



RULES OF PLAY

# SPARTACVS

## CRISIS IN THE ROMAN REPUBLIC 80 - 71BC

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## 1.0 INTRODUCTION

### 1.1 The History

By 80BC, P. Cornelius Sulla and his faction were in total control of the Roman Republic and its empire. Domestically, Sulla eliminated his Marian enemies, became unrestricted dictator and rewrote the constitution to void many of the Marian/populist changes and to bring it back to a more “traditional” nature. Abroad, his lieutenants had completely eliminated all pockets of Marian resistance, the most recent being in Africa and Spain. In fact, the propraetor of Spain C. Aurelius Cotta, was preparing to carry out a punitive expedition against the remaining Marian leader at large, Quintus Sertorius, who had been driven out of Spain the previous year and was now in exile in Mauritania. However, Sertorius was not content with being hunted down as an outlaw by the Sullans. In a dangerous gamble, he intended to cross the Straits of Gibraltar to Spain and raise once again the Marian cause and standard. After a successful naval battle against Cotta, his 3,300 men landed near Gades and were soon joined by Spanish tribesmen from Lusitania. The Roman Republic faced a new, unforeseen crisis. A crisis which would grow over the next 10 years and encompass not only Spain, but also Italy and Asia Minor. A crisis that would shake the very core of the Republic, both internally and externally. At its height, the Roman Republic would find itself at war simultaneously in Spain against Sertorius, in Asia Minor against Mithradates VI of Pontus, and even in Italy against first M. Aemilius Lepidus and later a more dangerous opponent, Spartacus! The measures taken to defeat these enemies were often as dangerous as the enemies themselves, for in using the men and means at their disposal to meet the crisis, the Republic walked a tightrope between preserving the Republic and unleashing even more dangerous forces which could send the Republic into total collapse.

### 1.2 The Game

**SPARTACVS** is a two player, card-driven, point-to-point simulation pitting a loose coalition of forces under Sertorius against the Roman Republic as restructured under Sulla and his lieutenants. As the Sertorian coalition, your objective is to force the Republic into collapse in order to rebuild it as it was before the Sullans changed the constitution. This is done through putting pressure on the Republic by territorial conquests, by exacerbating the tensions in the Republic, forcing it to utilize the services of new, potential Sullans to counter your armies in the field, or by taking Rome itself! As the Republic, you must defeat and neutralize Sertorius quickly, before he can conclude an alliance with Mithradates VI and cause a two-front war. However, the levying of too many troops to fight the enemy coupled with the utilization of ambitious generals can bring on the very circumstances you are trying to avoid, collapse of the Republic. In addition, care must be taken with Italy itself because in the background, civil war looms in the guise of Lepidus, and even worse, a slave revolt under the able gladiator-leader, Spartacus. Both sides can battle their adversaries using conventional forces, conduct guerrilla and pacification operations with the intention of denying your opponent control of strategic spaces and provinces, and attempt to hasten or delay the political collapse of the Republic. The central mechanism that influences all actions in the simulation is the Republican Crisis Track, which monitors the level of crisis in the Republic. All actions on the battlefield, the state of the empire, the strain of recruiting legions and utilizing ambitious generals,

and the use of power politics, are ultimately reflected on the Crisis Track. The Sertorians hope to move the track towards heightened crisis while the Republic hopes to keep it well away from a political collapse. In the end, if the Republic manages to avoid collapse, it can still lose by allowing a strong Sertorian presence on the board. **SPARTACVS** requires the players to successfully exercise many facets of military-political acumen in order to defeat their opponents while preserving the most precious asset of all, survival.

### 1.3 Contacting Compass Games

If any game components are missing or damaged you may contact us by email at [compassgames@yahoo.com](mailto:compassgames@yahoo.com) or by mail at Compass Games LLC., PO Box 271, Cromwell, CT 06416, USA. Please include a SASE (self addressed and stamped envelope) if you have questions.

### 1.4 Help HQ

General help or questions on game play may be posted in the game folder for **SPARTACVS** on [www.consimworld.com](http://www.consimworld.com), or may be emailed directly to us at [compassgames@yahoo.com](mailto:compassgames@yahoo.com). Finally, players can discuss play and get help on [www.boardgamegeek.com](http://www.boardgamegeek.com).

## 2.0 GAME COMPONENTS

### 2.1 Inventory

A complete game includes:

- One 22 x 34 inch mapboard
- Three countersheets of 5/8 inch counters
- One Sequence of Play/Crisis Track Adjustment card
- One deck of playing cards (110 cards total)
- One Rules Booklet
- Six six-sided dice (3 red and 3 yellow)
- One box and lid set

### 2.2 The Playing Pieces

There are four types of counters in the game: Leaders, Combat Units, Political Control markers, and information markers. With the exception of some information markers, counters are color-coded to indicate ownership by a particular faction.

### 2.3 Scale

Strength points vary based upon type of units. In general, one unit strength point equals:

- Roman Legion – 1,500 legionaries and auxiliaries
- Pontic heavy infantry – 3,000 mixed infantry and cavalry
- Pontic “legion” – 2,000 infantry trained as legionaries
- Sertorius’ Exiles legion – 1,200 mixed legionaries and cavalry
- Spanish heavy infantry – 1,700 infantry, trained as legionaries
- Spanish light troops – 2,500 mixed infantry and cavalry
- Spartacus’ Gladiators – 2,000 gladiators
- Servile troops – 3,000 infantry
- Galatian forces – 3,000 mixed infantry and cavalry

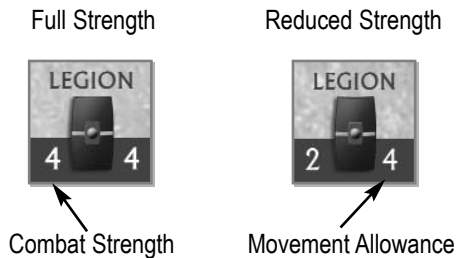
**Note:** “Roman Legions” - This was a civil war. Romans fought on both Sertorius’ and Republican sides. A “Roman Legion” is made up of Romans, whether it is “Republican” or “Sertorian” (see table in 2.4).

## 2.4 Counters

**Play Note:** The counter mix is a finite limit to the number of Leaders and Combat Units that may be in the game at any given time. PC and information markers have no such limit.

The following are examples of the various counters and markers used in SPARTACVS.

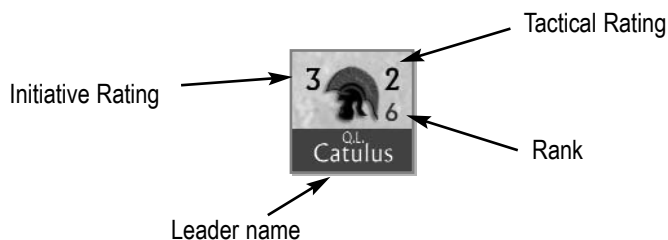
**Combat Units:** The number on the right is the unit's Movement Allowance. The number on the left is its Combat Strength. Most units (but not all) have a reverse side with a smaller Combat Strength; this side represents the unit when it has been reduced by Battle Loss or Attrition.



The following table shows the name, color and quantity of the various combat units in the counter mix.

Name	Color	Quantity
Republican Legion	Maroon	39
Galatian	Maroon	4
Sertorian Light	Tan	30
Sertorian Heavy	Tan	9
Sertorian Legion	Tan	10
Sertorian Exiles	Tan	1
Pontic Heavy	Gray-blue	30
Pontic Legion	Gray-blue	6
Servile Light	Green	19
Servile Gladiator	Green	1

**Leaders:** The number at top left is the Initiative rating. The number at top right is the Tactical rating. The number below the rating number is the leader's Rank.



## 2.5 The Mapboard

The mapboard contains two separate Maps: The main Europe Map and the Asia Minor Map inset. The maps contain the following elements (see the Map Key on the mapboard for graphical information):

**Spaces:** Spaces guide the location of the playing pieces. There are three main kinds of spaces on the map: Minor Cities, Major Cities, and Tribal Areas. Each Minor City is denoted by a square symbol, each Major City by a starred symbol, each Tribal Area by a hexagonal symbol, and each Safe Haven by a mountain icon (there are only two Safe Havens on the map). Note that the rules do not actually refer to spaces, but rather to the space types (minor city, major city, tribal area).

**Special Spaces—Sertorian Player Only:** Two kinds of spaces—Safe Havens and the Freedom Destination box—may be used by only the Sertorian player. The Safe Havens (*Mons Herminius* in northwestern Spain and *Vesuvius* near Neapolis in Italy) are denoted by mountain icons—the former is accessible only by Sertorian units, the latter only by Servile units. The Freedom Destination box (located immediately beside the Map key) may be entered only by Servile units.

**Connections:** Lines adjoining spaces, guiding the movement of playing pieces and various other game functions. The majority of connections are Roads (red lines). Dashed black lines represent Mountain Passes, while blue double-headed arrows represent Straits. Dashed lines of a tan color (such as those leading from the *Mons Herminius* Safe Haven) may be travelled by Sertorian units only. Dashed green lines (such as those leading from the *Vesuvius* Safe Haven) may be travelled by Servile units only.

**Ports:** Ports are coastal spaces bearing a ship icon. Blue ship icons denote Regular Ports, while brown ship icons denote Inter-Map ports. See 17.0 for how ports function.

**Provinces:** Land masses consisting of several spaces. Provinces are distinguished from one another by light-colored lines. Beside each province is two sets of numerical information. The Roman numeral (e.g., the VI for Western Celtiberia in Spain) represents the Winter Attrition value for that province (see 19.0). The two Arabic numerals separated by a slash (e.g. the 5/9 for Western Celtiberia) help determine which player has control of that province (see 15.2). The number on the right is the total number of spaces in that province; the number on the left shows how many spaces (Minor Cities plus Major Cities plus Tribal Areas—special Sertorian spaces do not count) a player must control in order to be in control of the province.

**Regions:** Large land areas consisting of multiple provinces. The Europe Map has three regions: Spain (denoted by brown spaces); Gaul (green spaces), and Italy (maroon spaces). The Asia Map consists of one region, Asia Minor—its spaces are all gray-blue in color.





## 2.6 The Strategy Cards

The Strategy Cards in **SPARTACVS** control the flow of play. Essentially, everything that occurs in the game occurs because of the play of these cards. The cards contain the following elements:

**Command Point Value:** This number, at top left, is the number of Command Points available to the player who plays this card. On ten cards, the Command Point Value is replaced by the letter "R"; these cards are Resource cards.

**Event Title:** The name of the Event described on the card. Event titles in red denote Surprise Cards.

**Event Description:** The specifics of the card's Event—how it functions in the game.

**Player Designer:** Several cards show either a Republican or a Sertorian icon below the Command Point Value. The indicator specifies which player may play the Event on the card. If there is no indicator, either player may initiate the Event.

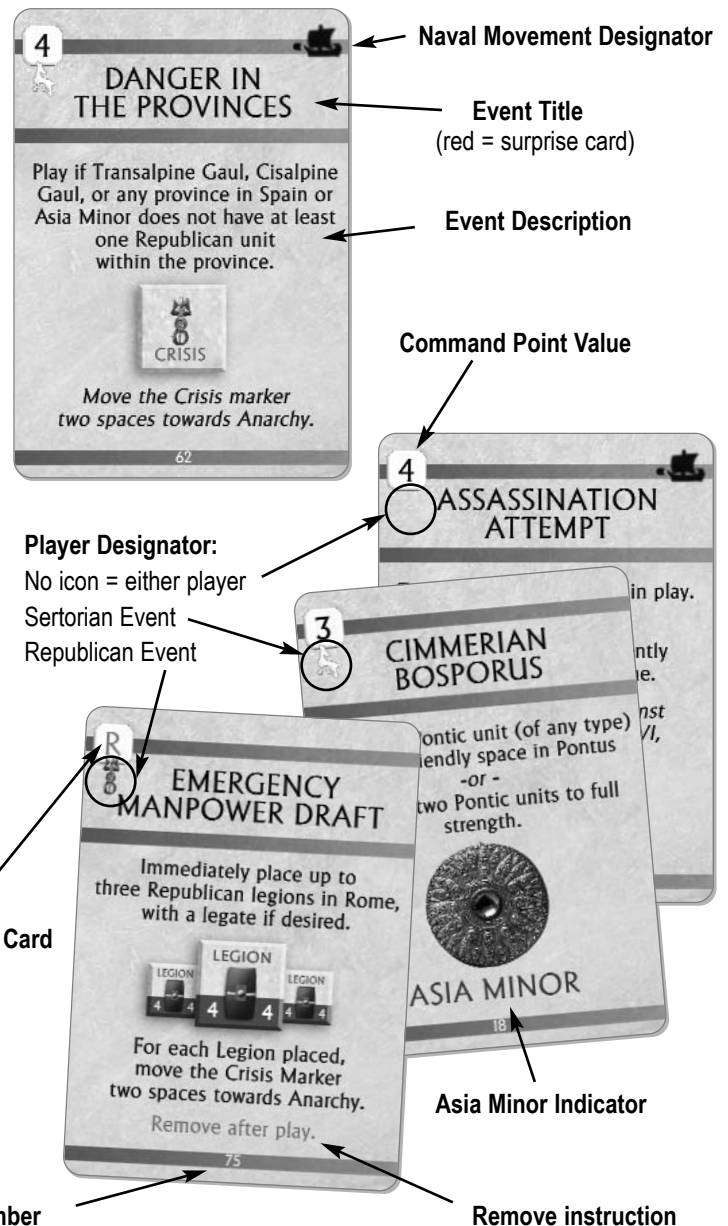
**Card Number:** At the bottom of each card is the card's number—this is used to identify the card in the rules and in play-by-email games.

**Naval Movement Designator:** All 4-CP cards bear a ship icon, a reminder that the card may be used by the Republican Player for Naval Movement.

**Asia Minor Indicator:** Several cards bear the phrase ASIA MINOR—the event for each such cards may be played only after the Asia Minor Map is active.

## 2.7 The Battle Cards

The Battle Cards are used only with Optional Rule 23.2. Each Battle Card shows a title, along with an icon to help players visualize how the maneuver would appear on the battlefield. Some of the cards provide an instruction relevant to the card's play.



## 3.0 GLOSSARY OF TERMS

The following are important game terms and abbreviations you should be familiar with before reading the rules:

**Active Player** – The player currently conducting his portion of the Operations Phase.

**Anarchy** – The furthest space on the Crisis Track from Stability; the ultimate goal of the Sertorian player is to move the Crisis Marker to the Anarchy space.

**Army** – A unit or stack of Combat Units under the command of a General or Legate.

**Active Map** – The European Map is always active. The Asia Minor Map is considered active only upon the successful play of the event labeled "Fannius and Magius Negotiate Alliance with Mithradates VI".

**Asia Minor Map** – The map inset positioned in the lower middle of the mapboard, consisting of the provinces of Bithynia, Pontus, Asia Province,

Galatia, Cappadocia, Pamphylia and Lycia, and Cilicia. This section of the mapboard is called the Asia Minor Map.

**Blue Port** – see Regular Port

**Brown Port** – see Inter-Map Port

**Consular Pool** – The available generals which may be elected as consul during the consular elections.

**Consuls** – The two highest-ranking Republican generals on the board. They have equal rank (except for Sulla), above all other Republican generals. Two are randomly drawn at the beginning of each turn. Historically, the Roman Republic elected two consuls each year as, in effect, government leaders.

**Command Point** – The number between 2 and 4 on the upper-left-hand corner of each Strategy Card.

**Combat Unit** – a counter with a combat strength. Abbreviated CU.

**Crisis Marker** – Indicator of the degree of stability of the Republic, tracked

throughout the game on the Republican Crisis Track.

**CU** – abbreviation for Combat Unit

**DRM** – Die Roll Modifier

**Enemy** – Any leader, unit, or political control marker that belongs to the opposing side.

**Europe Map** – everything on the mapboard except the Asia Minor Map.

**Friendly** – Any leader, unit, or political control marker that belongs to your side.

**Force** – Combat Unit(s), with or without a General or Legate present. Note that an Army is also a Force.

**Gaul** – The provinces of Cisalpine Gaul and Transalpine Gaul. The spaces in Gaul are tinted green.

**Greater than** – always means *more than* a specific number, not *more than or equal to* that number

**Inactive Player** – The player not currently conducting his portion of the Operations Phase.

**Inter-Map Port** – A port (indicated by a brown galley symbol and therefore nicknamed a “brown port”) that allows direct naval movement between the European and the Asia Minor Maps. Inter-Map naval movement must take place from one such port to another. Inter-Map ports are also Regular ports for naval transport between ports on that particular Map.

**Italy** – The provinces of Etruria, Picenum, Campania, Lucania and Apulia, Bruttium, Sicily and Latium. The spaces in Italy are tinted red.

**Leader** – A named general or generic legate counter.

**Legate** – Republican leaders used to command an army in place of a named general, below consuls and proconsuls in rank. Two legates have names (Afranius and Laelius), the other four are generic. Those four act, effectively, as generals-at-need, brought onto the board as the situation demands.

**Less than** – also “fewer than”, always means *not as many as* that number (not *less than or equal to* that number).

**Map** – There are two Maps: Asia Minor and Western Europe. The Maps are connected via Inter-Map ports (i.e., the ports with the brown galley symbols).

**Mapboard** – the mapboard is the entire playing board; it contains both the European and the Asia Minor Maps.

**Movement Allowance (MA)** – The number of movement points available to a unit for movement.

**Movement Point (MP)** – The cost to move across a connection from one space to another.

**Naval Movement** – There are two types of naval movement: Regular and Inter-Map. The former takes place between Regular ports or between two ports on the same Map; Inter-Map naval movement takes place between Inter-Map ports on the two Maps.

**Political Control (PC)** – A side controls a space if he has a PC marker on it. A side controls a Province if he controls the majority of the spaces in the Province. A space containing a PC marker remains under the control of the owning side, even if a hostile leader and/or unit are present, until control passes through the play of a card, through raiding, pacification, or at the end of a turn.

**Proconsul** – A named Republican general who is not currently an elected consul. A proconsul enters play through the play of an event, the retention of a consul as a proconsul at the end of a turn, or the selection of a proconsul from the proconsular pool at the end of a turn.

**Proconsular Pool** – Republican leaders below the consuls in rank, retained (at a cost in crisis points) or randomly drawn each turn. NOTE: Afranius and Laelius (who arrive with the Pompey resource card) are special, named legates and are not considered to be proconsuls.

**Province** – A named land territory within a Region. Each region has several provinces.

**Region** – A named land territory, consisting of several provinces. The Europe Map contains three regions (Spain, Gaul, Italy); the Asia Minor Map contains one region (Asia Minor).

**Regular Port** – a port (indicated by a blue galley symbol) that does not allow direct naval movement between the European and Asia Minor Maps. Inter-Map (brown) ports are considered Regular Ports for the purpose of Regular naval movement.

**Republican** – The side representing the current government of Rome.

**Republican Crisis Track** – The track used to record the level of stability in the Roman Republic during the game.

**Resource Cards** – A card playable by only one side under certain circumstances. An unplayed resource card is kept face up near the owning player; a played resource card is flipped face down after it has been played as an event.

**Sertorian** – The side representing a loose coalition of Sertorius’ forces in Spain, Mithradates’ Pontic forces in Asia Minor, and Spartacus’ slave or Servile forces in Italy.

**Side** – All generals, legates, forces, political control markers and resources affiliated with a single player in the game. The two sides are Sertorian and Republican.

**Spain** – The provinces of Lusitania, Eastern Celtiberia, Western Celtiberia, Nearer Spain, and Farther Spain. The spaces in Spain are tinted light brown.

**SP** – An abbreviation for strength point.

**Stability** – the ultimate goal of the Republican player; the Crisis Marker shows how far from Stability the Republic has fallen.

**Step** – A portion of a unit. A full strength unit consists of two steps – full and reduced strength.

**Strategy Cards** – A card used to play an event, a surprise event, conduct operations, or place PCs.

**Tribal Spaces** – A space representing fortified or semi-fortified spaces and tribal militias

**Unit** – A fighting unit capable of movement and combat. Generals and legates are not units. Many unit consists of two steps, with the unit being flipped to its reduced side if it takes any losses due to combat or attrition. If a unit is already at its reduced side, it is eliminated. Spanish Light and Servile Light units have only one step.

**Winter Attrition Support Level** – The number of units a province is capable of supporting during winter. The number appears on the mapboard in Roman numerals beside the province’s name.

## 4.0 SETTING UP THE GAME

Players decide who will take the **Republican** side and who will take the **Sertorian** side, with each player positioning its units, political control and information markers per the selected scenario listed in Section 22.0. Each player places his five Resource cards face up in front of him. The remainder of the cards are shuffled and dealt out per 5.4, with the remainder forming the draw pile. You are now ready to begin SPARTACVS.

## 5.0 SEQUENCE OF PLAY

SPARTACVS is played in turns, each of which comprise a number of phases. A turn is played in the following order:

### 5.1. Determine Turn Order

The Sertorian player determines who goes first for the turn.

### 5.2 Consular Elections Phase

(Republican player only but not on Turn 1 of any Scenario)

#### 5.2.1 Retirement of Sulla Segment (*Scenario III only*)

The Republican player rolls for the retirement of Sulla – see 22.3.

#### 5.2.2 Election of Consuls Segment

The Republican player elects two consuls for the year, per 7.2.

### 5.3 Reinforcement Phase (not on Turn 1 in any Scenario)

The player selected to go first places his reinforcements followed by his opponent. See 8.0.

### 5.4 Deal Strategy Cards Phase

Each player is dealt Strategy Cards from the deck so that each has a hand of either **six** or **eight** cards, depending on whether or not the Asia Minor Map is active (see 9.0 and 9.33), beginning with the player going first and alternating until the required number of cards are dealt out.

### 5.5 Operations Phase

In turn order, each player conducts an Operational Round, consisting of the play of a Strategy Card—or, if optional rule 23.1 is used, consisting of a Forage Segment and a Strategy Segment. The Operations Phase ends when both players have finished playing—i.e., each has either no cards left or, as per 9.11, has only the card retained for the following turn.

### 5.6 Surrender Phase

In turn order, each player may perform a free subjugation or siege attempt against all enemy major city spaces or tribal spaces occupied by his armies, as per 18.9. In addition, a force occupying an enemy or vacant minor city space places its PC marker on the space, removing an enemy marker if one exists.

### 5.7 Winter Attrition Phase

Each force checks for possible Winter Attrition. See 19.0.

### 5.8 Disbanding of Legions Phase

The Republican player may disband any legion(s) currently on the

mapboard. For every 2 legions he disbands, he moves the Crisis marker **1 space** towards **Stability** (see 20.4). He may **not** disband legions on the last game turn.

### 5.9 Political Isolation Phase

In reverse turn order, all factions remove any Political Control markers that are isolated—see 15.6.

