

Scenario	Year (AD)	West								
		Britannia	Gallia	Hispania	Africa	Sicilia	Italia	Illyria	Germania	Pictum
1	9	6M	1M+8L	1M+3L	2M+1L	1M	1M+1L	6M, Rom:5L	25M+15B, Rom:3L	8M
2	161	1M+3L	1M+5L	1M+1L	1M+1L	1M	1M+1L	1M+5L	25M+40B	8M
3	247	1M+3L	1M+4L	1M+1L	1M+1L	1M	1M+1L+1F	1M+6L	25M	8M
4	260	6M+7L	8M	3M	2M	1M	2M	Ger:15B	25M	8M
5	376	6M+1F	8M+4F	3M	2M+2F	2M	2M+4F	9M	25M+15B	8M
6	440	6M	8M, Ger:12B	3M, Ger:5B	2M, Scy:8R	1M	2M	9M	25M+6R	8M
7	530	MP:6M, Ger:6R	Ger:12B	Ger:5B	Scy:4B	Scy:4B	Ger:20B	Ger:6B	25M	8M
	VP	3	12	5	4	4	20	6	6	1
	Militia	6	8	6	4	2	3	9	25	8

Scenario	East												other set up
	Scythia	Dacia	Taurica	Thracia	Græcia	Asia	Ægyptia	Cyprus	Oriens	Mesopotamia	Persia	Armenia	
1	20M	12M	1M	5M+2L	1M	3M	1M+2L	1M	5M+4L	9M+10P	15M	4M	-
2	20M	1M+1L	1M	1M+4L	1M	1M+4L	1M+2L	1M	1M+4L	9M+15P	15M	4M	-
3	20M	1M+2L	1M	1M+4L	1M	1M+2L	1M+1L	1M	1M+6L	9M+18P, Rom:2L	15M	4M	-
4	20M	12M	1M	5M, Scy:10B	2M	3M	3M	1M	9M	9M+3F+4L	15M	4M+6P	Rom:3F+17L
5	20M+50B	12M	1M	9M+1F	2M+3F	6M+3F	6M	1M	9M+3F	9M+15P	15M	4M	-
6	20M	12M+12B	1M	9M	2M	6M	6M	1M	9M	9M+12P	15M	4M	Rom: W:6F+Scy:5RF, E:10F
7	20M	12M+12B	1M	9M	3M	6M	6M	2M	9M	9M	15M	4M+12P	Rom:12F
VP	1	3	1	12	5	12	10	1	8	10	15	2	Total VP = 141
Militia	20	12	1	9	3	6	6	2	9	9	15	4	

Scenario	Special Rules
1	-
2	Plague
3	-
4	GT4: Per:6P
5	-
6	GT1: Hum:150B in Scy ; GT4: Rom 4F
7	-

Control
Roman
Rebel
Barbarian
Persian
Minor Power
Indep. State
contested

Nationality
Rom=Roman
E=East
W=West
Dac=Dacian
Ger=German
IS=Indep. State
MP=Minor Power
Per=Persian
Scy=Scythia(n)

Troop type
B=Barbarian
F=Field Army
L=Legion
M=Militia
P=Persian
R=Raider
RF=Raider Federate

Scenario	Start		Game		Optional Rules					VP		VP to win as % of starting VP
	Year	Period	Turns	\$	Leaders	Capital	Forts	Colonies		at start	to win needed	
1	9	A	10	10	1	Ita A	0	6		102	95	93
2	161	A*/B	20	50	2	Ita A	7: Bri A, Gal C, Ill B/C, Thr B/C, Ori C	8		106	90	85
3	247	C	13	0	0	Ita A	7: Bri A, Gal C, Ill B/C, Thr B/C, Ori C	4		106	70	66
4	260	C**/D	15	10	3	Ita A	3: Ita A, Thr B/C	2		73	80	110
5	376	F	20	20	0	Thr A	8: Bri A, Gal C, Ill B/C, Thr A/B/C, Ori C	3		102	80	78
6	440	G	16	0	2*	Ita B + Thr A	5: Ita B, Thr A/B/C, Ori C	E:2		97*	70	71
7	530	H	20	15	2	Thr A	4: Thr A/B/C, Ori C	4		47	85	173

\* GT 1-5

\*\* W:1,

\*\* GT 1-6

E:1

\*W:5L,

E:46

Period	Years	Scenario	Capital	Internal Revolution odds	Barbarian Creation rolls	Legion Rebellion Table DRM	Recruitment costs (L/F)
A	9-165	1,2	Ita A	1 in 6	even turns	-2	\$9/\$24
B	166-215	2	Ita A	1 in 6	1/turn	-1	\$9/\$24
C	216-265	3,4	Ita A	3 in 6	2/turn	+1	\$9/\$24
D	266-331	4	Ita A	1 in 6	1/turn	0	\$18/\$12
E	332-375	-	Thr A	2 in 6	2/turn	0	\$18/\$12
F	376-398	5	Thr A	2 in 6	3/turn	+1	\$18/\$12
G	399-490	6	Thr A/Ita B	3 in 6	4/turn	+1	\$18/\$12
H	491-	7	Thr A	1 in 6	1/turn	0	\$18/\$12

