



# HADRIAN'S WALL

## SOLO CAMPAIGN

### OVERVIEW

There were 16 main Forts built along Hadrian's wall over the course of its history. Throughout this campaign, you will be travelling from the East coast of England to the West, aiming to construct each of these historical Forts. They each come with their own unique challenges and thematic rules changes.

### GAMEPLAY

This campaign has been designed to work best on Normal Difficulty. To be victorious, you must win each of the 16 Forts. If you fail at a particular Fort, you will have to repeat it before continuing on to the next. Each Fort also provides an optional challenge. If you achieve this challenge, while still meeting the win conditions, you'll be granted a Setup Reward for the next Fort. This applies to all games at the next Fort, even if you are defeated on your first few attempts.

When setting up each game, note any unique Fort Rules and Fort Goals. The Fort Rules (if any) make minor changes to the regular rules. The Fort Goal outlines what you must do in order to win and proceed onto the next Fort.

FORT 1: SEGEDUNUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Segedunum lay at the eastern end of Hadrian's Wall (in Wallsend) near the banks of the River Tyne. Its name meant "strong fort" or "victory fort".	Reveal only 1 Neutral Prospect Card each Year, rather than 2.	You must complete all Wall sections and score 70+ VP.	Score 20+ VP in at least 3 Attribute Tracks.  Setup Reward:  

FORT 2: PONS AELIUS	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Pons Aelius was sited here to guard the river crossing. The bridge is the only one known to be named after an emperor outside of Rome.	No extra rules.	You must build the Large Road and score 70+ VP.	Have no Disdain at the game's end.  Setup Reward:  

FORT 3: CONDERCUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Condercum was a cavalry fort containing a commandant's house, headquarters, hospital, workshops, barracks, stables and two granaries. A village (or vicus) grew up around the fort.	No extra rules.	You must complete all 5 Citizen Tracks and score 70+ VP.	Score 17+ VP in at least 3 Attribute Tracks.  Setup Reward:  

FORT 4: VINDOBALA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
The name Vindobala is translated as "white peak" or "white walls". During its time, Vindolanda was demolished and completely re-built multiple times.	The Granary, Hotel, Workshop, Road and all Buildings on the right Sheet (of all sizes) require 1 additional Stone to be built (excludes Diplomats).	You must score 65+ VP.	Score 20+ VP in at least 2 Attribute Tracks.  Setup Reward:  

FORT 5: ONNUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Onnum was thought to have meant "stream", "ash tree", or "rock". A dedicatory slab details the Sixth Legion were responsible for the initial building work.	No extra rules.	You must build the Large Granary, Large Hotel, Large Road, Large Workshop, and score 75+ VP.	Score 10+ VP in each of the 4 Attribute Tracks. Setup Reward: 
FORT 6: CILURNUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Cilurnum was a cavalry fort. The unit stationed there was "ala Augusta ob virtutem appellata", or "named Augusta because of its valour". It was also home to a spectacular Roman Bathhouse.	You cannot build the Theatre or Ludus Gladiatorious.	You must build the Baths and score 23+ VP in Valour.	Score 10+ VP from Path Cards. Setup Reward: 
FORT 7: BROCOLITIA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Brocolitia fort housed the Temple of Mithras, a god beloved by Roman soldiers. It was the largest such building to occupy the site.	You cannot construct any Landmarks.	You must fill all 3 Temples and score 65+ VP.	Score 20+ VP in Renown. Setup Reward: 
FORT 8: VERCOVICIUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
The name of the fort Vercovicium means "place of the effective fighters". It was designed to garrison a regiment of around 800 men.	You cannot acquire any Diplomats.	You must have a total Strength of 12 between both Gladiators (they do not need to survive) and have no Disdain at the game's end.	Do not use any Favours. Setup Reward: 
FORT 9: AESICA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Unlike other forts, Aesica is located to the south of the wall. Excavations undertaken unearthed a wealth of treasures, including a gilded bronze brooch, a bronze ring with a Gnostic gem and an enamelled brooch in the shape of a hare.	No extra rules.	You must have 8 Trade Goods in your Market and score 80+ VP.	Build at least 3 Landmarks and score 25 VP in Renown. Setup Reward: 
FORT 10: MAGNIS	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Magnis was originally built to guard the junction of the Maiden Way with the Stanegate, and predates Hadrian's Wall.	You cannot start building the Wall or Cippi until Year 3. The Fate Card for Year 1 must feature 2 Soldiers. Keep revealing cards until this is true.	You must score 60+ VP.	Have no Disdain at the game's end. Setup Reward: 

FORT 11: BANNA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Banna means 'Horn' in Celtic, and reflected the geography of the site. The builders of the turf wall had to clear woodland and drain a small bog before construction could start.	Every box along the Mining & Forestry Track requires 2 Servants to fill.	You must score 70+ VP.	Score 15+ VP in at least 3 Attribute Tracks. Setup Reward:  
FORT 12: CAMBOGLANNA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Camboglanna guarded an important approach to the wall and also watched the east bank of the Cambeck against raiders from the Bewcastle area.	Draw 1 additional Fate Card during each Pict invasion.	You must score 70+ VP and have no Disdain at the game's end.	Score 10+ VP from Path Cards. Setup Reward:  
FORT 13: UXELODUNUM	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Uxelodunum was the largest fort on Hadrian's Wall. Because of the large size of the fort, it is thought to have housed a regiment of over one thousand cavalry.	No extra rules.	You must complete the Fort, Wall and Cippi, and score 80+ VP.	Score 12+ VP from Path Cards. Setup Reward:  
FORT 14: ABALLAVA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Aballava's location was strategic for guarding two nearby Solway fords, frequently used by raiding parties from the northern tribes. There is also evidence of two auxiliary forts and marching camps.	Draw 1 additional Fate Card during each Pict invasion. You cannot acquire any Diplomats.	You must fill all rows and columns in the Scouting section, and score 75+ VP.	Have no Disdain at the game's end. Setup Reward:  
FORT 15: COGGABATA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Coggabata was a small fort, built on a hill to guard the southern end of the Solway fords.	Draw 1 additional Fate Card during each Pict invasion. You cannot build the Large Granary.	You must have no Disdain at the game's end.	Score 50+ VP. Setup Reward:  
FORT 16: MAIA	FORT RULES	<input type="checkbox"/> FORT GOALS	<input type="checkbox"/> CHALLENGE
Maia was built to have commanding views of the nearby coastline. It was the 2nd largest fort on the wall. The milecastle was built of turf and timber, but was demolished and rebuilt in stone.	Draw 1 additional Fate Card during each Pict invasion. Reveal only 1 Neutral Prospect Card each Year, rather than 2. Every box along the Mining & Forestry Track requires 2 Servants to fill.	You must complete the Wall Guard and score 15+ VP in at least 3 of the Attribute Tracks.	Have no Disdain at the game's end. Bonus: Bragging rights



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