### 5.10 Victory Check Phase

#### 5.10.1 Sertorian Viability Check

The Republican player examines the mapboard to determine if he has met the conditions for an automatic victory.

#### 5.10.2 Proconsul Segment

The Republican player determines his proconsuls (if any) for the following game-turn by using one or both of the following steps:

**1. Proconsul Retention Step:** The Republican player decides if he wishes to retain existing proconsuls or consuls for the coming game-turn—any such retained generals become proconsuls immediately (place the Proconsul markers on them). See 7.3 for this process, which is subject to the maximum number of proconsuls he may have on the map—see 7.3.1). Every proconsul, whether retained or newly appointed from the year's consuls, immediately moves the Crisis marker **2 spaces** towards **Anarchy** (20.3). Proconsuls not retained are either placed face-down in the Proconsul Pool or, if the Republican player wishes, removed from the game permanently.

**2. Proconsul Draw Step:** The Republican player decides if he wishes to bring proconsuls onto the map, for use during the coming game-turn, as per 7.33. He does so by drawing a Proconsul randomly from the Pool, an action which results in no movement of the Crisis marker.

#### 5.10.3 Republican Crisis Track Adjustment

Adjust the track due to any end of turn adjustments—see 20.3 and 20.4.

#### 5.10.4 Victory Determination

If neither the Republican or Sertorian player has attained an automatic victory, the game continues into another turn. If the current game turn is 71BC and no automatic victory has occurred, the game ends with victory determined by 21.1 and 21.2.

### 5.11 End of Turn

After completing the Victory Check, and assuming the game has not ended (5.10.4), move the Turn Record Marker forward on the Time Record Track and begin another game turn.



## 6.0 GENERALS AND LEGATES (LEADERS)

**6.1** There are two types of leaders in the game: generals and legates. Both sides have generals (named leaders) while only the Republican player has legates (unnamed leaders, with a couple of historical exceptions—6.9). Either type of leader, combined with the combat units he is stacked with, comprises an army.

**6.2** All leaders have a rank affiliated with them. This is indicated by the colored number below the Tactical Rating on the general's counter – the higher the number, the higher the leader's rank. **Example:** *Sertorius's rank is 8, Hirtuleius 6, Mithradates 8, Pompey 4.*

**6.3** The highest ranking leader in a space is considered to be in command of all forces in that space (**Exception:** see 6.7).

**6.4** If a space contains two or more leaders of an equal rank, the leader who was last activated for movement is in command in that space (but see 6.7 for special rules for the Republican player). For Republican armies place a Commander marker on top of the leader in charge; for all other armies, simply place the in-charge leader on top. The determination is done the instant a leader of equal rank is activated in the space for movement, enters a space during movement, or as a result of interception, avoid battle or retreat. This situation remains in effect until there is another requirement to make a determination, e.g. as a result of activation for movement or entry into the space via movement, interception, avoid battle or retreat. If two or more leaders of an equal rank are in the same space due to consular election or proconsular appointment, or by the play of an Event, the owner decides at that moment who is in command.

**6.5** The rank of a leader also represents the number of units that leader can activate for interception, movement or siege. If there are subordinate leaders present with the commander of a force, those leaders add their rank to that of the commander and thus the commander is capable of activating more units than he would normally be capable of doing. For example, if a leader's rank is "6", he could normally activate 6 units. However, if he has a subordinate who has a rank of "3", he is now able to activate 9 units. A general may activate an unlimited number of subordinate leaders. The subordinate leader himself does *not* count against how many units the superior leader may activate. A subordinate leader in a stack may be activated in place of the commander (in which case only the subordinate leader may conduct operations for that round); activating a subordinate leader requires a card with CPs equal to or greater than the subordinate's Initiative rating (i.e., you activate him, not the commander).

**Play Note:** *Allowing for larger armies is essentially the only purpose of subordinate leaders (other than taking over if the superior leader is eliminated, of course).*

**6.6** Only **one** leader may conduct operations when activated (although that leader may take subordinate leaders along with him).

**6.7** Consuls (**Republican Player only**): Whatever his relative rank might be, a consul outranks all other Republican leaders on the mapboard except Sulla or another consul, and thus is always in

command in the space he occupies. If two consuls occupy the same space, the Republican player may choose which consul commands in the space (the numeric rank on the general counter does not matter in this case). If Sulla occupies a space, he is always in command over any consul, proconsul, or legate. If an activated Republican army belonging to a proconsul or legate **ends** its movement on a space occupied by a consul, the consul *immediately* takes command of the entire force (the proconsul or legate becomes subordinate). If the proconsul's/legate's activated army moves **through** a space with a consul, no command change occurs; however, the proconsul/legate may not pick up any units in the consul's space unless there are units in that space in excess of the consul's command ability (as determined in 6.5).

**6.8** Legates (**Republican Player only**): The Republican Player is limited to four unnamed legates. At any time during any of his Operational Rounds (i.e., whenever it's the Republican's "go"), he may place one or more legates on the board wherever desired or shift them from one space to another.

**6.9** Afranius and Laelius are special, named legates and are treated as named generals and not normal, unnamed legates, e.g. they may not be placed upon the board as desired, or shifted from one space to another as other legates—instead, they must be activated like other generals (but they may never become consuls or proconsuls and may be kept in the game at no cost in Crisis Points). Afranius and Laelius appear with the play of the Pompey Event card, but once on the board they need not stay with Pompey.

**6.10** Republican leaders can lead only Republican and Galatian units; Sertorian units only Sertorian units, Servile leaders only Servile units, Pontic leaders only Pontic units.

## 7.0 CONSULS AND PROCONSULS

### 7.1 Sulla (Scenario III only)

At the beginning of Scenario III, Sulla is the top-ranking consul. See 22.3 for special rules regarding his use and his retirement.



### 7.2 Consuls

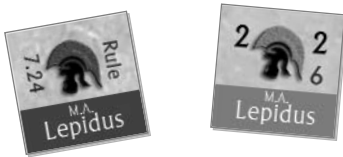
**7.2.1** Beginning on Turn 2, the Republican player elects two consuls for the coming year (but see 7.1). Two generals are selected randomly from the consular pool and, after the Republican player sees who they are, one is placed on any friendly space on the map, while the other is placed on a friendly space in Italy. A Consul marker is placed on each consul to indicate that they are Consuls (it doesn't matter which is designated Consul A and which Consul B); some Event cards specify actions that affect consuls, hence the need to distinguish them from Proconsuls.

**7.2.2** During the Proconsul Retention Step (5.10.2) of each turn, any consul not retained as a proconsul (see 7.3.2) is removed from the board and either placed in the Proconsul Pool or, if the Republican Player wishes, removed from the game permanently. Once placed in the Proconsul Pool, a consul is not available any longer that game as a consul, only as a proconsul.

**7.2.3** At the conclusion of any activation, any consul **outside of Italy** may never be left intentionally in a space without at least one legion. If this happens for any unintentional reason, such as losses due to combat, attrition, etc., the Republican player immediately moves the Crisis marker **2 spaces** towards **Anarchy**.

#### 7.2.4 Lepidus

If Lepidus is elected consul, bad things happen to the Republican player. First, immediately place the *Sertorian* Lepidus counter, a Sertorian PC and 6 Sertorian legions on any space in Etruria. In addition, place M. Junius Brutus, a Sertorian PC plus 2 Sertorian legions on any unoccupied space in Cisalpine Gaul. All these forces are controlled by the Sertorian player. The Republican player then moves the Crisis marker **3 spaces** towards **Anarchy**. Lepidus may not leave Etruria until the province is controlled by the Sertorian player; Brutus may not leave Cisalpine Gaul, except to join Lepidus in Etruria (he must do so by the most direct route available to him), until Etruria is Sertorian-controlled. The Republican player does **not** draw another Consul to replace Lepidus on the turn in which Lepidus appears.



### 7.3 Proconsuls

**7.3.1** While the Republican player may always have two **consuls** on the map, the maximum number of **proconsuls** he may use is dictated by the Proconsul Limit. For the campaign scenario (22.3), the Proconsul Limit is **one** at the beginning of the scenario, and increases to **two** when the Asia Minor Map becomes active (9.3.1). In addition to these proconsuls, the Republican player may also have either or both of Pompey and Crassus on the map, after they have been brought into the game through the play of their respective Resource Cards—Pompey and Crassus are proconsuls but they do not count against the Proconsul Limit—retaining them each turn, however, costs the same as any other proconsuls in Crisis Points. **Legates** (6.8), whether named or unnamed, are neither consuls nor proconsuls and do **not** figure in to the Proconsul Limit. See the scenario setups in 22.0 for proconsul information for all scenarios.

**Play Note:** Note that, if all relevant Events have been played, the Republican player may have a total of six generals on the map: two consuls, the one proconsul allowed at start, Pompey, Crassus, and one proconsul allowed with the Asia Minor Map. **NOTE:** Afranius and Laelius (who arrive with the Pompey resource card) are special, named legates and are not considered to be proconsuls—legates (named or unnamed) are always over and above the proconsul limit.

**7.3.2** In the Proconsul Retention Step of the Proconsul Segment, the Republican player decides if he wishes to retain existing consuls or proconsuls on the map as proconsuls for the upcoming turn. Pompey and/or Crassus (if played) may **always** be retained. He may retain **one** consul or proconsul if only the European Map is in play, or up to **two** if the Asia Minor Map is in play. Retained generals begin the next turn where they ended the Operations Phase of the current turn. Any

general currently on the map who is not retained as a proconsul is placed in the proconsul pool for potential future use on subsequent turns, or (if the Republican Player wishes) removed from the game permanently.

**7.3.3** If the Republican player chooses to retain fewer than the maximum number of proconsuls, during the Proconsul Selection Step of the Proconsul Segment he may randomly and blindly select proconsuls from the Proconsul Pool, up to the Proconsul Limit (7.3.1). All proconsuls selected in this manner are placed on any friendly-controlled space or with an existing army.

**Play Note:** Because of the possibility of removing generals from the game as specified in 7.2.2, the Proconsul Pool will tend to get better and better as the game goes on; this is intentional, tempting the Republican player to increase the Crisis level by opting for proven leaders.

**7.3.4** Retaining consuls as proconsuls moves the Crisis marker towards **Anarchy**. Specifically, *immediately* upon retaining a proconsul in the Proconsul Retention Segment of the Proconsul Phase (7.3.2), the Crisis marker is moved **2 spaces** towards **Anarchy**. Randomly drawing a Proconsul from the Proconsul Pool (7.3.3), however, results in no movement of the Crisis marker. Republican generals brought into play via Event cards (Pompey and Crassus, for example) move the Crisis marker as indicated on the card itself, and then normally (**2 spaces** towards **Anarchy**) if retained in the Proconsul Phase. **NOTE:** If a consul or proconsul is not retained and is returned to the Proconsul Pool and subsequently selected randomly as a proconsul, no movement of the Crisis marker occurs - even if the consul/proconsul was randomly selected the same turn he were placed in the Proconsul Pool!

**Design Note:** Regularly retaining existing leaders as proconsuls is an expensive habit for the Republican player to get into, and the game can be lost on that basis alone. Historically, the people of the Republic reacted negatively to the idea of generals continuing their service from year to year because of the fear of one person gaining too much power; these generals were wealthy and essentially raised their own armies, who were often loyal to them and not to the Senate. As Sulla had just shown them before this game starts, and as Julius Caesar was to show them before too long, their fears were entirely justified—and it explains the movement of the Crisis marker toward **Stability** adjustment when Sulla retires.

**7.3.5** Upon the play of the Pompey and Crassus **Resource** cards, the respective generals may (not must) remain in play as additional proconsuls (but they still move the Crisis marker towards **Anarchy** if retained each turn) until the end of the game or until eliminated from play for any reason. If eliminated from play, they are not replaced by another proconsul.

**Example #1 of Proconsul Retention and Selection:** In the Proconsul Retention Step of the Proconsul Phase as the end of turn 1, the Republican player decides to retain Metellus because of his strong tactical rating. He immediately subtracts 2 from the Crisis level. Instead of this, he could have placed Metellus face-down in the Proconsul Pool, which at the start of the game consists of only one other general, and in the immediately subsequent Proconsul Selection Segment, with no

movement of the Crisis marker, drawn randomly in the hopes of getting Metellus again.

**Example #2 of Proconsul Retention and Selection:** In the Proconsul Retention Segment of the Proconsul Phase at the end of turn 7, with Asia Minor, Pompey, and Crassus in play and Spartacus on the board, the Republican Player decides to retain four existing proconsuls, immediately moving the Crisis marker **8 spaces** towards **Anarchy**. Feeling the need of another good leader, in the upcoming Operations Phase he plays the Proconsul Resource card and chooses Metellus from the Proconsul Pool, moving the marker another **2 spaces** towards **Anarchy**. He now has a wide selection of good leaders in play, but it has cost him dearly in terms of stability.

## 7.4 Leader Special Abilities

The following leaders have the following special abilities (or restrictions in some cases). These abilities must be applied to every applicable situation in which the specific leader is involved.

### Republican:

- L. Cornelius Sulla Felix:** Cannot leave Italy
- Q. Caecilius Metellus Pius:** Adds +1 to the Avoid Battle die-roll
- L. Licinius Lucullus:** Has a Tactical Rating of 4 in Asia Minor
- Gnaeus Pompeius Magnus:** Adds +1 to the Interception die-roll
- Marcus Licinius Crassus:** Has a Tactical Rating of 3 in Italy
- King Deiotarus of Galatia:** Has a Tactical Rating of 2 in Galatia

### Sertorian:

- L. Hirtuleius:** If defeated in a major battle, cannot avoid battle until he wins another battle (major or not)
- M. Marius:** Converts one Pontic unit to a Pontic legion when activated with no movement

These abilities are also marked on the map in the Republican and Sertorian Holding Areas.

## 8.0 REINFORCEMENTS

In the Reinforcement Phase, both players may build new units and flip reduced units to full-strength, as follows. The number of units of each type in the counter mix represents the absolute limit of units of that type that may be in the game at any given point.

### 8.1 Republican Reinforcements

The Republican player determines how many reinforcements are available to him by rolling one die; the result is the number of Legion **steps** (not units) available as reinforcements. He may choose to take as many of the available reinforcements as he wishes (or none at all). These reinforcements may be taken either to raise new legions or as replacement steps for reduced strength legions, or any combination thereof provided the number allowed is not exceeded. Two steps are required for a new legion (legions must be raised at full strength), one step to flip a reduced legion. New legions are placed with any unbesieged leader in Italy or, regardless of the presence of a leader or its siege status, in Rome itself (although only one legion may be raised in Rome if Rome is besieged). For each new Legion raised, the Crisis marker is immediately moved **2 spaces** towards **Anarchy**. Reduced legions may be flipped to full strength anywhere on the map unless they

are besieged (except that up to two legions in Rome itself may be rebuilt if under siege), and flipping reduced Legions does not incur a movement of the Crisis marker.

## 8.2 Sertorian Reinforcements

**8.2.1 Spanish Units.** The Sertorian player places two Spanish light units per Sertorian-controlled Spanish province in an unbesieged, friendly-controlled space in that respective province. He also places one Spanish light troop unit directly with Sertorius if he is in Spain and unbesieged. The Sertorian player may choose to use some or all of his reinforcements to flip reduced units instead of building new full strength units – in this case, for every Spanish light unit not taken, he may restore one reduced heavy infantry unit to full strength (not a Legion), but only heavy infantry units currently located in Spain.

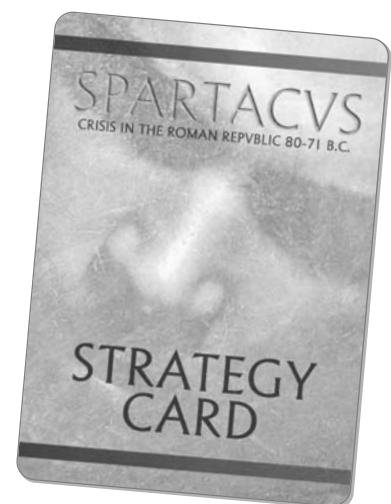
**8.2.2 Pontic Units.** Once the Asia Minor Map is in play (9.3.1), the Sertorian player places one Pontic heavy unit with Mithradates VI if unbesieged or he may flip up to two reduced units (of any kind and stacked with any leader) to their full strength side instead. New Pontic legions enter the game only through use of the Marius Special Ability (see 7.4) or via the play of Event cards that specify their appearance.

**8.2.3 Servile Units.** If the Spartacus card has been played as an event, the Sertorian player rolls one die and takes that number of new Servile units. These units are placed directly with Spartacus if he is unbesieged (no reinforcements are available if he's besieged). The Gladiators unit, if reduced, may **not** be rebuilt.

**8.2.4 Sertorian Legions.** The Sertorian player places one full strength Sertorian legion – for *each* Italian province he controls – in an unbesieged, friendly controlled space in that respective province. Instead, he may flip up to two reduced Sertorian legions in Italy or Cisalpine Gaul. Sertorian legions are not considered Republican for any purpose whatsoever.

## 9.0 STRATEGY CARDS

Strategy Cards consist of Event, Surprise Event, and Resource Cards. Event and Surprise cards allow the faction to either use the Command Point (CP) Number on the card or cause the Event or Surprise Event on the card to occur. Cards may be discarded rather than used if so desired, but it is never permissible to pass without playing or discarding except as discussed in 9.11. Resource Cards are special cards which may be played by the owning player under certain circumstances; they do not have a Command Point Number and may be played only for their Event (see 9.8).





## 9.1 Description

Each Strategy Card has a Command Point value (CP), a number between 2 and 4 in the upper left corner, an Event title, and text describing the card's Event. The CP Number is used for the variety of purposes described in 9.4, below. The Event is available only if the CP Number is not used (**Exception:** Card #1 only, which allows the play of both the Command Points and the Event). Some of the Strategy Cards also provide an icon indicating that the Event may be played by the Sertorian Player or the Republican Player—those without an icon may be played by either player.

## 9.2 Dealing the Strategy Cards

During the Deal Strategy Cards phase of each turn, the players' hands are replenished. The size of the hands is determined by whether or not only the Europe Map is in play, or both Maps are in play (see 9.3). As per 9.11, each player may retain one card between turns.

## 9.3 The Maps: Europe and Asia Minor

**9.3.1 When in Play:** There are two Maps: *Europe* and *Asia Minor*. The Europe Map consists of the three regions on the European portion of the mapboard (Spain, Gaul, and Italy). The Asia Minor Map consists of the entirety of the Asia Minor portion of the mapboard. The Europe Map is in play at the start of all scenarios and remains in play throughout the game. The Asia Minor Map is in play only at the start of Scenario I; it comes into play in all other scenarios with the play of the Sertorian resource card **Fannius and Magius Negotiate Alliance with Mithradates VI** (see 9.8). Once the Asia Minor Map is in play, it remains so for the remainder of the game, even if all Pontic units are eliminated. Playing the **Fannius & Magius** card does **not** bring the province of Galatia into play; Galatia enters play only when the Republican player plays the **Deiotarus of Galatia Allies With Rome** event (card #51).



**9.3.2 Asia Minor Map Events:** Several cards have Events which affect only the Asia Minor Map. These cards may be played for their Event only when the Asia Minor Map is active as per 9.3.1. Whether or not that Map is active, the cards may be played for their CP instead. All of these cards bear an "Asia Minor" indicator.

- #13 Fimbrian Legions
- #14 Ships And Money From Mithradates
- #17 Mithradates VI Flees To Tigranes
- #18 Cimmerian Bosphorus
- #40 Lathenes Of Crete Supports Mithradates
- #41 Maritime Greek States Declare For Mithradates
- #49 Pontic Legions
- #51 Deiotarus Of Galatia Allies With Rome
- #53 Galatian Tribal Levy
- #54 C. Valerius Triarius

**9.3.3** When only the Europe Map is in play, each player receives **six** cards per turn. Starting with the turn following the play of the **Fannius & Magius** event, both players receive **eight** cards per turn (see 9.3.4 for what happens the instant that event is played). Before the cards are dealt, each player secretly decides (and writes down on a scrap of paper, or places dice with the corresponding number facing up but hidden under their hand on the appropriate Map) how many cards he wishes to allot to each Map. The players reveal their choices simultaneously, after which the cards are dealt, face-down, alternately to each player, first to each player's "Europe" hand and then to each player's "Asia Minor" hand. The players have no control over which cards go into each hand (**Exception:** Optional Rule 23.3). If a card played during an Operations Phase allows the player to draw one or more cards from the deck or from his opponent's hand, he may place the newly drawn card(s) into whichever hand(s) he wishes—no matter which hand the card was played from.

**9.3.4** The instant the Sertorian resource card **Fannius and Magius Negotiate Alliance with Mithradates VI** (see 9.8) is played, both players draw **two** cards for play that turn. These two cards are considered the Asia Minor hands for the remainder of that turn.

Once the Asia Minor Map is in play, therefore, each player will have two separate hands. The cards in each hand may be used for Command Points only for actions on that Map (this includes the play of cards for PC placement, as well as Naval Movement), although leaders assigned Command Points on one Map may move onto the other Map (assuming they can get there, of course), after which point they are subject to the cards available in the hand for that other Map. However, cards may be played for their Event on *either* Map (Surprise cards are included here), except for those which specify that the event occurs on a specific Map (the Asia Minor designated cards) or that clearly apply to only one Map (in which case the Event makes no sense on the other Map – **Spanish Light Troops**, for example). Campaign cards may be played entirely on one Map or have the activations split between the two Maps.

**9.3.5 Before Asia Minor is in Play:** Until the Sertorian player plays the resource card **Fannius and Magius Negotiate Alliance with Mithradates VI** (which brings Asia Minor into the game), Asia Minor contributes to the game in the following ways:

- No player may place Units or PC markers in the following provinces: Pontus or Galatia;
- Either player may play cards for Command Points to place PC markers in neutral spaces in the following provinces: Pamphylia & Lycia, Cappadocia;
- The Republican player (only) may move forces into any

province on the Asia Minor Map except Pontus or Galatia. The Sertorian player may not place any forces on the Asia Minor Map;

- Provinces on the Asia Minor Map except for Pontus and Galatia count when determining Crisis Track adjustments due to provincial control, as per 20.4.

Note that, even once the Asia Minor Map is in play, Galatia province is out of play until the Republican player plays the event **Deiotarus Of Galatia Allies With Rome** (card #51).

## 9.4 Using a Strategy Card for Command Points

The Operations number allows you to do **ONE** of the following:

- ACTIVATE one** leader (and his army) whose Initiative Rating is less than or equal to the CP Number. A “2” can only activate a leader with an Initiative Rating of 2. A “3” can activate a leader with an Initiative Rating of 2 or 3. A “4” can activate any leader. A leader is activated to conduct one or more of the following: movement, combat, sieges—and for the Republican player, naval movement or pacification.