Scenario & period		Capital	
1	A	Ita A	A,B,C,D
2	A/B	Ita B	G
3	C	Thr A	E, F,G,H
4	C/D		
5	F		
6	G		
7	H		

Internal Revolution odds	
1 in 6	A,B,D,H
2 in 6	E,F
3 in 6	C,G

Barbarian Creation rolls	
even turns	A
1/turn	B,D,H
2/turn	C,E
3/turn	F
4/turn	G

Legion Rebellion Table DRM	
-2	A
-1	B
0	D,E,H
+1	C,F,G

Recruitment costs (L/F)	
\$9 / \$24	A,B,C
\$18 / \$12	D,E,F,G,H

PRIORITY TARGET PROVINCES FOR TRIBAL AND RAIDER MOVEMENT

Province	Area	Tribal priority		Raider Priority	
AFR	A		<u>His A</u>	AFR then	<u>His A</u>
	B		Afr C - Sic A - <u>Ita A</u> Afr C - Sic B - <u>Ita C</u>	AFR then	Afr C - <u>Sic A</u> Afr C - <u>Sic B</u>
	C		Sic A - <u>Ita A</u> Sic B - <u>Ita C</u>	AFR then	<u>Sic A</u> <u>Sic B</u>
ARM	---		<u>Mes C</u>	ARM then	Mes C - Ori C - <u>Cyp</u>
ASI	A		<u>Asi A</u> <u>Thr A</u>		<u>Græ A</u> <u>Gre B</u> <u>Cyp</u>
	B	ASI then	<u>Mes C</u>		Asi A - <u>Græ A</u> Asi A - <u>Græ B</u> Asi A - <u>Cyp</u>
	C		<u>Asi C</u> <u>Thr A</u>		Asi A - <u>Græ A</u> Asi A - <u>Græ B</u> Asi A - <u>Cyp</u>
BRI	A		<u>Gal B</u>	BRI then	<u>Ger B</u> <u>Pic B</u>
	B		<u>Bri B</u> Bri A - <u>Gal B</u>	BRI then	<u>Pic A</u>
CYP	---		<u>Asi A</u>	CYP then	Asi A - <u>Græ A</u> Asi A - <u>Græ B</u>
DAC	A		<u>Thr B</u>	DAC then	<u>Græ B</u>
	B		<u>Ill B</u>	DAC then	<u>Græ B</u>
ÆGY	A	ÆGY then	<u>Ori B</u>		<u>Cyp</u> Ori B - Ori C - <u>Cyp</u>
	B	ÆGY then	Ægy A - <u>Ori B</u>		<u>Gre C</u> <u>Afr B</u>
GAL	A		<u>Ita B</u>		<u>Sic A</u>
	B	GAL then	Gal D - Gal A - <u>Ita B</u> Gal C - Gal A - <u>Ita B</u> Gal C - Ill C - <u>Ita B</u>		<u>Bri A</u>
	C	GAL then	Ill C - <u>Ita B</u> Gal A - <u>Ita B</u>		Gal B - <u>Bri A</u> Gal A - <u>Sic A</u> Gal D - <u>His C</u>
	D	GAL then	Gal A - <u>Ita B</u>		<u>His C</u>
GER	A		<u>Gal C</u>		Gal C - Gal B - <u>Bri A</u> Gal C - Gal D - <u>His C</u> Gal C - Gal A - <u>Sic A</u>
	B		<u>Ger B</u> <u>Ill B</u>		<u>Dac B</u>
	C		<u>Gal C</u>		Gal C - Gal B - <u>Bri A</u> Gal C - Gal D - <u>His C</u> Gal C - Gal A - <u>Sic A</u>
	D	GER then	Ger C - <u>Gal C</u> Ger A - <u>Gal C</u>		<u>Bri A</u>
	E	GER then	Ger B - Ill C - <u>Ita B</u>		<u>Dac B</u>
GRÆ	A		<u>Asi A</u>	GRÆ then	Asia A - <u>Cyp</u>
	B		<u>Ita C</u>		Ita C - <u>Sic B</u> Asi A - <u>Cyp</u>
	C		Græ A - Græ B - <u>Ita C</u>		<u>Cyp</u>
HIS	A	HIS then	Sic A - <u>Ita A</u>	HIS then	<u>Afr A</u>
	B	HIS then	His C - <u>Gal D</u>	HIS then	His A - <u>Afr A</u>
	C		<u>Gal D</u>	HIS then	His A - <u>Afr A</u>

