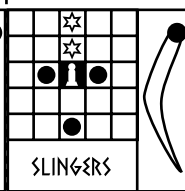
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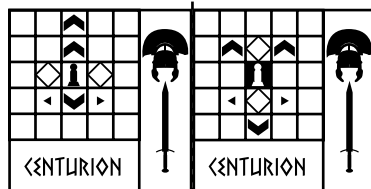
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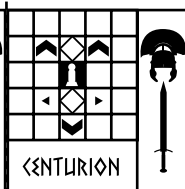
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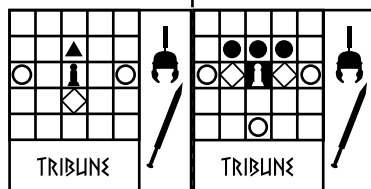
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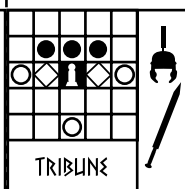
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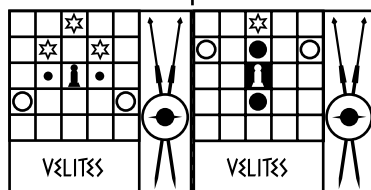
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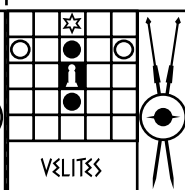
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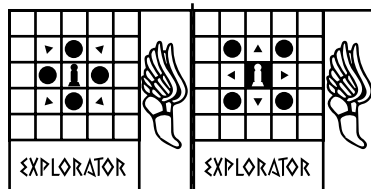
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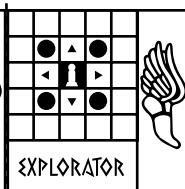
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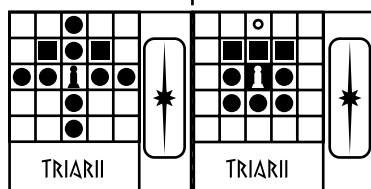
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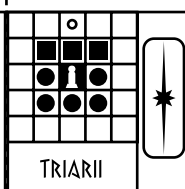
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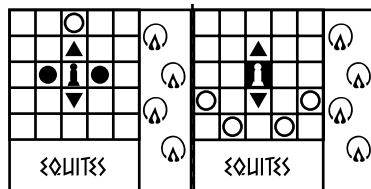
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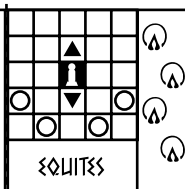
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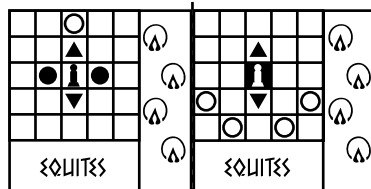
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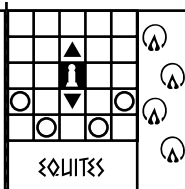
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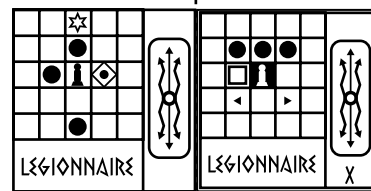
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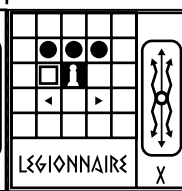
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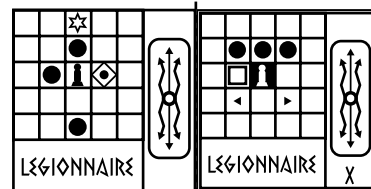


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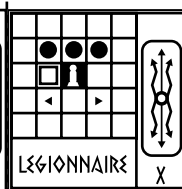


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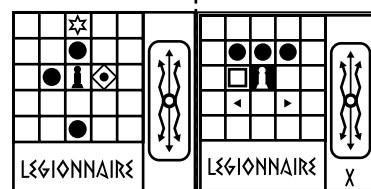


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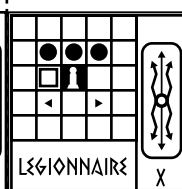


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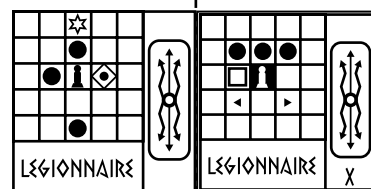


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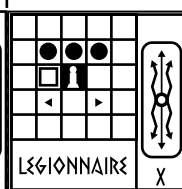


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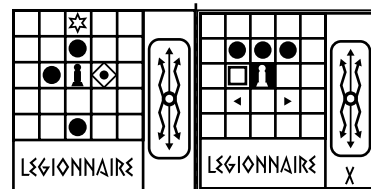


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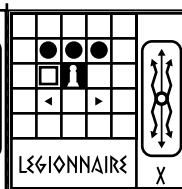


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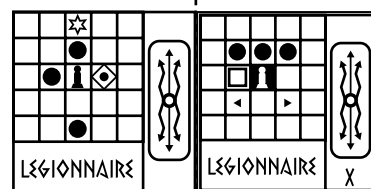


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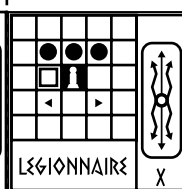


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