**Note:** If you activate a Leader using a card with more CPs than the Leader’s initiative rating, you nevertheless do not have any CPs remaining.

- CONDUCT INDIVIDUAL ACTIVATIONS** of units and/or generals on the map equal to the CP Number (Points). It costs one CP to activate a general without units, a Spanish light unit, or any Servile unit; two CPs to activate an individual legion, an individual Spanish heavy infantry unit, the Exiles unit, or an individual Galatian unit; and three CPs to activate an individual Pontic unit (heavy or legion). CPs points can be expended for multiple activations provided the CP number/points on the card is not exceeded. All activations are declared before any activations take place and each individual activation must be completed before a subsequent activation is begun. All activated units may conduct one or more of the following: movement, combat, sieges. In addition, the Republican player may conduct pacification operations, and activated Spanish light and Servile units can also conduct raids. Individually activated generals may only move, and they may not pick up Combat Units along the way. No unit or general may be activated more than once per card, even if CPs remain unused.

Individual CP cost		
1CP	2CP	3CP
a. General (any) b. Spanish Light c. Servile (any)	a. Legion b. Spanish Heavy c. Exiles d. Galatian (any)	a. Pontic (heavy or legion)

- PLACE OR CONVERT A QUANTITY OF PC MARKERS** on the map equal to the CP Number. A PC marker can be placed in any tribal or minor city space that does not currently contain an enemy CU or enemy PC marker. An enemy minor city PC

marker may be converted to one of your own if occupied by a friendly CU (see 15.3).

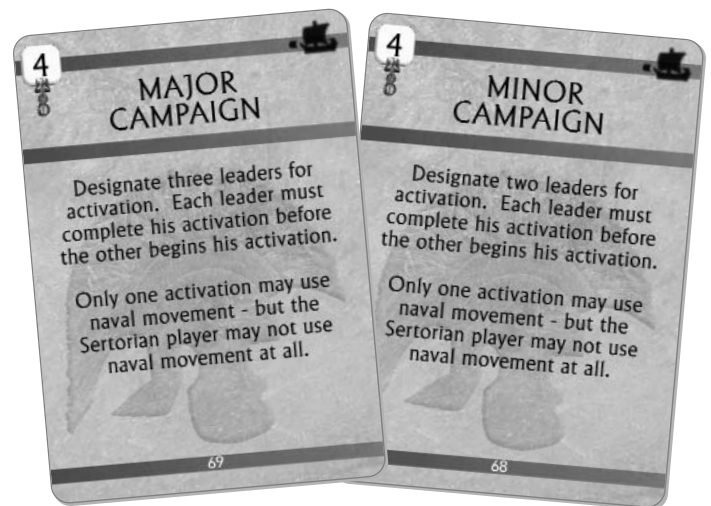
**Example:** If you play a “3”, you could place three of your PC markers, convert three PC markers, or any combination thereof.

- CONDUCT PORT-TO-PORT NAVAL MOVEMENT** of individual units or generals as per 17.3.

## 9.5 Using a Strategy Card for an Event

A player may elect to play an Event instead of using the CP Number on the Strategy Card. Note that some Events are only playable by a particular side: those showing a Sertorian symbol beneath the CP number are playable by the Sertorian player, while those showing a Republican symbol beneath the CP number are playable by the Republican player. The Events on cards that show neither symbol are playable by either player. Regardless of the side depicted, either player can always use the CP Number of any card.

**Campaign cards** allow two or more leaders to be activated (according to what the card states). When played, the player must decide immediately which generals will be activated and announce his choice to his opponent. He may not change his mind part-way through that operations round.



## 9.6 Using a Strategy Card for a Surprise Event

Strategy Cards with their Event title written in red are “Surprise” cards and can be played during an activation or battle. Playing a Surprise Event does not count as your normal card play; you play it either in addition to playing a Strategy Card for CPs or an Event, or as a response to your opponent’s actions.

## 9.7 Using a Strategy Card to Train Troops

The Sertorian player (only) may play any 4 CP card to convert *two* Spanish light units, or a 2 or a 3 CP card to convert *one* Spanish light unit, to a heavy infantry unit (not a legion). Replace any unbesieged Spanish light unit with a full strength Spanish heavy infantry unit.

## 9.8 Resource Cards

Each player has five cards, called **Resource Cards** (denoted by an “R” in place of the Command Points number), which can only be used by him and can only be played as an Event. These cards are placed face up in front of the player until played. A Resource Card is played during the Operations Phase (only), as if it were a card in the player’s hand. The player simply announces that he will play the Event and does so, after which he removes the card from the game. Playing a Resource Card effectively increases the size of the player’s hand for that game-turn.

Two Sertorian resource cards— **Fannius & Magius Negotiate Alliance with Mithradates VI** (card #77) and **Spartacus** (card #76)—have Events that can—if the Sertorian player wishes—depend on die-rolls for successful execution. The Sertorian player may play **Fannius & Magius** at any time during the Operations phase of game-turns 80 BC to 76 BC (inclusive), and **Spartacus** at any time during the Operations phase of game-turns 78 BC to 74 BC (inclusive). In each case, the Event occurs—is considered successful—if the die-roll result falls within the range shown in the table below and on the Turn Track. If the die-roll result is not within that range, *the card is removed from the game and the Event may never occur*. However, each card’s Event comes into play automatically (is mandatory) if the Sertorian player does not attempt to execute the Event by die-roll (Fannius & Magius on the 75BC game-turn and Spartacus on the 73BC game-turn, both at any time during the Operations Phase during the Sertorian players turn). See 21.2 for a possible change in victory conditions.

Year	<i>Fannius &amp; Magius</i>	<i>Spartacus</i>
80BC	1	N/A
79BC	1-2	N/A
78BC	1-3	1
77BC	1-4	1-2
76BC	1-5	1-3
75BC	Automatic	1-4
74BC	N/A	1-5
73BC	N/A	Automatic
72BC	N/A	N/A
71BC	N/A	N/A

N/A = Not Applicable



## 9.9 “Remove After Play” Cards

When an event is played that states “Remove After Play”, the card is removed from the Strategy Deck after it is played because the event may only occur once per game. A “Remove After Play” card is not removed if the event is not used.

## 9.10 Discarding

You may not “pass” (i.e., not play a card), but in the infrequent event that you cannot play a Strategy Card for either Operations or an Event, you may discard one card. In this case no action occurs and it now becomes your opponent’s turn to play a Strategy Card. Discards must be played face up for your opponent to see.

## 9.11 Retaining Cards Between Turns

Each player may keep one card (no more) in his hand from one Game-Turn to the next. If a player does retain a card, during the Card Draw Phase of the next Game-Turn he draws one card less than he is otherwise entitled (e.g., when only the European Map is active, he draws five cards instead of six). Once both Maps are active (9.3.4), the player decides, after new cards are dealt, in which hand he will keep the retained card (and it then counts as one of the cards for that hand); it need not be in the same hand as it was during the previous game-turn.

## 9.12 Reshuffling

If there are not enough Strategy Cards in the Strategy Deck to deal a full hand to each player for the upcoming turn, the entire Strategy Deck, both discards and draw pile but excluding cards that have been removed from play, are reshuffled together before any cards are dealt. The deck is also reshuffled as called for by a particular Event Card, regardless whether the card was played as an Event, for Command Points, or discarded (see, for instance, 9.9). In this case, the deck is reshuffled immediately.

## 10.0 THE OPERATIONS PHASE

**10.1** The Operations Phase consists of a varying number of Operational Rounds, first by one player and then by the other. The player currently conducting an operational round is the **active player** and the other is the **inactive player**.

**10.2** Each Round, a player may play a card from his hand or, if he has only one card remaining, he may pass (see 9.11). The Operations Phase ends when both players have run out of cards, when both players pass, or when one player has run out and the other has passed.

**10.3** Each Operational Round begins with the play or discard of **one** Strategy Card for either the Command Points (see 9.0) or the Event printed on the card, or, in one case (card #1), both.

## 11.0 LAND MOVEMENT

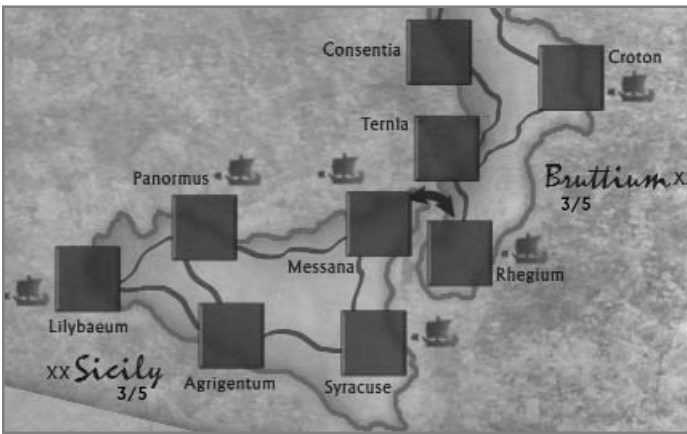
**11.1** Land movement is conducted along the land routes which connect the various spaces on the mapboard. There are three types of land routes in the game: roads, mountain passes, and straits. It costs one movement point (MP) to move from one space to another via a road connection, and two MPs to do so via a mountain pass connection or a

strait connection (but see 11.3 for specific rules about the Sicilian Straits).

**11.2** An activated army moves at the rate of its slowest unit. All units in the army move together, but individual units may be dropped off at the discretion of the moving player, at no cost in MPs and with the dropped off unit(s) unable to move further that activation (even if they have MPs left). If a slower unit is dropped off along the route of movement, the remaining units may continue to move up to the movement allowance of the slowest remaining unit. Units may be picked up by an activated army at no cost in MPs, but the newly picked up unit now becomes part of the army and has only as many MPs remaining as the rest of that army—even though it hasn't actually moved as far as the other units, and even if the unit actually has *more* MP than the rest of the army (if it is slower than any of the other units, the new unit dictates the army's speed from the instant it is picked up). Individually activated units move at the rate of their movement allowance. If the picked-up unit has fewer MPs than the next slowest unit in the army, the picked-up unit's MP now control how many MPs remain in the moving army. Leaders moving on their own for their entire movement segment have a movement allowance of 8 MPs and may not pick up units during movement.

### 11.3 Sicilian Straits

An army or unit may not move across the Sicilian Straits unless it plays a Surprise card which allows such movement while it is conducting movement via any other Strategy Card (i. e., it requires the play of two cards). Crossing the Strait costs 2 MP. If a force or unit is unable to cross the strait successfully for any reason (such as being defeated in battle in the crossing space), it must conclude its movement on the space from which the attempt was made.



**11.4** Upon entering a space occupied by an enemy force or unit, the activating force must end its movement and engage in Land Combat (**Exception:** 11.5). Once the combat is concluded, the force's activation is finished.

### 11.5 Overrun

If an activated or intercepting army moves (but not via retreat, rout, or battle avoidance) into a space occupied by a single enemy unit and it has at least a 5:1 superiority in SPs over that enemy unit, then that enemy unit is automatically eliminated and the activated force can continue to move. Overruns are not considered combat, and therefore

Fortunes of War (13.1 Step 8) do not apply.

**11.6** If an activated army or unit moves into a space (any type) occupied by a general without any units, that general (and subordinate major generals if such is the case) automatically retreats to an adjacent space regardless of the route connector or presence of a hostile PC. This space however, may not be the space from which the activated force first entered the opposing general's space, nor may it be occupied by an enemy Combat Unit. The activated army or unit continues its movement, which may subsequently cause additional retreats by a general if a similar situation exists. If a general is unable to retreat, it is eliminated from the game.

### 11.7 Republican Movement Considerations:

- Republican units may not enter the province of Pontus until the Asia Minor Map is active (9.3.5).
- Republican units may not enter the province of Galatia until the Asia Minor Map is active *and* Galatia is brought into the game (9.3.5).

### 11.8 Sertorian Movement Considerations:

- Servile units are allowed in Italy and Gaul only.
- Pontic units are allowed in Asia Minor only.
- Only Sertorian units and Sertorian generals are allowed to enter and leave the Mons Herminius space and only Servile units and Servile generals are allowed to enter and leave the Mount Vesuvius space.
- Only Servile units and generals are allowed to transit into the Freedom space. Once in that space, they are may never reenter the mapboard.

## 12.0 INTERCEPTION AND BATTLE AVOIDANCE

**12.1** Interception and battle avoidance are special types of movement conducted by the inactive player. These actions represent the only movement allowed by the inactive player during the active player's movement.

### 12.2 Interception

The inactive player may attempt interception when the active player's force moves into a space adjacent to an inactive force not already occupied by a CU belonging to the inactive player (**exception:** a force may intercept into a major city space containing friendly CUs if the CUs were previously declared to be inside the city – see 18.4). The inactive player rolls one die, and if the result is greater than the general's Initiative rating, the inactive player moves that general and one or more of his units into the adjacent space (he need not take them all). Interception may not take place across a mountain pass or straits. If two or more forces are in position to intercept, all may attempt to do so. After all attempts are resolved, any forces that successfully intercepted conduct combat (13.0) or overrun (11.5) with the active player's forces that entered that space (but see 12.3). There is no limit to how often a force may attempt interception; even declining an interception opportunity does not change this fact (e.g., a player may decline interception at one location against an active army but then, in the same activation, attempt interception in any other space that army moves

into). If the inactive player successfully intercepts the moving force, the moving force may elect to return to the previously occupied space and end its movement, with no battle taking place (this is not considered battle avoidance and does not require a die-roll). If the moving force remains in the space, a battle takes place with the intercepting force receiving a +1 DRM applied to his battle roll.

### 12.3 Battle Avoidance

An army may attempt to avoid battle when a hostile force enters its space. In order to successfully avoid battle, the avoiding player rolls one die; if the result is greater than the leader's Initiative Rating, the avoiding player moves to an adjacent space and the attacker may continue moving (there is no limit to how many times a force may attempt to avoid). This space must be a suitable retreat space (14.1). On any other throw, the defender must remain in the space and engage in battle with the attacker (see 11.5 for possible overrun). A defender who fails avoidance has a -1 DRM applied to his battle roll (for that battle only).

**12.4** Generals alone in a space entered by an enemy force automatically retreat as per 11.6.

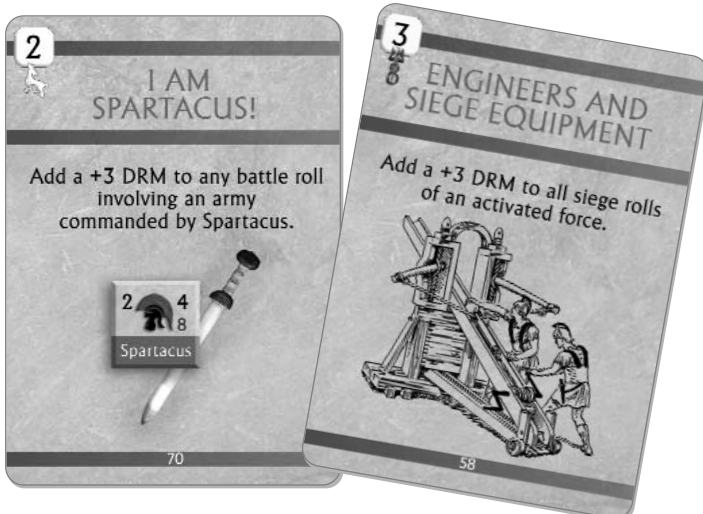
**12.5** If a hostile force enters a space containing a force without a friendly leader present, a modified method of avoid battle may be exercised by the inactive player. Only one unit may roll for avoid battle, which is successful on an unmodified die roll of 6. The space entered must be a valid retreat space (14.1). Any other units in the space may not roll for avoid battle and are subject to the rules of Land Combat (see 13) and Overrun (see 11.5).

**12.6** An army which has successfully intercepted an active force may not subsequently avoid battle upon entry of that active, moving force into the intercepted space.

**12.7** All interceptions and/or battle avoidances (in that order) must be declared prior to rolling any die.

## 13.0 COMBAT

Combat occurs when an activated army or unit and an enemy army or unit occupy the same space during the activated force's movement and after all interception and avoid battle attempts have been made (overrun is a function of movement and does not constitute combat – see 11.5). The active player is considered to be the attacker and the inactive player is considered to be the defender.



### 13.1 Combat Sequence

Combat occurs in the following sequence:

- 1. SURPRISE CARDS:** The attacker and the defender, in that order, play any relevant Surprise Cards (if they wish).
- 2. DIE-ROLL MODIFIERS:** The players determine any DRMs for the attacker and the defender (13.3).
- 3. THE COMBAT ROLL:** Each player rolls three dice, totaling the numbers on those three dice (so a 3, 5, and 2, for example, would produce a total of 10). Each player then applies his DRMs to his total. The player with the highest modified total is the winner of the battle. If there is a tie, the defender is considered the winner. Remember the die rolls—the **same die rolls** are used to determine losses in Step 4 as well (although note that they can be modified, as in Step 5)—and possible leader loss (13.2).
- 4. DETERMINING LOSSES:** Both players determine their battle losses as follows. For each 6 a player rolled in 13.1 Step 3, his opponent takes two step losses; for each 5 rolled, his opponent takes 1 step loss. In the case of the winner (only), each roll of 4 also causes a step loss to his opponent. In a battle in which the winner's modified three-dice total is double the loser's (or more), the loser inflicts only 1 step loss for each 6 rolled against the winner, not 2. Possible Leader Loss is resolved per 13.2.
- 5. WITHDRAWAL:** The loser of the battle now rolls one die for withdrawal. If the die roll is less than or equal to the commander's Tactical rating, the defeated force successfully withdraws from the battle and conducts a retreat per Rule 14.
- 6. ROUT:** If the withdrawal die roll is greater than the commander's Tactical rating, a Rout has occurred (**Exception:** leaders with a Tactical rating of 0 avoid Rout on a die roll of 1). The defender must now roll another die to determine additional losses due to the rout. If the routing force consists of 4 or fewer units, halve the die roll (round fractions up), and that number of additional step losses must be taken by the defender. If the routing force consists of 5 or more units, do not halve the roll; instead, the number on the rout die is the number of additional steps lost. The remaining force then conducts a retreat per Rule 14. Leaderless units do not roll for Rout; they suffer it automatically.
- 7. FORTUNES OF WAR:** The victor now applies the fortunes of war. Determine the total step losses inflicted on the defeated force and halve that figure (fractions rounded up—so half of 5 is 3, half of 1 is 1). The victor replaces that number of enemy PC markers in **minor cities** with friendly PC markers (but neutral spaces may **not** be changed to friendly-controlled). Enemy PC markers selected for replacement must be in the battle space or adjacent to the battle space (including across mountain passes but not straits); the space(s) selected may not contain enemy units. Fortunes of War apply even in battles in which either or both sides are entirely eliminated.

## 13.2 Leader Loss

If a player throws two natural 1's or 6's among his combat dice, he has the potential to suffer a leader loss. He must then throw one die for each general present. If a 1 is thrown, that general is eliminated from the game. On a die roll of 2–3, that general is wounded and:

- if the general is Sertorian, he is returned to play in any friendly space in the geographical area where the battle occurred (i.e. Spain, Gaul, Asia Minor, or Italy) during the owning faction's next Reinforcement Phase or,
- if the general is Republican, he is either returned to play in any friendly space in the geographical area where the battle occurred during the owning faction's next Reinforcement Phase (with a resulting move of the Crisis marker as if he were being retained as a Proconsul) or placed in the Proconsul Pool at the discretion of the Republican player (he may not be removed from the game the way unretained proconsuls can be).

## 13.3 Combat Die-Roll Modifiers (DRMs)

Apply the following DRMs to all combats:

- +? Leader's tactical rating (both players)
  - +1 Successful intercept attempt (Intercepting player)
  - 1 Failed avoid battle attempt (player who attempted Avoidance)
  - 1 Exclusively Spanish light units vs. Roman legions (Sertorian player)
  - 1 If the combat occurs in an enemy major or minor city space (either player)
  - 2 If the combat occurs in an enemy tribal space (either player)
- If applicable, **one** of the following:
- +1 At least 150% of the opponent's combat strength but less than 200% (player with larger force)\*
  - +2 At least 200% of the opponent's combat strength, but less than 300% (player with larger force)\*
  - +3 At least 300% of the opponent's combat strength (player with larger force)\*
  - +4 At least 400% of the opponent's combat strength (player with larger force)\*

\* The term "at least" means the relevant amount or more. For example, 24 strength points vs 12 strength points is 200% (double) and therefore a +2 DRM, while 24 vs 9 is at least 200% but not 300% (24 vs 8 would be 300%) and so also a +2 DRM. To calculate these amounts, divide the larger number of strength points by the smaller number.

## 14.0 RETREAT

**14.1** Upon losing a battle, the surviving force must end its retreat on a suitable retreat space not to exceed four spaces from the battle space. The entire force must retreat together regardless of command restrictions. A suitable retreat space must either contain a friendly PC or a friendly force (or both), or be vacant.

**14.2** The retreat path may be up to four spaces in length (i.e., four or fewer) and may include a space with a hostile PC (but not a space with an enemy unit). However, for every such space entered, the retreating

force must take one additional step loss. The first space of the retreat path for the attacking force must be the space from which it entered the battle space. If a force is unable to retreat to a suitable retreat space it is eliminated with any surviving generals or legates governed by Rule 13.2.

**14.3** Retreats may not be conducted across mountain passes or straits. A force whose only option is to retreat across said connections is eliminated instead, with any generals or legates checking for leader loss per Rule 12.3.

**14.4** Lone leaders of an eliminated army end their retreat on the closest friendly space (closest in MPs) to the battle space, regardless of the actual number of spaces from the battle space—but they may not pass through a space occupied by an enemy CU in order to get there.

**14.5** Retreats are not subject to interception by a hostile force.

## 15.0 POLITICAL CONTROL

Control of spaces and provinces is crucial to **SPARTACVS**, and in many games players will spend a majority of several turns converting neutral or enemy spaces to their own control.

**15.1** A **space** is either player CONTROLLED or NEUTRAL. Controlled spaces contain a Political Control (PC) Marker of either the Sertorian or Republican side. Neutral spaces contain no PC marker.

**15.2** A **province** is controlled by a side if the majority of the spaces in that province contain a PC of that particular faction. In all other instances, the province is considered to be uncontrolled. Place Province control markers to keep track of which player controls which province. **Note:** Each province on the mapboard displays how many spaces are required to control that province.

**15.3** A PC may be placed on a minor city space or a tribal space in a variety of ways. First, certain Event cards allow placement or conversion of PC markers, sometimes (as stated on the card) even if the space is enemy-controlled and/or enemy-occupied. Second, you may play a card for PC Placement/Conversion (see 9.4). For each CP on the card, you may (a) place a PC marker on any minor city or tribal space that is currently *both* neutral and unoccupied by an enemy force, and/or (b) convert a neutral minor city or tribal space, or an enemy-controlled minor city (but not tribal) space on which you currently have a force. Third, you can place/convert PC markers in the Surrender Phase (see 5.6 and 18.9) and as a result of Fortunes of War (see 13.1). Finally, see 15.4.