ILL	A		<u>Ita B</u>	<u>Græ B</u>
	B	ILL then	Ill A - <u>Ita-B</u> Ill C - <u>Ita B</u>	<u>Dac B</u>
	C		<u>Ita B</u>	Ita B - Ita A - <u>Sic A</u>
ITA	A	ITA then	Sic A - <u>Gal A</u>	<u>Sic A</u>
	B	ITA then	<u>Gal A</u> Ita A - Sic A - <u>Gal A</u>	Ita A - <u>Sic A</u>
	C	ITA then	Græ B - <u>Thr B</u>	<u>Græ B</u> <u>Sic B</u>
MES	A	MES then	<u>Per A</u>	Mes B - Mes C - Ori C - <u>Cyp</u>
	B	MES then	<u>Per A</u> <u>Per B</u>	Mes C - Ori C - <u>Cyp</u>
	C	MES then	<u>Ori C</u>	Ori C - <u>Cyp</u>
ORI	A		<u>Mes C</u>	Ori C - <u>Cyp</u>
	B		<u>Ægy A</u>	Ori C - <u>Cyp</u>
	C		<u>Asi A</u>	<u>Cyp</u>
PER	A	PER then	<u>Mes B</u>	Mes B - Mes C - Ori C - <u>Cyp</u>
	B	PER then	<u>Mes B</u> <u>Mes C</u>	<u>Arm</u> Mes C - Ori C - <u>Cyp</u>
	C	PER then	Per B - <u>Mes B</u> Per B - <u>Mes C</u> Per A - <u>Mes B</u>	<u>Arm</u> Per B - Mes C - Ori C - <u>Cyp</u>
PIC	A		Bri B - Bri A - <u>Gal B</u>	PIC then <u>Bri B</u>
	B		<u>Bri A</u> Bri A - <u>Gal B</u>	PIC then <u>Bri A</u>
SIC	A		<u>Ita A</u>	SIC then <u>Afr C</u>
	B		<u>Ita C</u>	SIC then <u>Afr C</u>
SCY	A		Dac A - <u>Thr B</u>	SCY then <u>Tau</u>
	B		Ger E - Ger B - Ill C - <u>Ita B</u>	SCY then <u>Tau</u>
TAU	---		<u>Thr A</u> <u>Asi C</u>	TAU then <u>Scy A</u>
THR	A		<b><u>Thr A</u></b> <u>Asi A</u> <u>Asi C</u>	Thr B - <u>Græ B</u> Asi A - <u>Græ B</u> Asi A - <u>Græ A</u> Asi A - <u>Cyp</u>
	B	THR then	Græ B - <u>Ita C</u>	<u>Græ B</u>
	C	THR then	Græ B - <u>Ita C</u>	<u>Græ B</u>

Notes: For every province and area, the table gives the top priority provinces/areas for Tribal and Raider movement.

a) Where several areas have equal top priority, all are listed, and one should be chosen at random when needed.

e.g. A tribe in AFR C, should roll a die to determine whether its target is ITA A (via SIC A) or ITA C (via SIC B).