**15.4** A minor city enemy PC may be converted as a result of pacification operations (see 16.2). Major cities (controlled or not) and enemy-controlled tribal spaces can only be converted with a friendly PC through a successful siege or subjugation (see Rule 18.1). Certain Events provide exceptions to these rules (follow the card literally).

**15.5** Neither player may place PC markers in Pontus until the Asia Minor Map is in play, or in Galatia until the Asia Minor Map is in play and the **Deiotarus Of Galatia Allies With Rome** Event has been played.



### Summary of Political Control Changes

1. To convert ENEMY Major City or Tribal spaces to your political control, you besiege (major cities) or subjugate (tribal spaces);
2. To place a PC on NEUTRAL minor city or tribal space, you play a card for CPs and place a PC on that number of spaces ANYWHERE on the map.
3. To convert ENEMY minor city spaces (but not neutral spaces) to your own political control, you PACIFY (if you're the Republican player) or PLAY A CARD FOR CPs and convert spaces on which you have at least one unit (both players). During the Surrender Phase, you also automatically convert all ENEMY minor city spaces (but not tribal spaces) on which you have at least one unit.
4. To remove REPUBLICAN PC markers, the Sertorian player may RAID with Spanish light or Servile units. Sertorian or Servile raids do **not** convert enemy spaces to friendly control.
5. Control of spaces can also change by Event card and by Fortunes of War.
6. A province is controlled by the player who has control of the MAJORITY of the spaces in that province. If neither player controls a majority of the spaces, the province is uncontrolled.

## 15.6 Political Isolation

**15.6.1** A PC is removed during the Political Isolation Phase if it cannot trace a continuous line of unbroken spaces from the PC itself to one of the following sources of political support:

- A friendly unit
- A friendly major city or tribal space (even if besieged)
- A friendly general

**15.6.2** The line of connected spaces must consist entirely of a chain of friendly PCs or neutral PCs. The Republican player (only) may also trace to a friendly or neutral port space which in turn can trace a sea route to another friendly or neutral port and ultimately to a source of political support listed in 15.6.1.

**15.6.3** PCs are removed in reverse turn order (i.e., the opposite of the turn order established in 5.1). It is entirely possible that the removal of an isolated PC marker by one player could cause one or more of his enemy's PC markers to be no longer isolated, in which case those enemy PC markers would not be removed.



## 16.0 RAIDS AND PACIFICATION

### 16.1 Raids

Raids can only be conducted by individually activated Spanish light and Servile units (armies may not raid). Only Republican minor city spaces not occupied by a Republican unit may be raided. To raid, the active unit moves to the targeted space and expends an additional 1MP to remove the Republican PC marker (thereby making the space neutral, **not** friendly). The unit conducting the raid may continue movement following a raid. Multiple raids by a single unit are permitted provided that the unit has the required number of MPs available. If a unit is intercepted when it enters a space, it may not raid during that activation regardless of whether a battle is fought or the active unit withdraws.

### 16.2 Pacification

A Republican force (army or individual units) may conduct pacification operations as part of its activation for land movement. Enemy PCs in minor city spaces unoccupied by an enemy unit are potentially subject to pacification; tribal spaces are not, and nor are neutral spaces.

**Design Note:** Tribal spaces represent fortified or semi-fortified spaces and tribal militias and would thus not be pacified as easily as a minor city space. The Republicans would require a concerted campaign to reduce these areas to Republican allegiance.

**Play Note:** To clarify, the Sertorian player may conduct raids only with individually activated light units (Sertorian or Servile), while the Republican player may use armies or individually activated legions to pacify.

**16.2.1** An army conducts pacification operations by expending movement points to convert enemy minor city spaces to Republican spaces (similar to a raid but instead of removing a PC, an enemy PC is converted to Republican). Enemy PCs are converted in the space occupied by or adjacent to a Republican army by expending 1MP per space converted (or 2 MP if the space is across a mountain pass); the space from which the Republican army performs the pacification must be Republican-controlled. It is not required to physically move the army to a space to convert it, just the expenditure of the 1MP. An army can move to position itself to convert additional spaces however the total number of spaces converted can never exceed the total number of movement points available to the army, e.g. if the army has 4MPs (the normal situation with an army composed of legions), no more than 4 spaces can be converted via pacification in a given activation.

**16.2.2** A pacification operation against a space adjacent to an enemy force is subject to interception. The Republican player expends the movement points for pacification (it is spent whether or not interception succeeds) and the opponent immediately declares if his force will try to intercept. If the interception is successful, the pacification fails, although no forces are actually moved to the space against which the pacification was attempted. Once an interception against pacification is successful, the intercepting force may not intercept any further pacification operations during that Republican activation. However, if the Republican force moves adjacent to the successfully intercepting force, normal interception may occur with combat resulting (as per 12.0). If that happens, the Republican force may not conduct any more pacification operations for that activation.

## 17.0 PORTS AND NAVAL MOVEMENT

**17.1** There are two types of port in the game: *Regular* and *Inter-Map*. Regular ports are denoted on the map by blue galley symbols, Inter-Map by brown galley symbols. There are slightly different rules for moving within a Map (i.e., from a European port to another European port, or from an Asia Minor port to another Asia Minor port) and moving between Maps (i.e., Inter-Map).

**17.11 Regular Naval Movement:** Regular naval movement is conducted from one port to another, both on the same Map. This movement may be conducted between any two ports on the same Map, no matter the type of port.

**17.12 Inter-Map Naval Movement:** Inter-Map naval movement is conducted from an Inter-Map port on one Map to an Inter-Map port on the other Map (i.e., from brown port to brown port on different Maps). Only the Republican player may conduct Inter-Map naval movement.

**Play Note:** This means that moving from, for example, a regular (blue) port in Europe to Asia Minor requires two card plays—the first to an Inter-Map port still within Europe, and the second to an Inter-Map port in Asia Minor. Note that, in the case of a Campaign card, only one activation may be used for naval movement, so moving from a blue port to the other Map will always require two card plays.

**17.13 Besieged Ports:** Republican army naval movement may begin and/or end in a besieged port space; Sertorian army naval movement may not.

### 17.2 Moving Armies by Sea

The Republican player conducts Regular naval movement of **armies** by playing a 4-CP strategy card (each such card bears a galley symbol as a reminder). The Sertorian player conducts naval movement *only* by the play of cards whose Events specify that he may do so. Armies using Regular Naval Movement may move one land space in addition to the naval movement—**either** one space to get to the origin port, **or** one space after landing. Armies using Inter-Map naval movement move strictly from origin port to destination port; no land movement may be included.

### 17.3 Individual Leaders and Units

Both Republican and Sertorian players may use any value Strategy Card to move a single general or unit by naval movement (even if, as in the case of a Legion, it would normally require more than 1 CP to move independently). Only the Republican player may conduct such movement between Maps (using 17.12). This card may not be used to move anything other than that single unit or leader. Nor does the unit or leader moved in this way get the additional land space movement that armies do (17.2).

### 17.4 Naval Attrition

All Republican and Sertorian naval movement is subject to naval attrition. *Before* a general, unit, or army is about to land at its destination port, the player performing a naval move must roll one die roll (applying any DRMs to the roll) and consult the Naval Attrition Table (printed below and on the mapboard). The result is applied immediately to the general, unit, or army performing the naval movement.

Naval Attrition Table

1d6 roll	Result	Effect
1 or less	Attrition	Force returns to port of embarkation; roll 1d6 and take half that many step losses (round fractions up) - which units take step losses is the owning player's choice, and a player may eliminate units before reducing other units if he wishes
2 or 3	Return	Force returns to the port of embarkation
4 or more	Succeed	Force arrives safely with no loss
DRMs	+1 if port of debarkation is friendly-controlled +1 if port of embarkation is friendly-controlled -1 if port of debarkation is enemy-controlled -1 if port of embarkation is enemy-controlled	

## 18.0 SIEGE, SUBJUGATION, AND SURRENDER

**18.1** In order to convert an enemy-controlled major city or an enemy-controlled tribal space to your political control, you must first successfully siege or subjugate that space. Subjugating a tribal space requires *two* siege points, while causing a major city to surrender requires *three* siege points—**except for Rome itself, which requires four siege points**. Note that minor city spaces are never besieged; they obtain or change PC markers in other ways (see 5.6 and 15.4).

**18.2** Only an army consisting of at least three units may conduct a siege or subjugation and it does so through the activation of the ranking leader and the expenditure of movement points. For each two MPs expended, one siege or subjugation attempt may be conducted. However, against an enemy **major city**, an army consisting exclusively of Spanish light units, or of Servile units of any type, may make only one siege attempt per activation (regardless of the number of MPs it has); all other armies may make up to two (given sufficient MPs).

Against an enemy **tribal space**, all armies may use their full MP allowance each activation to conduct subjugation, no matter how the army is constituted (so a force consisting only of Spanish light infantry units, for example, could make up to three attempts).

**Design Note:** Heavy infantry and legion units typically contained the engineers and siege equipment necessary for sieges; light infantry were more adept at subjugating tribes.

**18.3** To conduct a siege attempt, roll two dice on the Siege and Subjugation Table, applying the Port DRM if appropriate (see the Table below), and applying the result (again, see the Table below), putting a Siege marker of the corresponding value on the space if the space has not yet been converted. An army could move to a space, conduct a siege and then move to another space or begin the activation on a

space and expend all of its MPs to conduct a siege, or any combination thereof, provided the total number of MPs available is not exceeded. Siege and subjugation attempts are conducted on the Siege Table and the results are applied immediately. Siege/subjugation points are cumulative and upon reaching the required number of siege points, the hostile PC is immediately removed and replaced with a friendly PC. A force that does not have the required number of units to prosecute a siege may maintain a siege but may not roll on the Siege Table.

**18.4** In addition to requiring a successful siege to convert it to hostile control, a friendly major city may shelter any number of friendly leaders and units from hostile forces in the same space; as soon as an enemy force enters the major city space, any friendly forces can be declared inside the City. Friendly leaders and units are placed under the PC marker to indicate that they are inside the city and thus not subject to land combat. However, leaders and units sheltered in a major city do not help defend against the siege in any way, and if they are still inside when the city falls (i.e., 3 siege points have been inflicted), they are completely eliminated, with units and legates going into the force pool and generals being permanently eliminated. Tribal spaces may *not* be used to shelter leaders and units.

**18.5** If a besieging army or force is attacked by a friendly army or force which has moved to the space under siege, any friendly leader or force inside the besieged space may participate in the resulting combat. To do so, the owning player rolls a die; if the result is greater than the general's Initiative rating (or a 6 if no general is present – Rule 12.5 applies), the besieged force joins the battle. The commander of the combined force is determined by Rule 6.4. The besieged army or force does not require a separate activation to participate in the combat. A besieged army or force may also be activated during the Operations Phase in order to sortie against the besieging force. Said combat is subject to the normal rules of interception and avoid battle. If a besieging army or force completely vacates the besieged space for any reason, all accumulated siege points are lost and the Siege marker removed.

**18.6** A Campaign Card may not be used to activate more than one army to besiege a single space.

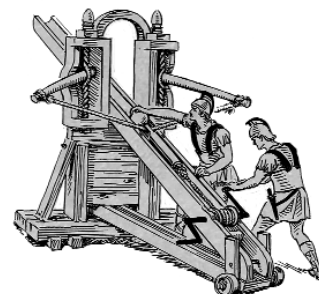
**18.7** A subordinate general in a besieging army may be activated along with at least three units to conduct a siege attempt. It is not necessary to activate the commanding general and the remainder of the army in order to roll on the Siege Table.

**18.8** An inactive besieging force may exercise interception or Avoid Battle with all or part of its force. However per 18.4, if the besieged space is completely vacated by the besieger, all accumulated siege points are lost.

**18.9** During the Surrender Phase, a free subjugation or siege attempt may be made by any friendly force which occupies an enemy major city or tribal space. In the case of an enemy controlled major city or tribal space, the requirements of Rule 18.2 must be in effect prior to the subjugation or siege attempt. If the space falls, its marker is immediately replaced with a friendly PC marker. An enemy PC marker

on an enemy minor city space is automatically converted to a friendly PC marker if it is occupied by a friendly unit.

Siege Table	
2d6 Roll	Result
0-2	2/0
3-4	1/0
5-7	1/1
8-9	0/1
10-11	0/2
12	0/3



**DRMs:** **-1 DRM** if the besieged space is a major Port city under Republican control and the siege was begun as a result of naval movement.

**-2 DRM** if the besieging army consists of exclusively Servile units (including the Gladiators unit)

The result on the right is the number of siege points obtained; place a corresponding siege marker on the space. The number on the left is the number of step losses to the besieging army; which unit(s) lose the step(s) is the choice of the owning player.

## 19.0 WINTER ATTRITION

**19.1** During the Winter Attrition Phase, each player in turn order and province by province, determines whether that province can support his forces over the Winter period. If there are more than one player's forces in the province, Winter Attrition is determined during the player's portion of this phase that controls the province. If a province is uncontrolled, Winter Attrition is determined during the Sertorian player's portion of this phase.

**19.2** Winter Attrition is determined by totaling the number of units of both players in the province and comparing that number against the Winter Attrition Support Limit of that province. If the total number of units in the province exceeds the support limit for the province, units may be subject to Winter Attrition.

**19.3** Winter Attrition is taken as follows:

**19.3.1** If the support limit is exceeded and there are units of only one player in the province, **all** units in excess of that limit suffer a step loss.

**19.3.2** If the support limit is exceeded and there are units of both players in the province, the player who does **not** control the province takes his Winter Attrition step losses first. **All** of his units in excess of the limit suffer a step loss. After he does so, if the total number of remaining units is still in excess of the support limit, the controlling player suffers step losses equal to half the number in excess of the limit (fractions rounded down—so half of 5 is 2, half of 1 is zero). If neither player controls the province, roll a die: the player with the low result takes his step losses first, followed by the player with the high result—in this case, both players lose the full number of steps applicable.

**Play Note:** This means that provinces with low Winter Attrition numbers can sustain only small armies; if you enter such a province with a large army, be sure to move it elsewhere by the end of the Operations Phase unless you are prepared to lose some steps. It also means that a

perfectly valid tactic is to “ambush” an enemy army that is operating in your controlled province by waiting until the end of the turn and moving your own army into that province; if he can’t get the army out, he will lose units dramatically.

**19.3.3** Which units suffer step losses is the decision of the player taking the losses.

**19.4** Leaders are never subject to Winter Attrition.

**Example:** Cappadocia has a Winter Attrition Support limit of 6 units. The Sertorian player controls the province. The Sertorian player has three Pontic leaders with a total of 10 units in the province, while the Republican player has one leader and four legions. All units are full-strength. With 14 units total, the Winter Attrition limit is exceeded by 8 units. Because the Sertorian player controls the province, the Republican player must lose first: he reduces all 4 of his legions (flipping them over). Since the total number of both players’ units remaining in the province is still 14, the Sertorian player must now lose steps, but because he controls the province he loses only 4 steps instead of 8. Had neither player controlled the province, the Sertorian player would have lost all 8.

## 20.0 REPUBLICAN CRISIS TRACK

### 20.1 The Crisis Track

The Republican Crisis Track is used to mark the relative health and stability of the Roman Republic throughout the course of SPARTACVS. The further towards the Anarchy space on the track the Crisis marker moves, the lower the level of stability in the Republic, and vice versa. The marker is moved towards the Anarchy space or the Stability space because of **Crisis Incidents**, in various phases of the game-turn, as outlined in 20.3 and 20.4. The Republican player wants to move the marker along the track towards **Stability**; the Sertorian player wants to move it towards **Anarchy**. The marker may never move past (i.e., to the right of) the Stability space on the track, but it may move past (to the left of) the Anarchy space (temporarily) if incidents demand. When setting up the scenario, the marker is placed on the track on the space designated for that scenario.

**Play Note:** The Crisis marker flips to reveal a “-10” side; use this side to record Crisis levels beyond the **Anarchy** space.

### 20.2 Anarchy Level

Before beginning play, the players jointly agree on the Anarchy Level for their game—the chart below gives the possibilities. If the marker is at or below the space denoting Anarchy, during the Victory Determination segment of the Victory Check Phase, the Republic is considered to have reached a state of Anarchy and the Sertorian player immediately achieves an automatic victory.

- **Standard Game** (Experienced Republican Player)  
Crisis marker reaches the **Anarchy** space on the Crisis Track
- **Intermediate Game** (Semi-experienced Republican Player)  
Crisis marker moves 5 spaces to the left of the **Anarchy** space on the Crisis Track (i.e. -35)
- **Novice Game** (Inexperienced Republican Player)

Crisis marker moves 10 spaces to the left of the **Anarchy** space on the Crisis Track (i.e., -40)

**Play Note:** The Crisis marker flips to reveal a “-10” side; use this side to record Crisis levels beyond the **Anarchy** space.

### 20.3 Crisis Incidents Resulting in Movement on the Track towards the Anarchy space

Adjust the Crisis marker toward **Anarchy** according to the following incidents:

- Number of provinces anywhere on the map controlled by the Sertorian player: **1 space** per province (Victory Check Phase)—*calculated every turn*
- Losing a Republican controlled province: **1 space** (at the instant of loss of control).
- Losing a major battle (one in which four or more legions take part): **1 space** at the instant of loss of the battle (Operations Phase)
- Servile unit reaching freedom destination: **1 space** per unit exited (Operations Phase)
- Raising a legion during the Reinforcement Phase: **1 space** per legion raised (Reinforcement Phase)
- Legions in play at end of turn: **1 space** per legion in excess of 12 if only the European Map is active; OR **1 space** per legion in excess of 16 if both Maps are active (Victory Check Phase)
- Activating Sulla (Scenario III only): **3 spaces** each Game-Turn this occurs (Operations Phase)
- Certain events: **? space(s)** as indicated on the card (Operations Phase)
- Each Consul or Proconsul retained as Proconsuls on the map at the end of turn: **2 spaces** (Proconsul Phase)

### 20.4 Crisis Incidents Resulting in Movement on the Track towards the Stability space

Adjust the Crisis marker toward **Stability** according to the following incidents:

- Number of provinces anywhere on the map controlled by the Republican player: **1 space** per province (Victory Check Phase)—*calculated every turn*
- Regaining a previously controlled Republican province: **1 space** (at the instant of change of control)
- Disbanding a legion (except for last game turn): **1 space** per every two legions disbanded, fractions rounded down (Disbanding of Legions Phase)
- Certain events: **? space(s)** as indicated on the card (Operations Phase)
- Retirement of Sulla: **3 spaces** - Scenario III only (Consular Elections Phase)
- Death of Sertorius: **10 spaces** (Operations Phase or Surrender Phase)
- Exile or death of Mithradates VI: **3 spaces** (Operations Phase or Surrender Phase)
- Death of Spartacus: **5 spaces** (Operations Phase or Surrender Phase)
- Initial entrance of a *Spanish* unit into Italy: **5 spaces** (Operations Phase)

## 21.0 VICTORY CONDITIONS

### 21.1 General

Winning a game of **SPARTACVS** means either controlling a specific number of provinces on the map at the end of the Victory Check phase of the 71 BC game-turn, OR achieving an automatic victory as per 21.2. The number of controlled provinces required for victory purposes depends on whether or not either or both of the “Spartacus” and “Fannius and Magius Negotiate Alliance with Mithradates VI” card events have occurred during the game, either automatically or via successful die-rolls by the Sertorian player (see 9.8). The automatic victory conditions are tied to the Crisis Track and/or Sertorian control of Rome.

### 21.2 Victory by control of provinces

Victory by control of provinces is determined as follows (Note: there are 14 provinces on the Europe map and 7 provinces on the Asia Minor map):

- If the “**Fannius & Magius Negotiate Alliance**” resource card event has occurred during the game (regardless of whether or not the “Spartacus” resource card event occurred), the *Republican* player wins if he controls at least 17 provinces at the end of game. If this event has not occurred (which means that the Asia Minor Map has never been made active), the *Republican* player wins if he controls at least 11 provinces at the end of the game. Note that if this event does not occur, the provinces in Asia Minor are **not** counted for victory purposes.
- If the “**Spartacus**” resource card event occurred during the game (regardless of whether or not the “Fannius & Magius” resource card event has been played), the *Sertorian* player wins if he controls at least 8 provinces at the end of the game.
- If neither the “**Fannius & Magius**” nor the “**Spartacus**” resource card events have occurred during the game, the *Republican* player wins if he controls at least 8 provinces at the end of the game. Note that this makes a Republican victory in such a case very likely - that is intentional.
- Any other result is a Draw - neither player has won. Historically, this would have been a victory for Sertorius, simply because his rebellion was not fully quashed in a reasonable amount of time.

### 21.3 Automatic Victory

It is possible for either player to win an automatic victory during the course of the game. The *Republican* player wins an automatic victory if there are no Sertorian forces on the mapboard during the Victory Check phase. The *Sertorian* player immediately wins an automatic victory if, in the Victory Check phase, either the marker on the Republican Crisis Track is currently in the Anarchy space (20.2), or a Sertorian force controls Rome—or both at the same time.

## 22.0 SCENARIOS

**SPARTACVS** has three scenarios. Each scenario begins with the Determine Turn Order phase of the game-turn specified in the scenario setup instructions, and all of them end at the conclusion of the Victory Check phase of the 71 BC game-turn. All scenarios use the victory conditions outlined in 21.0.

**Note:** units listed in parenthesis are placed at reduced strength.

See also, 23.6 for an additional bonus scenario.

### 22.1 Scenario I: SPARTACVS

This short scenario begins on Turn 8 (73BC) and ends on Turn 10 (71BC), provided that an automatic victory has not occurred (see Rule 21.3). All rules for the Campaign Game are in effect. Set up is as follows:



#### Sertorians:

- **Political Control Markers:**
  - Lusitania, Western Celtiberia, Pontus, Cappadocia: all spaces
  - Bithynia: Heracleia, Nicomedia, and Cius, only.
  - Asia Province: Dorylaeum, Apamea, Celaenae, Prusa, Pergamum, Mytilene, Lampsacus, only
- **Forces:**
  - Sertorius, M. Perperna, Herennius, C. Priscus, C. Insteius, L. Insteius, C. O. Graecinnus, (Exiles legion), 4 (legions), 3 Spanish heavy units, 3 Spanish (heavy units): may be placed on any friendly space(s) in Lusitania or Western Celtiberia
  - Sebasteia: Diophantes + 6 Pontic heavy units
  - Dorylaeum: Eumachos + 4 Pontic heavy units
  - Prusa: Metrophanes + 4 Pontic (heavy) units
  - Cyzicus (besieging): Mithradates VI + M. Marius + 2 Pontic (heavy) units + 2 Pontic legions; Siege marker “0”.
  - Calcedon (besieging): Callimachus + 4 Pontic heavy units; Siege marker “0”
  - The Conii, Celtici, Lusitani, Vaccae, Vettones, Characitani, Arevaci: 1 Spanish light unit each

#### Republicans:

- **Political Control Markers:**
  - All spaces in the following provinces: Transalpine Gaul, Cisalpine Gaul, Etruria, Picenum, Latium, Campania, Lucania & Apulia, Bruttium, Sicily, Pamphylia & Lycia, Cilicia, Galatia, Eastern Celtiberia, Further Spain, Nearer Spain
  - Bithynia: Calcedon only
  - Asia Province: Cyzicus, Laodicea, Cnidus, Sardis, Miletus, Ephesus only
- **Forces:**
  - Sardis: L. Licinius Lucullus [Proconsul A] + 3 legions + 2 (legions)
  - Calcedon (besieged): Legate I + 2 (legions)
  - Cyzicus (besieged): 1 legion
  - Ancyra: Deiotarus + 3 Galatian units
  - Sucro: Metellus [Proconsul B] + 2 legions + 2 (legions)

- Tolosa: G. Pompeius (Proconsul) + L. Afranius + 4 legions + 2 (legions)
- Arausio: 1 legion
- Mutina: 2 legions
- **Consular Pool:**
  - M. Terentius Varro Lucullus
  - G. Cassius Longinus
  - L. Gellius Publicola
  - Gn. Cornelius Lentulus Clodianus
  - P. Cornelius Lentulus Sura
  - Gn. Aufidius Orestes
- **Proconsular Pool:**
  - L. Octavius
  - Q. Lutatius Catulus
  - D. Junius Brutus
  - Mam. Lepidus Livianus
  - Gn. Octavius
  - C. Scribonius Curio
  - C. Aurelius Cotta
  - P. Servilius Vatia Isauricus
  - M. Aurelius Cotta
  - Legates II, III and IV

**Proconsul Limit at Start:** 2 plus Pompeius

**Consular Election Phase in first Turn:** Select 2 consuls

**Removed Cards:** #2, #6, #21, #22, #41, #51, #73, #75, #77, #79, #80; Event #31 is placed by the Republican player as its conditions are in effect (it was considered to have been played last turn so does not affect the size of the opening hands).

**Republican Crisis Table:** on the -15 space

**Special Rules:** None

## 22.2 Scenario II: The Republic in Crisis

This scenario begins on Turn 5 (76BC) and ends on Turn 10 (71BC), provided that an automatic victory has not occurred (see Rule 21.3). All rules for the Campaign Game are in effect. Set up is as follows:



### Sertorians:

- **Political Control Markers:**
  - Lusitania, Western Celtiberia, Eastern Celtiberia, Nearer Spain: all spaces
  - Further Spain: Metellinum and Oretani only
- **Forces:**
  - Tarraco: M. Perperna + C. Priscus 1 legion + 5 (legions) + 1 Spanish light unit
  - Metellinum: Hirtuleius + Exiles legion + 2 Spanish heavy units + 1 Spanish light unit
  - Castra Aelia: Sertorius + 1 Spanish light unit + 3 Spanish heavy units
  - Sucro: Herennius + 1 Spanish light unit + 3 Spanish heavy units

- Segovia: C. Insteius + 2 Spanish light units
- The Conii, Celtici, Lusitani, Oretani, Vaccaeii, Vettones, Characitani, Arevaci, Autrigones, Berones, Vascones, Ilerigates, Indicetes, Lacetani, Ilercavones, Contestani: 1 Spanish light unit each

### Republicans:

- **Political Control Markers:**
  - All spaces in the following provinces: Transalpine Gaul, Cisalpine Gaul, Etruria, Picenum, Latium, Campania, Lucania & Apulia, Bruttium, Sicily, Asia Province, Bithynia, Cilicia
  - Further Spain: all spaces except Metellinum and the Oretani
  - Pamphylia & Lycia: Side and Myra only
- **Forces:**
  - Corduba: Metellus [Proconsul A] + 2 legion + 2 (legions)
  - Narbo: G. Pompeius (Proconsul) + D. Laelius + L. Afranius + 4 legions + 2 (legions)
  - Tolosa: 1 legion
  - Arausio: 1 legion
  - Mutina: 2 legions
  - Nicomedia 1 legion
  - Pergamum: 1 legion
  - Myra: P. Servilius Vatia Isauricus [Proconsul B] + 2 legions
- **Consular Pool:**
  - Gn. Octavius
  - C. Scribonius Curio
  - L. Octavius
  - C. Aurelius Cotta
  - L. Licinius Lucullus
  - M. Aurelius Cotta
  - M. Terentius Varro Lucullus
  - G. Cassius Longinus
  - L. Gellius Publicola
  - Gn. Cornelius Lentulus Clodianus
  - P. Cornelius Lentulus Sura
  - Gn. Aufidius Orestes
- **Proconsular Pool:**
  - Q. Lutatius Catulus
  - D. Junius Brutus
  - Mam. Lepidus Livianus
  - Legates I, II, III and IV

### Pontus:

Pontus starts the game uncontrolled, with no control markers, leaders or forces on the board.

- **Forces Available:**
  - Mithradates VI + Diophantes + Eumachos + Metrophanes + Callimachus
  - 25 Pontic heavy units
  - 1 Pontic legion

### Other Uncontrolled Provinces:

- Cappadocia
- Galatia
- Pamphylia & Lycia: all except Side and Myra



**Proconsul Limit at Start:** 1 plus Pompeius (exception: first Turn)

**Consular Election Phase in first Turn:** Select 2 consuls.

**Removed Cards:** #2, #21, #22, #73, #75, #79

**Crisis Marker:** on the -5 space

**Special Rules:** None

## 22.3 Scenario III: The Campaign Game

The Campaign Game begins on Turn 1 (80BC) and ends on Turn 10 (71BC), provided that an automatic victory has not occurred (see Rule 21.3). Set up is as follows:

### Sertorians:

- **Political Control Markers:**
  - Lusitania: all spaces
  - Western Celtiberia: Vettones and Vaccae only
- **Forces:**
  - Lusitani: Sertorius + Hirtuleius + (Exiles legion) + 2 Spanish light units
  - Vettones: 1 Spanish light unit
  - Vaccae: 1 Spanish light unit

### Republicans:

- **Political Control Markers:**
  - All spaces in the following provinces: Further Spain, Nearer Spain, Transalpine Gaul, Cisalpine Gaul, Etruria, Picenum, Latium, Campania, Lucania & Apulia, Bruttium, Sicily, Asia Province, Bithynia, Cilicia
- **Forces:**
  - Italica-Hispanica; Legate I (Fufidius) + 1 legion + 1 (legion)
  - Tarraco: 1 legion
  - Valencia: 1 legion
  - Tolosa: 1 legion
  - Arausio: 1 legion
  - Mutina: 2 legions
  - Nicomedia 1 legion
  - Pergamum: 1 legion
  - Tarsus: 2 legions
  - Rome: L. Cornelius Sulla Felix [Consul A] + Q. Caecilius Metellus Pius [Consul B]
- **Consular Pool:**
  - P. Servilius Vatia Isauricus
  - A. Claudius Pulcher
  - M. Aemilius Lepidus
  - Q. Lutatius Catulus
  - D. Junius Brutus
  - Mam. Lepidus Livianus
  - Gn. Octavius
  - C. Scribonius Curio
  - L. Octavius
  - C. Aurelius Cotta
  - L. Licinius Lucullus
  - M. Aurelius Cotta
  - M. Terentius Varro Lucullus

- G. Cassius Longinus
- L. Gellius Publicola
- Gn. Cornelius Lentulus Clodianus
- P. Cornelius Lentulus Sura
- Gn. Aufidius Orestes

### Proconsular Pool:

- M. Domitius Calvinus
- Legates II, III and IV

### Pontus:

Pontus starts the game uncontrolled, with no control markers, leaders or forces on the board.

### Forces Available:

- Mithradates VI + Diophantes + Eumachos + Metrophanes + Callimachus
- 25 Pontic heavy units
- 1 Pontic legion

### Other Uncontrolled Provinces:

- Western Celtiberia
- Eastern Celtiberia
- Cappadocia
- Galatia
- Pamphylia & Lycia
- Pontus

**Proconsul Limit at Start:** 1

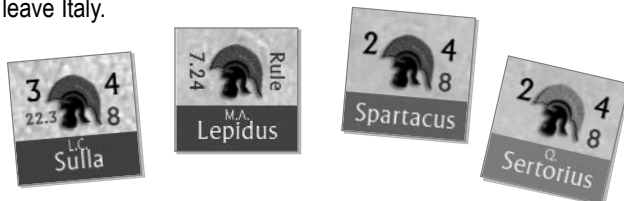
**Consular Election Phase in Turn 1:** None

**Removed Cards:** None

**Republican Crisis Table:** on the +25 space

**Special Rules:** Sulla (see below)

**Sulla (Scenario III special rule).** At the beginning of Scenario III, P. Cornelius Sulla is dictator and consul of Rome. Beginning with Game Turn 2, the Republican player rolls one die to determine if Sulla retires from public life. On a die roll 3–6, Sulla is permanently removed from the mapboard and the Crisis marker is moved **3 spaces** towards **Stability**. If Sulla remains in play, a +1DRM is added to any subsequent die roll until Sulla retires; this DRM is cumulative each turn (which means that Sulla is automatically gone by Game-Turn 4). If forced to do so or if he is eliminated for any reason, he is permanently removed from play and no points are awarded to the Republican player on the Crisis Track. Sulla is considered one of the two consuls as long as he remains alive; as long as he does so, the Republican Player may elect only one consul in the Consular Election Phase. Furthermore, Sulla is not subject to the Proconsul selection rules; he stays on the map without becoming a proconsul and with no movement of the Crisis marker). He cannot be activated unless there is at least one Sertorian unit in Italy and, even then, is activated at the Republican player's discretion—at a cost of 3 spaces towards Anarchy on the Crisis Table (although only one such penalty per Game-Turn). If activated, he is considered a "dictator", ranking higher than any consul or proconsul. While in play, Sulla may never leave Italy.



## 23.0 OPTIONAL RULES

### 23.1 Foraging (Optional Rule)

**Design Note:** The foraging rules outlined in this section give a more realistic feel than the standard game to the difficulties encountered by ancient armies as they moved to and camped in locations throughout the Roman Republic and its holdings. However, the rule also adds more time to the game, because of the need to check for foraging losses with the play of nearly every single card. For that reason, these rules are optional, but we recommend them if you want further insight into the nature of the movement (and even the non-movement) of ancient armies.

**23.1.1** Upon the play of any Strategy Card for Command Points (not for an Event), every force on the map automatically and instantly forages, which means they must check for forage losses. This rule adds a step at the beginning of each Operations Phase.

**23.1.2** A force occupying a space draws forage from the space it occupies (if friendly), and any friendly spaces adjacent to its space (including across mountain passes) that are not under siege, and are not being used by another force for forage (friendly spaces are those containing a friendly PC marker). If a force occupying a space contains more units than the combined forage limit of the space from which it can draw forage, that force (not each individual unit – unless there is only one unit) suffers a one step loss. This step loss may be taken from any units currently occupying the space; if there is more than one type of unit in the space, the owning player decides which unit takes the step loss (even a unit that has already lost a step and so is therefore eliminated).

**23.1.3** If two or more friendly forces are in position to use a friendly space for forage, the owning player determines which spaces support which force. However, if a force in a space exceeds its forage limits, it must use its own space for forage, even if doing so does not prevent a step loss (in other words, Force A can't give forage from its own space to Force B just because Force A will lose a step anyway).

**23.1.4** Forage Levels:

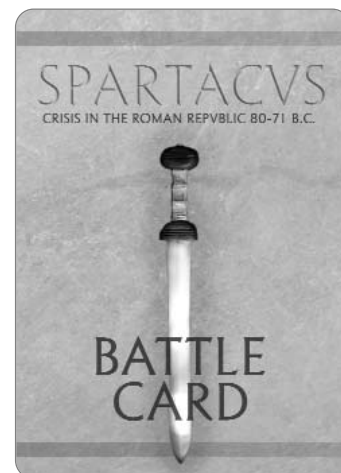
- minor city (including ports)- one unit
- tribal space - three units
- major city - five units
- major port city - ten units

**23.1.5** Sertorian forces on the Mount Vesuvius and Mons Herminius spaces never suffer foraging losses (and as per 11.9, no other forces may be in those spaces).

**23.1.6** When playing this rule, increase the Winter Attrition rating for each province in Spain by one. For example, Further Spain becomes a 9.

### 23.2 Battle Cards and Combat Resolution (Optional Rule)

**Designer's Note:** This optional rule is designed for those who enjoy (as I do!) the use of Battle Cards to resolve combat, as developed in *We the People* and *Hannibal: Rome vs. Carthage*. The battle card system provides many interesting situations for the player but it is not everyone's favorite. In addition, it does have a tendency to slow play, especially when gaming by mail. For these reasons, I decided not to use the battle card method as my basic combat resolution system. The system has been changed somewhat to meet the demands of the Sertorian era.



**23.2.1** Combat occurs in the following sequence:

**23.2.2** The attacker and the defender, in that order, play any relevant Surprise Cards. However, the Surprise Cards add or subtract battle cards instead of DRMs.

**23.2.3** Determine the number of battle cards for the attacker and the defender and deal out the required number of cards from the battle deck. The maximum number of battle cards per hand is 13 battle cards. Battle cards allocation is determined as follows:

- 1 card per every 2 strength points, rounded up
- 1 card per factor of the leader's tactical rating
- 1 card for a successful interception attempt
- 1 card for at least 150% of the opponent's combat strength but less than 200% (player with larger force)
- 2 cards for at least 200% of the opponent's combat strength, but less than 300% (player with larger force)
- 3 cards for at least 300% of the opponent's combat strength (player with larger force)
- 4 cards for at least 400% of the opponent's combat strength (player with larger force)
- Minus 1 card for a failed avoid battle attempt
- Minus 1 card if the combat occurs in an enemy space (major or minor city)
- Minus 2 cards if the combat occurs in an enemy tribal space
- Minus 1 card for exclusively Spanish light units vs. Roman legions (Sertorian player)

**23.2.4** The attacker plays one of his battle cards and then the defender may try to match the card played. If the card is successfully matched, the defender tries to gain the initiative by rolling a die roll equal to or less than his tactical rating. If successful, he has two choices, 1) he can continue the battle by playing a battle card out of his hand, or 2) he can attempt to withdraw from the battle. In the latter case, he must roll a die roll equal to or less than his tactical rating to succeed. If successful, the battle ends, battle losses only are determined, and the withdrawing army moves its army to a space adjacent to the battle per Rule 14.

(Note: This is not considered a battle loss or win for either side.) If unsuccessful, the battle continues with the attacker retaining the initiative. The above method continues until one player is unable to match his opponent's battle card, an army successfully withdraws from the battle, or all battle cards have been played. In the rare instance where the attacker has played his last card and the defender has matched that card with his last card, the defender is considered to have won the battle.

**Note:** The role attacker and defender can change based upon who currently has the initiative. Any player currently having the initiative is considered the attacker and his opponent is considered the defender, regardless of their relative strategic positions prior to the battle itself.

### 23.2.5 Determining Battle Losses

Both players roll a varied number of dice, and take their battle losses. For each 6 rolled, your opponent takes two step losses and for each 5 rolled, your opponent takes 1 step loss. Losses are taken simultaneously. The number of battle dice thrown varies based upon how many battle rounds were played before the battle was concluded; a battle round is the play of a card by the player with the initiative (attacker), whether or not that card was matched by the defender. Two dice are thrown for 1 – 5 battle rounds, three dice are thrown for 6 – 10 battle rounds and four battle dice are thrown for greater than 10 battle rounds.

### 23.2.6 Determining Retreat Losses

The loser of the battle now rolls another die to determine additional losses due to his retreat. If the retreating force consists of 4 or fewer units, halve the die roll (round up), and that number of additional step losses must be taken by the defender. If the retreating force consists of 5 or more units, do not halve the roll; instead, the number on the retreat die is the number of additional steps lost by the defender. The remaining force then conducts a retreat per Rule 14.

**Note:** If the combat was won by the play of a Probing Action or an Envelopment battle card, apply the DRM specified to the retreat die roll before determining retreat losses.

**23.2.7** The victor now applies the fortunes of war. Determine the total step losses inflicted on the defeated force (battle losses + retreat losses combined) and halve that figure (rounded down). The victor replaces that number of enemy PC markers in minor cities with friendly PC markers. Enemy PC markers selected for replacement must be in the battle space or adjacent to the battle space.

**Note:** In the case of a successful withdrawal, 23.2.6 and 23.2.7 are not applied.

### 23.2.8 Leader Loss

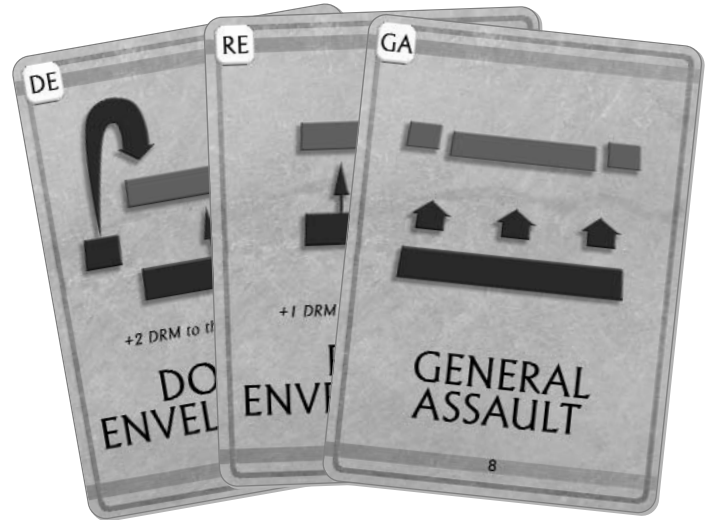
If a player throws two natural 1's or 6's during the battle loss die roll, he has the potential to suffer a leader loss. He must then throw one die for each general present. If a 1 is thrown, that general is eliminated from the game. On a die roll of 2 – 3, that general is wounded and is returned to play in any friendly space during the owning faction's next Reinforcement Phase. On a die roll of 4 – 6, the general is unharmed and remains in play. In addition, if a player's force is completely eliminated due to the combat and retreat results, then a leader loss check must be conducted for each general in the army and is conducted

in a similar manner to that discussed above.

### 23.2.9 Battle Card Distribution

There are 30 Battle Cards Distributed as follows:

- General Assault – 8 cards
- Probing Action – 4 cards
- Penetrate Center – 6 cards
- Commit Reserve – 4 cards
- Double Envelopment – 2 cards
- Right Envelopment – 3 cards
- Left Envelopment – 3 cards



### 23.3 Greater Card Control with Multiple Maps in Play (Optional Rule)

**Design Note:** While the standard rule for card distribution with both Maps in play works precisely as intended, some players will want more control over their hands than the rule allows. This optional rule provides this.

**23.3.1** As per 9.3.3, when both Maps are in play the players secretly allocate how many cards go into each of their hands—the Europe hand and the Asia Minor hand. However, unlike 9.3.3, in which the cards are dealt randomly into the two hands, all eight cards are dealt to the player, after which he chooses which of the dealt cards go into each hand.

### 23.4 The Nine-Card Hand

**Design Note:** This is another way of changing the card hand structure to provide some variability. This option allows players to “get more done” per turn but it does increase the length of the game.

**23.4.1** As specified in 9.3.3, each player draws 8 cards in the Deal Strategy Card Phase. To allow for a bit more flexibility, this optional rule lets each player draw 9 cards instead. They are divided between the Europe and Asia Minor maps per 9.3.3.

## 23.5 Additional Republican Reinforcements (Optional Rule)

**Design Note:** The reinforcement rules represent fairly accurately the will of the Senate to authorize the raising and rebuilding of legions. Some players, however, prefer greater leeway in this regard.

**23.5.1** Once per game-turn, the Republican player may play a card for Republican reinforcements (this is over and above any reinforcements/replacements taken during the Reinforcement Phase). The CP value of the card equals the number of Legion **steps** immediately available to the Republican player. However, each **step** taken (not each Legion as with standard reinforcements) moves the Crisis marker **one** space towards Anarchy.

## 23.6 Bonus Scenario: The Marians Resurgent

**Note:** This scenario was proven during development to work very well, but it received less playtesting than the three regular scenarios and is therefore optional.

**Note:** units listed in parenthesis are placed at reduced strength.

The scenario begins on Turn 3 (78BC) and ends on Turn 10 (71BC), provided that an automatic victory has not occurred (see Rule 21.3). All rules for the Campaign Game are in effect. Set up is as follows:



### Sertorians:

- **Political Control Markers:**
  - Lusitania, Western Celtiberia all spaces
  - Etruria, Cisalpine Gaul: as per setup under "Forces" below
- **Forces:**
  - Lusitani: Hirtuleius + Exiles legion + 2 Spanish light units
  - Segovia: Sertorius + 1 Spanish light unit + 1 Spanish heavy unit
  - Any unoccupied space in Etruria: M. Aemilius Lepidus, 6 legions, 1PC marker
  - Any unoccupied space in Cisalpine Gaul: M. Junius Brutus, 2 legions, 1PC marker
  - The Conii, Celtici, Lusitani, Vaccaeii, Vettones, Characitani, Arevaci: 1 Spanish light unit each

### Republicans:

- **Political Control Markers:**
  - All spaces in the following provinces: Nearer Spain, Transalpine Gaul, Picenum, Latium, Campania, Lucania & Apulia, Bruttium, Sicily, Asia Province, Bithynia, Cilicia
  - Further Spain: all spaces except Metellinum and the Oretani
  - Etruria and Cisalpine Gaul: all spaces except the space occupied by M. Aemilius Lepidus or M. Junius Brutus, respectively
- **Forces:**
  - Corduba; Metellus [Proconsul A] + 2 Legions + 2 (legions)
  - Narbo: Legate I + 3 legions
  - Rome: Q. Lutatius Catulus (No election on first Turn of this

scenario; Catulus is the remaining elected consul and Lepidus has revolted)

- Nicomedia 1 legion
- Pergamum: 1 legion
- Tarsus: P. Servilius Vatia Isauricus [Proconsul B] + 2 legions

- **Consular Pool:**

- D. Junius Brutus
- Mam. Lepidus Livianus
- Gn. Octavius
- C. Scribonius Curio
- L. Octavius
- C. Aurelius Cotta
- L. Licinius Lucullus
- M. Aurelius Cotta
- M. Terentius Varro Lucullus
- G. Cassius Longinus
- L. Gellius Publicola
- Gn. Cornelius Lentulus Clodianus
- P. Cornelius Lentulus Sura
- Gn. Aufidius Orestes

- **Proconsular Pool:**

- A. Claudius Pulcher
- Legates II, III and IV

### Pontus:

Pontus starts the game uncontrolled, with no control markers, leaders or forces on the board.