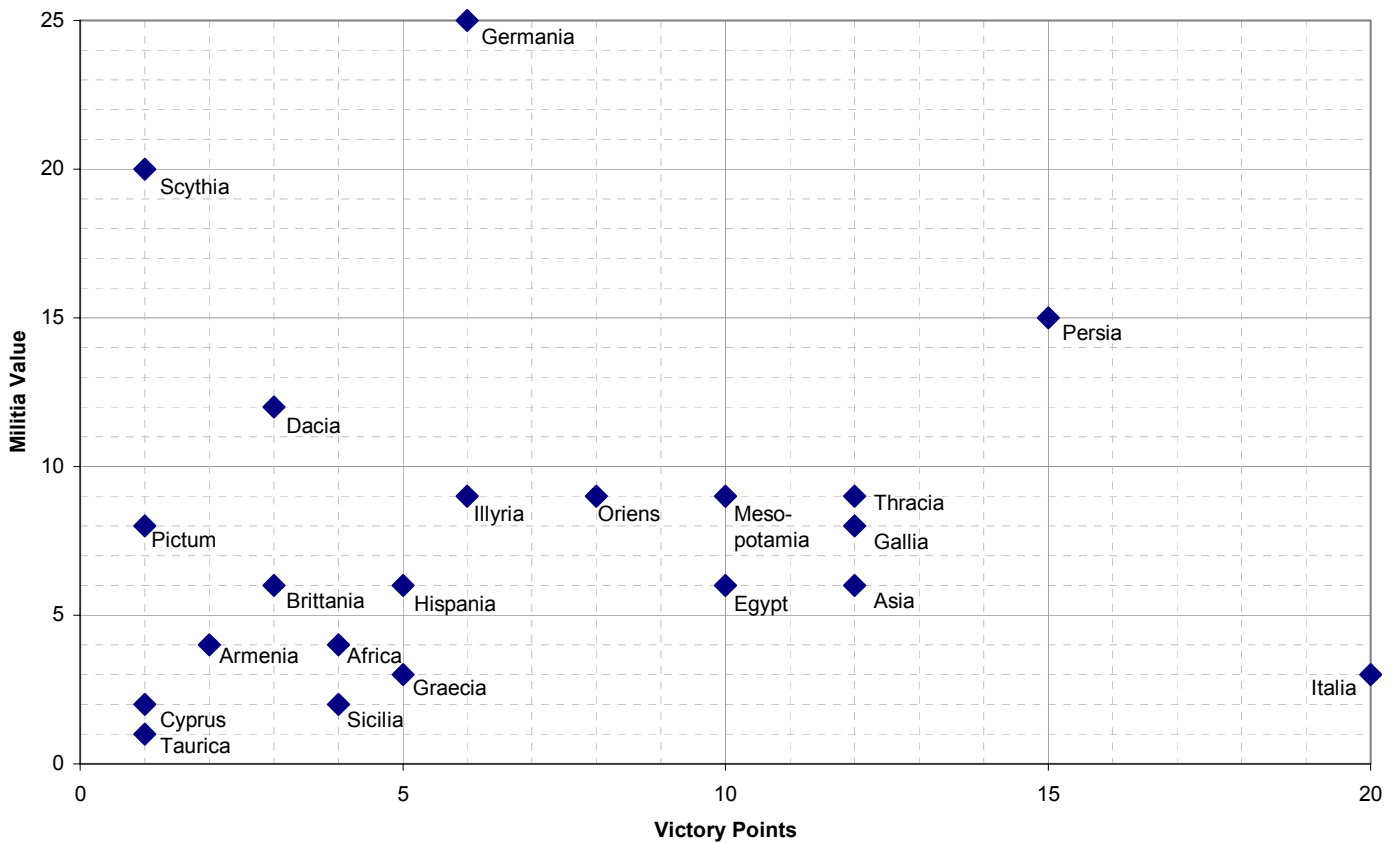
b) In some cases an area's top priority target(s) include itself (given in ***bold italics***)

e.g. For a tribe in GER B, its first priority target is either of GER B or ILL B.

c) In some cases an area is its own sole top priority target. In such cases the next priority target(s) are given also.

e.g. A Tribe in GER E, has GER E as its top priority. Should it be a German Tribe or already control GER, its target is ITA B (via GER B and ILL C)

### Provincial Victory Points & Militia values



### Internal Revolution analysis

#### Scenarios 1-6 (ignore bracketed numbers in Table)

- |   |  |
|---|--|
| 1 Province never revolts  | (CYP)  |
| 10 Provinces <b>can be colonized</b> to prevent them revolting          | (AFR, BRI, GAL, HIS, ITA, SIC, THR, GRÆ, ASI, TAU) |
| 2 Provinces can be colonized to <b>partially</b> prevent them revolting | (ILL, ÆGY)   |
| 8 Provinces can <b>not</b> be colonized to prevent them revolting       | (PIC, GER, SCY, DAC, ARM, MES, ORI, PER)           |

Expect an average of 7.67 provinces to revolt if a revolution is rolled.

At odds of 3/6 per Revolution roll (Periods C, G) = 3.8 provinces revolt/turn on average

At odds of 2/6 per Revolution roll (Periods E, F) = 2.6 provinces revolt/turn on average

At odds of 1/6 per Revolution roll (Periods A, B, D) = 1.3 provinces revolt/turn on average

#### Scenario 7 (include bracketed numbers in Table)

- |   |  |
|---|--|
| 1 Province never revolts  | (CYP)                                    |
| 7 Provinces <b>can be colonized</b> to prevent them revolting           | (AFR, BRI, GAL, ITA, SIC, GRÆ, TAU)      |
| 5 Provinces can be colonized to <b>partially</b> prevent them revolting | (HIS, ILL, THR, ASI, ÆGY)                |
| 8 Provinces can <b>not</b> be colonized to prevent them revolting       | (PIC, GER, SCY, DAC, ARM, MES, ORI, PER) |

Expect an average of 9.17 provinces to revolt if a revolution is rolled.

At odds of 1/6 per Revolution roll (Period H) = 1.5 provinces revolt per turn on average.