- **Forces Available:**

- Mithradates VI + Diophantes + Eumachos + Metrophanes + Callimachus
- 25 Pontic heavy units
- 1 Pontic legion

### Other Uncontrolled Provinces:

- Eastern Celtiberia
- Cappadocia
- Galatia
- Pamphylia & Lycia

### Proconsul Limit at Start: 1

**Consular Election Phase in first Turn:** None.

**Removed Cards:** #4

**Republican Crisis Table:** on the +15 space

**Special Rules:** None



## CREDITS

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 Produced by: **Ken Dingley, Mark Kalina and Bill Thomas for Compass Games, LLC.**  
 Special Thanks: **John B. Firer and Neil Randall**  
 Dedication: **We at Compass Games would like to dedicate this production to the memory of Pauline Thomas 1936 - 2008**

became a magnet for rival, pro-Marian Romans.

**8. Cilician Pirates:** Provided naval support to Sertorius and Spartacus at various, unpredictable times

**9. Scylla and Charybdis:** Mythical creatures which made the Straits of Messina difficult to cross or sail through. Spartacus was unsuccessful in crossing the straits to Sicily in 72BC and thus was confined by Crassus to the toe of Italy.

**10. Night and Snow:** Used by Spartacus in 71BC to escape Crassus' entrenchments in Bruttium.

**11. Ambush:** Tactic used by Sertorius, Crassus and Spartacus that usually led to a major defeat of the enemy.

**12. Rope Ladders:** Spartacus used these ladders made from wild vines to descend Vesuvius and ambush the cohorts first sent against him.

**13. Fimbrian Legions:** Two legions left by Sulla in Asia Minor when he returned to Rome to defeat the Marians, they were notorious for their indiscipline.

**14. Ships And Money from Mithradates:** In 73BC, Mithradates dispatched 40 ships and 3,000 talents to Sertorius following his conquest of Lampsacus. This was supposed to be the first of a considerable aid effort but it turned out to be the only aid ever sent to Sertorius as part of the price of alliance.

**15. Lex Cornelia De Maiestate:** Law forbidding the waging of war outside a governor's province without permission, it was often used to avoid helping a potential political rival.

**16. Assassination Attempt:** A weapon of statecraft, it was attempted against Lucullus by Mithradates among other examples.

**17. Mithradates VI Flees to Tigranes:** As Lucullus invaded Pontus and Mithradates' armies suffered further defeats, in 71BC he quit Pontus and fled to safety in Armenia with his son-in-law the king. Rome's subsequent war with Armenia which was finally concluded by Pompey, is outside the scope of "Spartacus".

**18. Cimmerian Bosphorus:** Kingdom of Mithradates' son Machares, centered on the Crimea, it rendered some aid to Mithradates.

**19, 38, 64. Sertorius Woos Spanish Tribes:** Sertorius' control of Spain was as much diplomatic as military. By promising liberal governance of Rome's Spanish provinces, he gained support of the majority of the tribes of the peninsula.

**20. Celtiberian Shield Bearers:** Bodyguard and companions that took a "consecration" oath to protect Sertorius to the death.

**21. Perperna Joins Sertorius:** Taking command after Lepidus' death in Sardinia in 77BC (see Card #79), he took the army to Spain via Liguria (see Card #22) and Transalpine Gaul. He joined Sertorius with 53 cohorts or ~31,800 men at Tarraco in mid-Oct. 77BC.

**22. Perperna Raises Troops in Liguria:** In 76BC, Perperna took the remainder of Lepidus' forces to Liguria on his way to Spain. There he was joined by many anti-Sullan refugees from Etruria and other areas of Italy who strengthened his army.

## STRATEGY CARD EXPLANATIONS

**1. The White Doe:** Symbol of Sertorius' Divine Favor for the Spanish tribes, a supposed reincarnation of the goddess Diana.

**2. Sulla Rewrites Constitution and retires:** In 80BC, L. Cornelius Sulla Felix laid down the dictatorship of the Roman state that he had wrested from the Marians and assumed the normal role of consul for the year. The following year he retired from public life after changing the constitution to reflect older, more conservative values, never to return to public life again. He died in 79BC.

**3. Servile War in Sicily:** The number of slaves working the large estates and mines in Sicily were always a potential ingredient for revolt against Rome's harsh governance of that rich island. A revolt devastated Sicily at the time of Spartacus, who had a contingency plan to cross to Sicily with his followers.

**4. Roman Entrenchments:** Used by Crassus to hem in Spartacus in Bruttium.

**5. School for Spaniards:** Sertorius established Greco-Roman school at Osca that tutored young Spanish aristocrats. They were also held in polite captivity as hostages for the good behavior of their tribe.

**6. Sertorius Forms Senate in Exile:** Sertorius established a rival Senate in Spain, which was formed predominantly from the 100 or so Roman exiles in Spain who had accompanied Perperna to Spain from Italy.

**7. Exiled Romans Flock to Sertorius:** Sertorius' government in exile

**23. Consul Refuses Command:** This became a problem for the commands in Spain and against Spartacus. The elected consuls refused to lead an army against these enemies of the Republic, fearing defeat and subsequent loss of political capital.

**24. Clandestine Negotiations:** Conducted periodically by both sides usually for some sort of tactical advantage.

**25. Noon Day Sun:** In 75BC, Hirtuleius was tricked into premature deployment for battle by Metellus and defeated at Italica.

**26. Senate Fails to Supply Spain:** A chronic problem for Roman armies in Spain.

**27. Defeat Causes Desertion of Romans:** Sertorius lost many Roman supporters after his armies began to suffer defeat at the hands of Metellus and Pompey.

**28. Political Rivals Refuse to Cooperate:** Initially after Pompey's arrival in Spain, he and Metellus refused to cooperate for political and egotistical reasons.

**29. Pompey Writes Conscript Fathers:** In 74BC, exasperated by the Senate's reluctance to support the war effort in Spain, Pompey warned the Senate that if he is not supported, he may have to return to Italy, with Sertorius in pursuit! As a result, he obtained two additional legions of reinforcements and much needed supplies.

**30. Ruse Opens the Gates of a City:** This tactic was often more successful and quicker than a conventional siege.

**31. Sertorius Punishes Spanish For Their Lack of Enthusiasm:** Perperna coveted Sertorius' command but realized that as long as Sertorius possessed the trust, respect, and affection of the Spanish tribes, he could not hope to take Sertorius' place and in fact would face a vengeful Spanish constituency. Through various false reports, Perperna and his conspirators spread doubt in Sertorius' mind about the reliability of his Spanish allies. This coupled with Pompey and Metellus getting the upper hand in Spain led to Sertorius taking reprisals against the Spanish which did in fact erode their support.

**32. Sertorius Purges Disloyal Officers:** As his fortunes declined and as Perperna caused disaffection within the ranks of Sertorius' Roman supporters, Sertorius purged his lukewarm supporters from his forces.

**33. Conspiracy Betrayed:** Sertorius was warned at least once of Perperna's conspiracy, and took measures to protect himself. He was not as fortunate the second time.

**34, 63, 65. Spanish Light Troops:** The backbone of Sertorius' forces, they proved adept at guerilla type operations. They were highly trainable as well and could be taught Roman heavy infantry methods.

**35. Sertorius Corresponds with Consulares:** As far as Sertorius was concerned, his war against Sulla's Republic was not a to the death proposition. His main interest was to restore his political position in Italy, not to either establish a separate kingdom in Spain or to destroy the Republic. Accordingly, throughout his war in Spain he carried on correspondence with many prominent members of the Senate, to include current and previous consuls. While it never led to anything concrete, his record of correspondence was so inflammatory that Pompey destroyed the captured archives to prevent further discord in the Republic.

**36. Etruria Revolts Against Senate:** The source of Lepidus' support in Italy (see Card #79), Etruria was potentially ripe for revolt had Sertorius determined to invade Italy from Spain.

**37. Slave Army Enamored with Italy:** In 72BC, Spartacus lead his slave army north from his support base in Southern Italy into Cisalpine Gaul with the idea of traversing the passes out of Italy and escaping Roman control for good. After defeating an army under G. Cassius Longinus at Mutina, his army incomprehensibly compelled Spartacus to return to Southern Italy apparently forgetting its past desire to escape Roman tyranny.

**38. Sertorius Woos Spanish Tribes:** Sertorius' control of Spain was as much diplomatic as military. By promising liberal governance of Rome's Spanish provinces, he gained support of the majority of the tribes of the peninsula.

**39. M. Antonius Creticus Given Command Against Pirates:** Pirate attacks on the sea lanes of the Mediterranean had reached such an extent, that a special command was given to Antonius to sweep the lanes free of pirates. In 74BC, he successfully operated in Liguria, Spain, and Sicily. In 73 – 72, he switched his focus to the Eastern Mediterranean and operated against the Cretans. However in 71, he was severely defeated by Cretans and died soon after with his mission uncompleted. It remained for Pompey to resume the task years later.

**40. Lasthenes of Crete Supports Mithradates:** This tyrant along with other pirate chiefs on Crete provided considerable support to Mithradates when he invaded Roman Asia Minor.

**41. Maritime Greek States Declare for Mithradates:** Many Greek cities and islands in Asia Minor went over to Mithradates providing ships for his forces.

**42. Fortune Smiles on Pompey:** In his youth, Pompey was a lucky as well as able general. He narrowly escaped death at the Sucro River when he was unhorsed and isolated from his men. Fortunately for him, the Spanish were more concerned with pillaging his equipment and stealing his horse so he was able to escape death or capture.

**43. Sertorius Offers Personal Combat:** Almost Homeric in his actions, Sertorius had been known to offer personal combat to his opposing Roman general to decide the battle. One such an offer was declined by Metellus.

**44. Spanish Tribe Revolts:** A common problem for both sides, Spanish tribes went over to other side frequently, especially if an enemy army approached their tribal territory.

**45. Enthusiasm of Sertorians Intimidates General:** Metellus broke off a battle after seeing the degree of enthusiasm Sertorius' Spanish troops displayed when drawn up in line of battle.

**46. Wounding of Metellus Inspires His Army:** The Battle at the Turis River in 75BC, swung in Rome's favor when Metellus' troops became supercharged after discovering that he was wounded.

**47. Successful Sortie:** Sertorius was adept at preventing his army from being trapped inside a besieged city. At Clunia in 75, he escapes through siege lines through various deceptions and ruses.

**48. Castus and Cannicus:** Subordinates of Spartacus in charge of the Gaulic and German portions of the servile army, respectively. Both



were more interested in the particular needs of their countrymen rather than the good of the army itself.

**49. Pontic Legions:** Mithradates had begun to retrain his army in Roman organization and methods even before his invasion of Bithynia. This process was accelerated after the arrival of Sertorian generals and officers (especially Marius) who continued this effort.

**50, 55. Spanish Tribal Levies:** A large but fickle portion of Sertorius' forces, they could make a decisive difference to a battle if they arrived on the battlefield.

**51. Deiotarus of Galatia Allies with Rome:** King of Galatia and a determined enemy of Mithradates, he assisted the Romans in Asia Minor when Mithradates invaded. He defeated Eumachus and drove the Pontic forces out of Phrygia.

**52. Persuasion and Diplomacy:** Rome was adept at getting foreign states to do their bidding, often against their will.

**53. Galatian Tribal Levy:** The Galatian tribes retained their Gaulic military methods despite having lived in Asia Minor for well over 200 years.

**54. C. Valerius Triarius:** Successful Roman commander of the Republican fleet in the Black Sea and Aegean in 73 – 71BC.

**55. Spanish Tribal Levies:** A large but fickle portion of Sertorius' forces, they could make a decisive difference to a battle if they arrived on the battlefield.

**56, 68. Minor Campaign:** The Senate has released sufficient political and logistical resources to undertake campaigns in more than one theater of operations or multiple campaigns within a single theater of operations. The Sertorians could have conducted operations of this nature on a rare occasion.

**57. Dispatch Intercepted:** In the age before electronic communications, a general's orders were at the mercy of the skill of a dispatch rider or courier in getting through to the recipient.

**58. Engineers and Siege Equipment:** The Romans were first and foremost good engineers which paid dividends during siege operations.

**59. Forced March:** The endurance of Marius' mules was phenomenal when properly directed.

**60. Inclement Weather:** The bane of all armies.

**61. Roman Camp:** A nightly fortified camp was standard Roman military practice and saved many a defeated army from total destruction.

**62. Danger in the Provinces:** In addition to the Sertorian, Pontic and Servile threats represented on the mapboard, Roman provinces along the border with the barbarians were always fragile. During this period, there was a hot and cold war along the Macedonian border in the Balkans. This card represents the Republic's requirement to adequately protect regions not directly affected by the Sertorian coalition.

**63. Spanish Light Troops:** The backbone of Sertorius' forces, they proved adept at guerilla type operations. They were highly trainable as well and could be taught Roman heavy infantry methods.

**64. Sertorius Woos Spanish Tribes:** Sertorius' control of Spain was as much diplomatic as military. By promising liberal governance of Rome's Spanish provinces, he gained support of the majority of the tribes of the peninsula.

**65. Spanish Light Troops:** The backbone of Sertorius' forces, they proved adept at guerilla type operations. They were highly trainable as well and could be taught Roman heavy infantry methods.

**66. M. Fonteius Supplies Spain:** Proconsul of Transalpine Gaul who assisted Pompey and Metellus logistically from 74-72BC.

**67. M. Terentius Varro:** Legate under Pompey in Spain for many years.

**68. Minor Campaign:** The Senate has released sufficient political and logistical resources to undertake campaigns in more than one theater of operations or multiple campaigns within a single theater of operations. The Sertorians could have conducted operations of this nature on a rare occasion.

**69. Major Campaign:** Perfect coordination of the operations of multiple armies and/or naval forces was difficult to achieve during this period due to resource limitations and command and control issues. This card represents the release by the Senate of enough political and logistical resources to undertake expanded operations in multiple theaters of operation. The Sertorians would not have had the political coordination or resources to undertake operations of this scale.

**70. I am Spartacus:** You really can not have a game which has Spartacus without incorporating this line somehow! Spartacus was a skilled and charismatic leader who repeatedly defeated every Roman army that opposed him.

**71. Perperna's Conspiracy:** Perperna conspired against Sertorius to have him assassinated and to take over Sertorius' position in Spain. The conspiracy grew as Sertorius' fortunes declined. In 73BC, Sertorius was killed at banquet with Roman supporters, the majority of which had been turned by Perperna.

**72. Senate Selects New Proconsul:** A routine happening if the Senate was dissatisfied with the governor due to military ineffectiveness or for political reasons.

**73. Pompey:** G. Pompeius was a young, talented general who gained initial prominence under Sulla during his war with the Marians. In 77BC, he brought his army from Africa and fought M. Junius Brutus (Lepidus' compatriot) at Mutina and defeated him. Since the serving consuls refused command against Sertorius, he was given a special command to fight Sertorius in Spain, despite the fact that Metellus was his senior. He arrived in Nearer Spain in 77BC with a newly raised army after fighting that army through the Alps and pursuing Perperna through Transalpine Gaul into Spain. Despite initial setbacks against Sertorius, he was instrumental (along with Metellus) in turning the tide in Spain. His special commands did much to develop warlordism in the later Republic although no one can deny that he earned his self-inflicted honorific of "Magnus".

**74. Crassus:** M. Licinius Crassus was a junior magistrate who volunteered to raise, pay, and command an army to defeat Spartacus when no one else would step forward. In 72BC, he was given said command after the defeat of the current consuls by Spartacus. He was given 8 legions (6 newly raised and 2 consisting of the remnants of the

previously defeated legions) and within 6 months, he turned the tide against Spartacus. In 71BC, he defeated and destroyed all but a small remnant of Spartacus' forces. Like Pompey's command in Spain, this was a special command which further weakened the Republic. An underrated general who had the misfortune of defeating a slave army rather than Sertorius or Mithradates, he became the chief rival of Pompey until the advent of Caesar.

**75. Emergency Manpower Draft:** This was normal practice in the Republic when an unforeseen crisis required the raising of an army, either by the consuls or by another magistrate. This was powerful yet dangerous tool was used in Italy to counter Spartacus, once the Republic realized the dangerous potential of his movement.

**76. Spartacus:** Leader of the revolt of gladiators in Capua in 73BC that threatened Rome with a hostile slave (or servile) army. Initially 10,000 gladiators from Capua revolted in the gladiator schools there and sought refuge on Mt. Vesuvius, which served as a magnet that attracted runaway slaves and other dissatisfied elements of Roman society.

**77. Fannius and Magius Negotiate Alliance With Mithradates VI:** King of Pontus and thorn in the Roman side, Mithradates was approached by representatives of Sertorius to conclude an alliance against the Sullan Republic. This was duly negotiated in 76BC and the armies of Mithradates, assisted by the Sertorian general and "proconsul of Asia", Marius, overran most of Bithynia and the Hellespontine portion of Asia Province. NOTE: Dates vary by one year among sources and I have elected to use those argued by Spann.

**78. Slaves Flock to Vesuvius:** Once Spartacus' gladiators successfully revolted and established a base of operations, word got out quickly to the slaves on the numerous latifundia surrounding Vesuvius and they flocked to his banner. This card represents the recruitment, organization, and training of the Servile Army which appeared to happen over night and caught Rome's military and political leaders by surprise.

**79. Lepidus Departs Italy:** Elected in 78BC as one of the two consuls, Lepidus was most likely a closet Marian and desired to overturn the Sullan constitution. He left Rome during his consulship and assembled 30,000 troops (~6 legions) in Etruria in order to march on Rome and control the state. He was defeated by his colleague Catulus at the Milvian Bridge in Rome and retreated to Etruria. Simultaneously, Lepidus was supported by another revolt in Cisalpine Gaul (~3 legions) by M. Junius Brutus which was easily suppressed by Pompey, who then crossed the Apennines to skirmish with Lepidus.

With the Republic's armies closing in on him in Etruria, in 77BC Lepidus evacuated 15,000 men (~3 legions) from Cosa to Sardinia and considered joining Sertorius in Spain. However, he died of illness in Sardinia and was succeeded by his deputy, Perpenna.

**80. Fortune Favors the Bold:** This card represents the good fortune that accompanied Sertorius in the early stages of his war against the Sullan Republic. However, in many ways his very success was counterproductive in that it roused the Republic to greater efforts against him.

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## Coming Soon From Compass

### YALU

#### The Chinese Counteroffensive in Korea November 1950 to May 1951

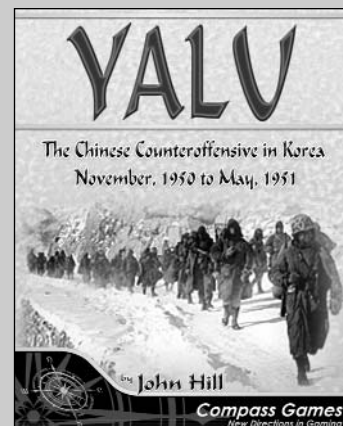
By John Hill

In November of 1950, the United Nations counteroffensive against the North Koreans seemed to be in the final stages of a mop-up. Everywhere, the Inmum Gun (the North Korean Army) was in full retreat toward the Chinese border, closely pursued by the victorious Allies.

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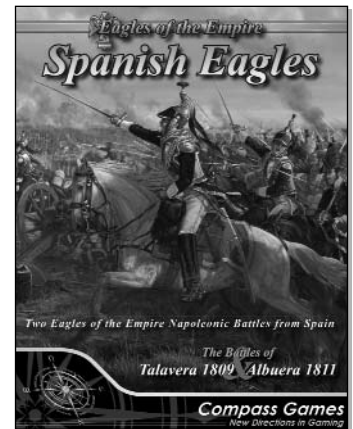
*EAGLES OF THE EMPIRE*

## **Spanish Eagles**

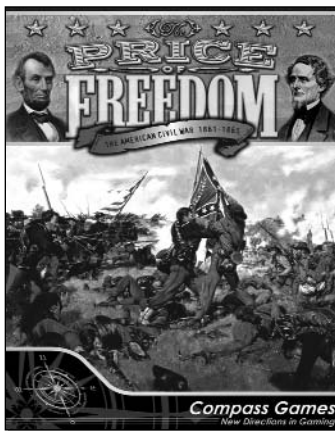
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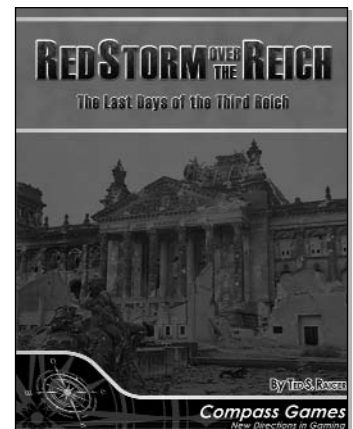
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[maddwarfworkshop.com](http://maddwarfworkshop.com)





## I Determine Turn Order

## II Consular Elections

(Not on the first turn of any scenario)

Retirement of Sulla Segment (Scenario III only)

Election of Consuls Segment

## III Reinforcement

(Not on the first turn of any scenario)

## IV Deal Strategy Cards

Hand Size = 6 if only Europe Map is active, 8 if both Maps are active (9.3.3)

## V Operations

Play Card for CP or Event

Activate Generals (9.4)--move, fight, siege, pacify, train, naval move

Activate Individual Units (9.4)--move, fight, siege, raid, naval move

Place or Convert PC markers (15.0)

## VI Surrender

Roll for siege, add PC markers to occupied spaces

## VII Winter Attrition

## VIII Disbanding of Legions

(Not on the last turn of any scenario.)

For each two Legions disbanded, move Crisis marker one space towards Stability

## IX Political Isolation

## X Victory Check

Sertorian Viability Check

Proconsul Segment

- *Proconsul Retention Step* -

- *Proconsul Draw Step* -

Republican Crisis Track Adjustment

Victory Determination

## XI End of Turn



All changes to the Crisis track are made at the instant the item occurs in the designated Phase(s).

## TOWARDS ANARCHY

- Number of provinces anywhere on the map controlled by the Sertorian player  
*1 space per province (Victory Check Phase)—calculated every turn*
- Losing a Republican controlled province  
*1 space (Operations Phase or Surrender Phase)*
- Losing a major battle (one in which four or more legions take part)  
*1 space (Operations Phase)*
- Servile unit reaching freedom destination  
*1 space per unit exited (Operations Phase)*
- Raising a legion during the Reinforcement Phase  
*1 space per legion raised (Reinforcement Phase)*
- Legions in play at end of turn  
*1 space per legion in excess of 12 if only the European theater is active - OR -  
1 space per legion in excess of 16 if both theaters are active (Victory Check Phase)*
- Activating Sulla (Scenario III only)  
*3 spaces each Game-Turn this occurs (Operations Phase)*
- Certain events  
*? space(s) as indicated on the card (Operations Phase)*
- Consuls or Proconsuls retained as Proconsuls on the map at the end of turn  
*2 spaces (Proconsul Phase)*

## TOWARDS STABILITY

- Number of provinces anywhere on the map controlled by the Republican player  
*1 space per province (Victory Check Phase)—calculated every turn*
- Regaining a previously controlled Republican province  
*1 space (Operations Phase or Surrender Phase)*
- Certain events  
*? space(s) as indicated on the card (Operations Phase)*
- Retirement of Sulla  
*3 spaces - Scenario III only (Consular Elections Phase)*
- Death of Sertorius  
*10 spaces (Operations Phase or Surrender Phase)*
- Exile or death of Mithradates VI  
*3 spaces (Operations Phase or Surrender Phase)*
- Death of Spartacus  
*5 spaces (Operations Phase or Surrender Phase)*
- Initial entrance of a Spanish unit into Italy  
*5 spaces (Operations Phase)*
- Disbanding a legion  
*1 space per every two legions disbanded, fractions rounded down  
(Disbanding of Legions Phase, but not on the last turn)*

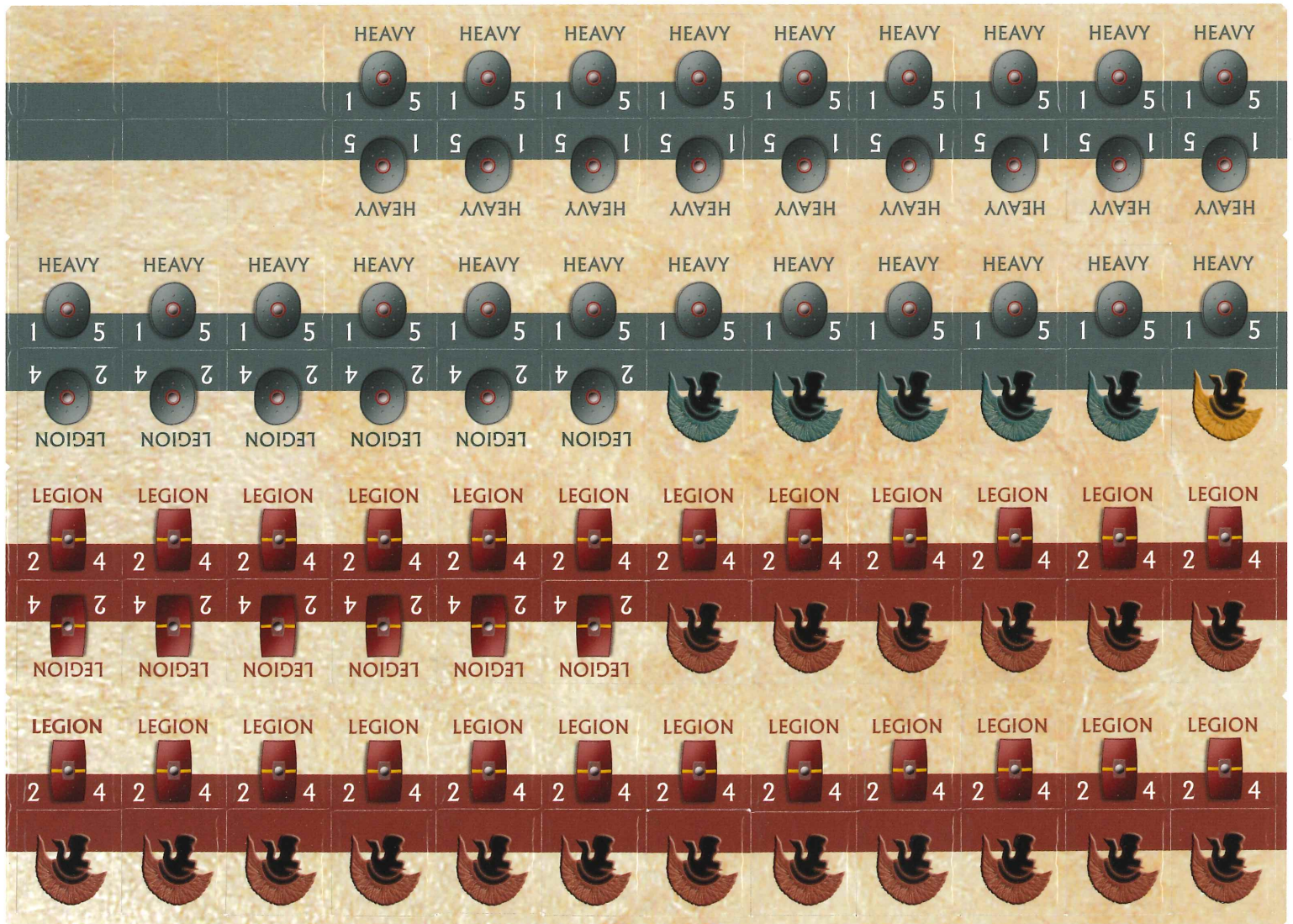
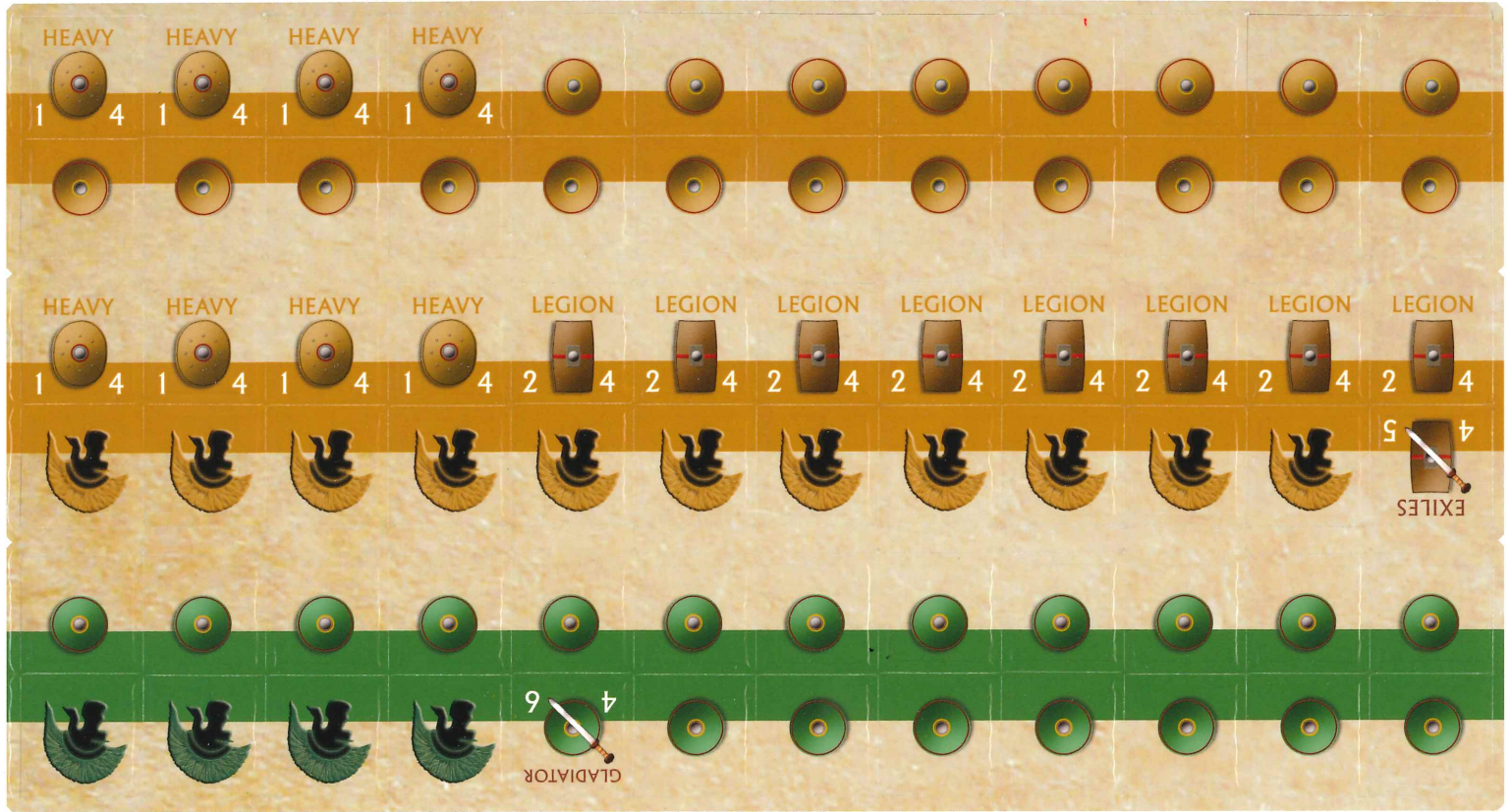




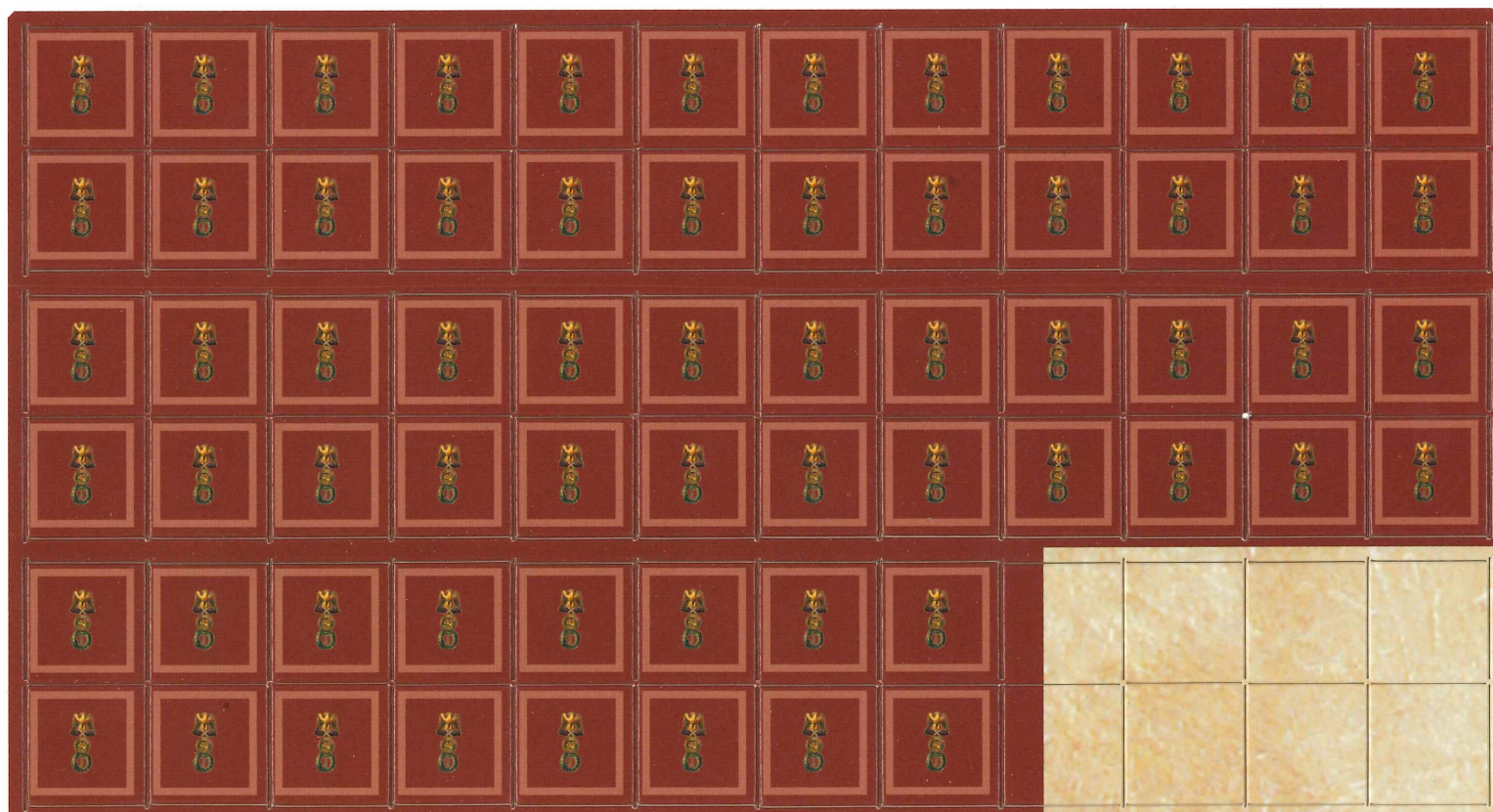
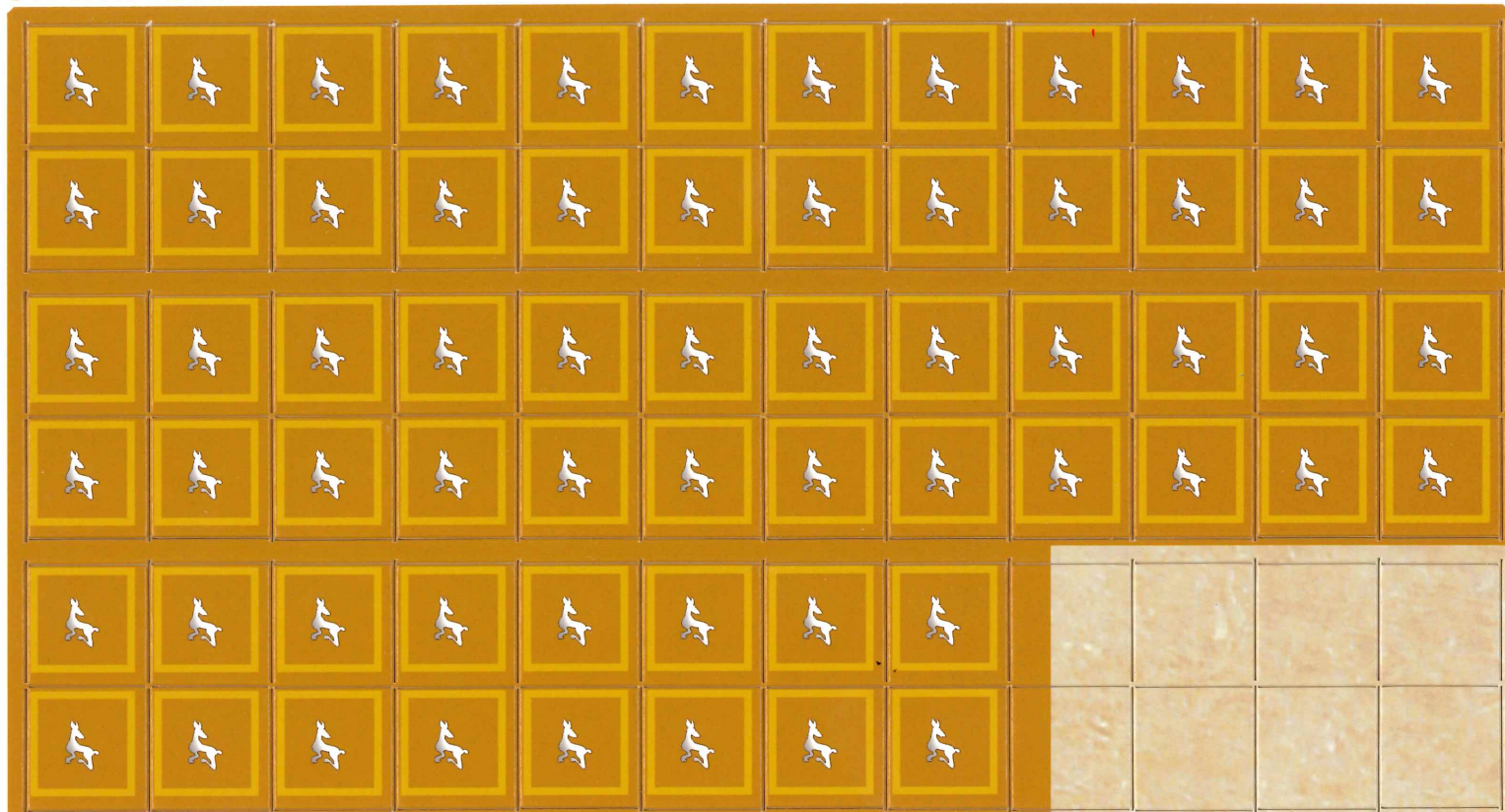
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5 5 EXILES 	Instestus 2 3 	Hirtuleius 2 3 	Hereinius 2 3 	Antonius 2 3 	Sertorius 2 3 	Priscus 2 3 	Lepidus 2 3 	Brutus 2 3 	Perperna 2 3 	Graecinus 2 3 	Instestus 2 3 
LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 	LIGHT 2 5 
5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	5 2 LIGHT 	6 5 GLADIATOR 	Castus 4 3 	Cannicus 4 3 	Crixus 6 2 
2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 	2 4 Spartacus 

HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 			
5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 	5 2 HEAVY 			
HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 	HEAVY 2 5 
Marius 2 6 	Metrophanes 0 3 	Eumachos 0 2 	Diophantes 0 4 	Callimachus 1 3 	Mithradates 1 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 
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Orestes 0 6 	Lentulus 0 6 	Lentulus 0 6 	Publicola 0 6 	Longinus 1 3 	Lucullus 2 2 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 	LEGION 4 3 
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Cotta 0 6 	Octavius 1 4 	Curio 1 2 	Octavius 0 4 	Livianus 0 4 	Brutus 0 4 	Lepidus 0 4 	Catulus 2 3 	Pulcher 1 4 	Vatia 2 3 	Afranius 1 3 	Laelius 1 3 



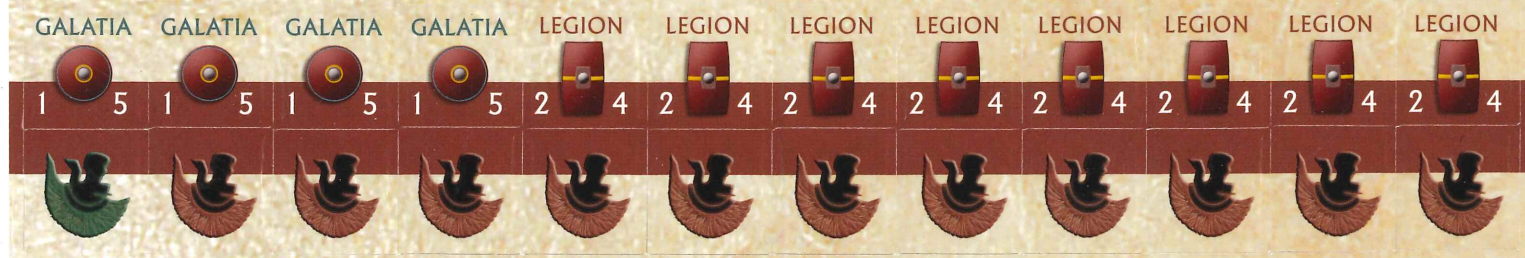
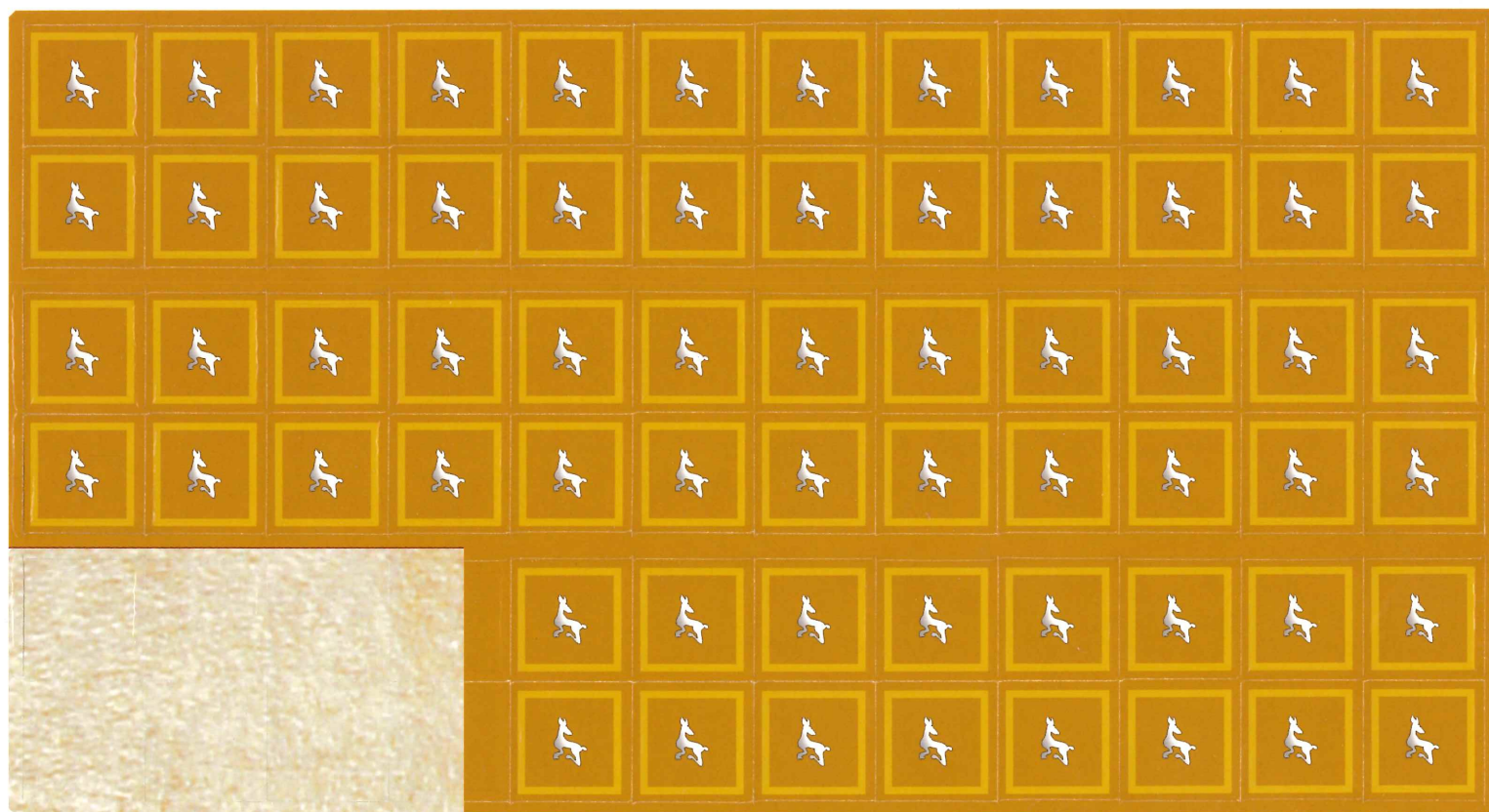
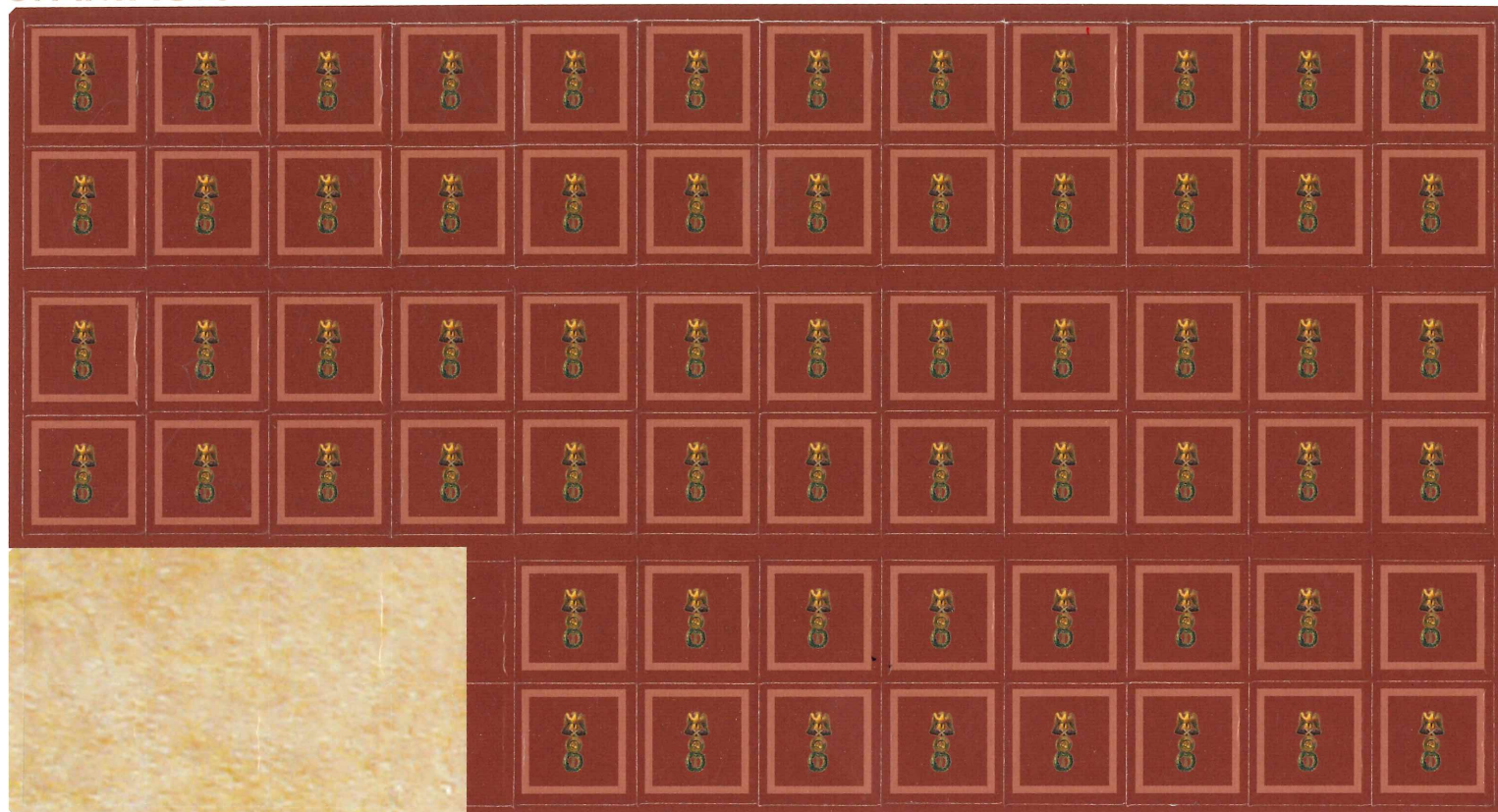






LEGION	LEGION	LEGION	LEGION	LEGION	LEGION	LEGION	LEGION	GALATIA	GALATIA	GALATIA	GALATIA
4	4	4	4	4	4	4	4	2	5	2	5
Metellus	Sulla	Pompeius	Lucullus	Crassus	Calvinus	Legate I	Legate II	Legate III	Legate IV	Cotta	Deiotarus
6	8	22	7	4	7	4	2	2	2	6	2
3	4	2	3	2	3	0	4	0	4	0	3







LEGION 4 4		GAME TURN		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE	
		CRISIS		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE	
LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LIGHT 2 6		LEGION 4 4		HEAVY 3 4	
PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE	
2 2		2 2		0 0		0 0		0 0		0 0		0 0		CRISIS		MITHRADATES alliance #77		GALATIA not in play #51	
2 2		2 2		1 1		1 1		1 1		1 1		1 1		GAME TURN		PERPERNA event played #21		may not leave PROVINCE #15	
PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROCONSUL A		CONSUL A	
PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROVINCE		PROCONSUL B		CONSUL B	

COUNTERS by MARK MAHAFFEY

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# SPARTACVS

CRISIS IN THE ROMAN REPUBLIC 80-71 B.C.

STRATEGY  
CARD



4

## THE WHITE DOE

The Sertorian player may play this card for Command Points PLUS do one of the following:

Immediately draw a Strategy Card  
-or-  
Place two Spanish light units with Sertorius.



RESHUFFLE DECK

1

3

## SULLA REWRITES CONSTITUTION AND RETIRES

If Sulla is in play, immediately remove him from the board. He is permanently removed from play. This card supercedes the "Sulla" special rule (22.3).



Move the Crisis marker  
3 spaces towards Stability.  
Remove after play.

2

3

## SERVILE WAR IN SICILY



Remove all Republican PCs from Sicily. The spaces are now Neutral.

Move the Crisis marker  
2 spaces towards Anarchy.

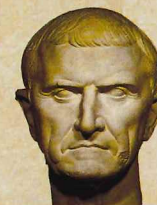
Remove after play.

3

2

## ROMAN ENTRENCHMENTS

Add a +2DRM to any Republican combat roll when a Republican force is being attacked by a Sertorian, Pontic, or Servile force.



4

2

## SCHOOL FOR SPANIARDS

Convert a Republican or neutral tribal area in Spain to Sertorian control and immediately place a Sertorian PC marker on the targeted space.



5

4

## SERTORIUS FORMS SENATE IN EXILE

Playable only after card #21, "Perperna Joins Sertorius", has been played as an event.



Move the Crisis marker  
2 spaces towards Anarchy.  
Remove after play.

6

3

## EXILED ROMANS FLOCK TO SERTORIUS

Playable only after card #21, "Perperna Joins Sertorius", has been played as an event.

Place one Sertorian legion as a reinforcement, or restore two Sertorian legions to full strength.

In addition, randomly select either C. Insteius, L. Insteius, O. Graecinus, or M. Antonius and place the selected general with any friendly forces in Spain.

7

4

## CILICIAN PIRATES

A Sertorian Army may conduct Regular naval movement as per 17.2.



8



3

## SCYLLA AND CHARYBDIS

Allows the land movement of a force or army across the Sicilian Straits per 11.3.

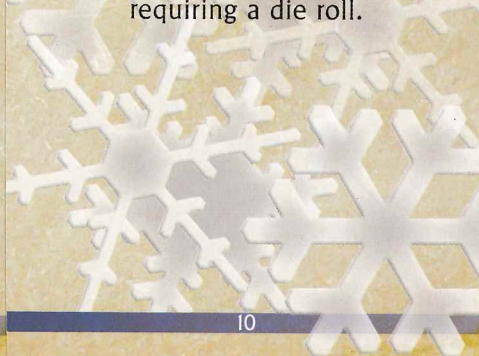


9

2

## NIGHT AND SNOW

A Sertorian, Pontic, or Servile force Avoids Battle without requiring a die roll.

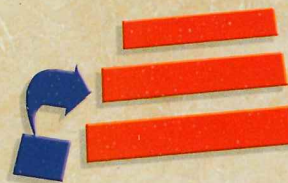


10

3

## AMBUSH

Play before a battle die roll. Your opponent has a -3 DRM applied to his battle die roll.



11

2

## ROPE LADDERS

A Servile army or force on the Vesuvius space may pass through an adjacent space occupied by a Republican army or force and continue its movement without being subject to Interception by that army or force.

Count the space being passed through as the first space for movement.



12

2

## FIMBRIAN LEGIONS

Voids the activation of a leader or force in Asia Minor.



### ASIA MINOR

13

4

## SHIPS AND MONEY FROM MITHRADATES

*Playable if a port in Spain and Asia province is under your control.*

You may conduct a naval move by one army in Spain this turn. In addition, draw two cards from the deck.



### ASIA MINOR

14

3

## LEX CORNELIA DE MAIESTATE

Target a Republican general in any province outside of Italy. That general may not leave that province for the remainder of the Operations Phase.



15

4

## ASSASSINATION ATTEMPT

Target a general currently in play.

On a die roll of 6, that general is permanently removed from the game.

*May not be played against Sertorius, Mithradates VI, or Spartacus.*



16



4

## MITHRADATES VI FLEES TO TIGRANES

Play if a Republican army is  
on a space in Pontus.  
Permanently remove  
Mithradates VI from play.



Move the Crisis marker 3 spaces  
towards Stability.

Remove after play.

### ASIA MINOR

17

3

## CIMMERIAN BOSPORUS

Place one Pontic unit (of any type)  
on any friendly space in Pontus  
-or-  
Restore two Pontic units to full  
strength.



### ASIA MINOR

18

2

## SERTORIUS WOOS SPANISH TRIBES

Place (or convert) two  
PC markers on any minor city  
space in Spain.  
Both markers must end up  
as Sertorian markers.



19

3

## CELTIBERIAN SHIELD BEARERS

Voids any leader loss  
caused by a battle directed  
against Sertorius.



20

4

## PERPERNA JOINS SERTORIUS

Playable if Perperna is  
in his holding box.

Place Perperna, all his legions,  
Herennius, and Priscus  
(plus Brutus if in holding box)  
on any port space in Spain  
or Transalpine Gaul.



Perperna  
Holding  
Box

Remove after play.

21

3

## PERPERNA RAISES TROOPS IN LIGURIA

Playable if Perperna is in his  
holding box.

Place three legions in  
the holding box.



Perperna  
Holding  
Box

Remove after play.

22

4

## CONSUL REFUSES COMMAND

Remove one of the consuls  
from play and place him  
in the Proconsul pool.



23

3

## CLANDESTINE NEGOTIATIONS

Allows an army to  
Avoid Battle without  
requiring a die roll.



24

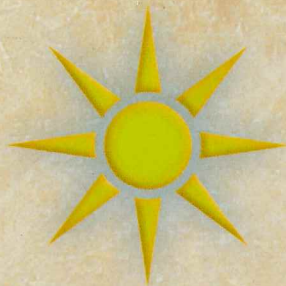


2



## NOON DAY SUN

Adds +2 DRM to the battle die roll.



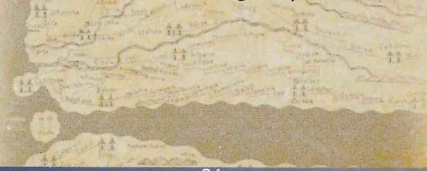
25

3



## SENATE FAILS TO SUPPLY SPAIN

Each Republican army in Spain must undergo an attrition die roll. Roll one die and halve the result (rounded up). That number of steps must be lost; reduce units before eliminating any.



26

3



## DEFEAT CAUSES ROMAN DESERTION

Play immediately after an army or force in Spain is defeated by the Republicans.

The Sertorians remove one step from any Sertorian legion unit (not heavy infantry unit) on the map; if no Sertorian legions exist, the card may not be played for the event.



27

2



## POLITICAL RIVALS REFUSE TO COOPERATE

Voids one activation of a Campaign Event Card, the instant that activation has been announced. The other activation(s) proceed normally.



28

4



## POMPEY WRITES CONSCRIPT FATHERS

*May only be played if Pompeius is in play.*

Place 2 Republican legions on any friendly port space in Transalpine Gaul or Spain

-or-

Restore 4 Republican legions in Spain to full strength.

In addition, immediately add an additional card to the Republican hand from the deck.

Move the Crisis marker 3 spaces towards Anarchy.

**Remove after play.**

29

2

## RUSE OPENS THE GATES OF A CITY

Play when an army is about to roll on the Siege table against a major city. The city falls and the roll is not made.

The leader and army are now free to continue the activation without the expenditure of any MPs for rolling on the siege table.



30

4



## SERTORIUS PUNISHES SPANISH FOR THEIR LACK OF ENTHUSIASM

Play after "Perperna Joins Sertorius" and when at least two Spanish provinces are controlled by the Republicans. Place this card near you to indicate that the event is in effect.

*Allows play of "Perperna's Conspiracy"*

**Remove after play.**

31

3



## SERTORIUS PURGES DISLOYAL OFFICERS



Play after "Perperna Joins Sertorius." Randomly eliminate one Sertorian general in Spain.

Sertorius, Perperna, and Hirtuleius are exempt from the roll.

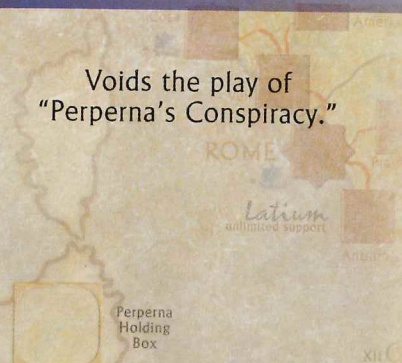
32



4

## CONSPIRACY BETRAYED

Voids the play of  
"Perperna's Conspiracy."



Remove after play.

33

4

## SPANISH LIGHT TROOPS

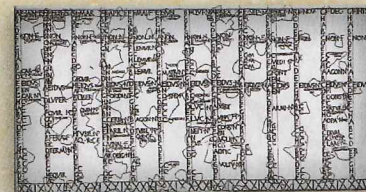
Roll one die and take that number of Spanish light units as reinforcements, placing them in any friendly, unbesieged space(s) in Spain.

For every Spanish light unit not taken, you may restore one unbesieged, reduced Spanish Heavy Infantry unit in Spain to full strength.

34

3

## SERTORIUS CORRESPONDS WITH CONSULARES



Move the Crisis marker 3 spaces towards Anarchy.

35

4

## ETRURIA REVOLTS AGAINST SENATE

Play if Sertorius or Lepidus (or both) are in Italy.

Remove all Republican PCs in Etruria not occupied by Republican combat units and replace with Sertorian PCs.

Move the Crisis marker 2 spaces towards Anarchy.

36

3

## SLAVE ARMY ENAMORED WITH ITALY

Play after a Servile force has been activated but before it actually conducts operations.

The Republican player is now in control of the force and moves it by land anywhere within Italy. If the force is intercepted or moves to a space occupied by a Republican force, a battle takes place.

37

2

## SERTORIUS WOOS SPANISH TRIBES

Place (or convert) two PC markers on any minor city space in Spain. Both markers must end up as Sertorian markers.



38

2

## M. ANTONIUS CRETICUS GIVEN COMMAND AGAINST PIRATES

Voids play of "Cilician Pirates."



39

3

## LASTHENES OF CRETE SUPPORTS MITHRADATES

Draw a card from the deck and add it to your hand.



ASIA MINOR

40



4

## MARITIME GREEK STATES DECLARE FOR MITHRADATES

Remove up to 3 Republican PCs on minor city port spaces in the provinces of Asia or Bithynia not occupied by a Republican combat unit and replace with Sertorian PCs.

*For every PC thus converted, move the Crisis marker 1 space towards Anarchy.*

### ASIA MINOR

Remove after play.

41

2

## FORTUNE SMILES ON POMPEY

Voids assassination attempt or leader loss against Pompey or allows an army commanded by Pompey to reroll any of their die rolls.



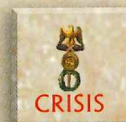
42

4

## SERTORIUS OFFERS PERSONAL COMBAT

Play immediately before a battle in which Sertorius commands the Sertorian army.

*The Republican force may immediately avoid battle but move the Crisis marker 1 space towards Anarchy.*



43

2

## SPANISH TRIBE REVOLTS

Play if you have a force within two spaces of a targeted hostile tribal area.

The targeted tribal area is immediately converted to your side; replace its PC marker with one of your own.

44

3

## ENTHUSIASM OF SERTORIANS INTIMIDATES GENERAL

Play immediately before a battle in Spain. The Republican force immediately retreats to an adjacent space of its choosing, unoccupied by a hostile unit, and does not suffer the penalty of 14.2/14.3.

For all intents and purposes, the battle is considered to have never occurred.

45

4

## WOUNDING OF METELLUS INSPIRES HIS ARMY

Play if you have lost a battle involving an army commanded by Q. C. Metellus.



That army is now considered to have won the battle. The Sertorian, Pontic, or Servile army must now retreat per 14.0, but is not considered routed.

46

3

## SUCCESSFUL SORTIE

Playable if Sertorius is besieged.

Activate Sertorius and place him and his army in any unoccupied space adjacent to the besieged space (the space selected counts as the first space for movement).

Sertorius may then continue his activation.

47

2

## CASTUS AND CANNICUS

Place the Castus and Cannicus general counters and four Servile units with Spartacus or Crixus or on Mount Vesuvius.



Remove after play.

48



3



## PONTIC LEGIONS

Replace one full strength Pontic Heavy Infantry unit with a full strength Pontic Legion.



ASIA MINOR

49

2

SPANISH  
TRIBAL LEVIES

Add a +3 DRM to any battle roll in Spain if at least one province in Spain is controlled by the Sertorians.



50

2

DEIOTARUS OF  
GALATIA ALLIES  
WITH ROME

*This card puts Galatia province into play.*

Place Republican PCs on each space in Galatia. In addition, place Deiotarus and two Galatian units on any space in Galatia.

ASIA MINOR

Remove after play.

51

2

PERSUASION  
AND DIPLOMACY

Convert any Sertorian PC (on any type of space) to one of your own.



52

2

GALATIAN  
TRIBAL LEVY

Restore two Galatian units to full strength or place one Galatian unit in any friendly controlled space in Asia Minor.



ASIA MINOR

53

2

C. VALERIUS  
TRIARIUS

Remove one Sertorian PC on any minor city port space in Asia Minor not occupied by a Pontic combat unit and replace with a Republican PC.



ASIA MINOR

54

2

SPANISH  
TRIBAL LEVIES

Add a +3 DRM to any battle roll in Spain if at least one province in Spain is controlled by the Sertorians.



55

4

MINOR  
CAMPAIGN

Designate two leaders for activation. Each leader must complete his activation before the other begins his activation.

Only one Republican activation may use naval movement; Sertorian naval movement is not allowed.

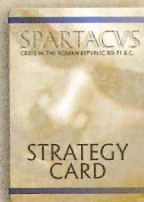
56



4

## DISPATCH INTERCEPTED

Roll one die and on a roll of 4-6, randomly draw one Strategy Card from your opponent's hand and add it to your hand.

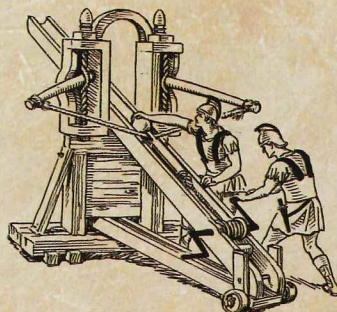


57

3

## ENGINEERS AND SIEGE EQUIPMENT

Add a +3 DRM to all siege rolls of an activated force.



58

4

## FORCED MARCH

Activate any force and add an additional two movement points to its movement rate.

59

3

## INCLEMENT WEATHER

Play immediately after a force is activated.

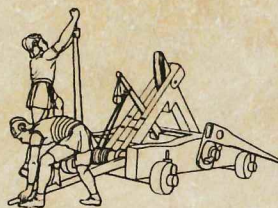
The activated force has only 2 Movement Points and is not allowed to use Naval Movement.

60

3

## ROMAN CAMP

Voids a Rout result following any combat.



61

4

## DANGER IN THE PROVINCES

Play if Transalpine Gaul, Cisalpine Gaul, or any province in Spain or Asia Minor does not have at least one Republican unit within the province.



Move the Crisis marker two spaces towards Anarchy.

62

4

## SPANISH LIGHT TROOPS

Roll one die and take that number of Spanish light units as reinforcements, placing them in any friendly, unbesieged space(s) in Spain.

For every Spanish light unit not taken, you may restore one unbesieged, reduced Spanish Heavy Infantry unit in Spain to full strength.

63

2

## SERTORIUS WOOS SPANISH TRIBES

Place (or convert) two PC markers on any minor city space in Spain.



64



4

## SPANISH LIGHT TROOPS

Roll one die and take that number of Spanish light units as reinforcements, placing them in any friendly, unbesieged space(s) in Spain.

For every Spanish light unit not taken, you may restore one unbesieged, reduced Spanish Heavy Infantry unit in Spain to full strength.

65

4

## M. FONTEIUS SUPPLIES SPAIN

Republican units in Spain do not suffer the effects of Winter Attrition this turn.

However, these units do count for purposes of determining Winter Attrition for Sertorian units which may be in a Spanish province occupied by both Sertorian and Republican units.  
(see 19.0)

66

4

## M. TERENTIUS VARRO

Any force in Spain may move and/or engage in combat or siege operations as if commanded by a legate.

LEGATE

67

4

## MINOR CAMPAIGN

Designate two leaders for activation. Each leader must complete his activation before the other begins his activation.

Only one activation may use naval movement - but the Sertorian player may not use naval movement at all.

68

4

## MAJOR CAMPAIGN

Designate three leaders for activation. Each leader must complete his activation before the other begins his activation.

Only one activation may use naval movement - but the Sertorian player may not use naval movement at all.

69

2

## I AM SPARTACUS!

Add a +3 DRM to any battle roll involving an army commanded by Spartacus.



70

R

## PERPERNA's CONSPIRACY

Play after  
"Sertorius Punishes Spanish for Their Lack of Enthusiasm."

Roll one dice and on a roll of 2-6, remove Sertorius from the Game.

Move the Crisis marker 5 spaces towards Stability if Sertorius is removed.

Remove after play.

71

R

## SENATE SELECTS NEW PROCONSUL

Remove any proconsul from play and select a new one either by: Randomly selecting a replacement from the proconsul pool

-or-

Select a proconsul of your choice from the pool and move the Crisis marker 2 spaces towards Anarchy.

Place the previously removed proconsul in the proconsul pool.

Remove after play.

72



R

## POMPEY

Place Gn. Pompeius Magnus, D. Laelius, and L. Afranius plus 6 legions on any friendly space in Italy. Force is immediately activated for land operations; this card may not be used for naval movement.

Pompeius may remain on the map as an extra proconsul each turn, paying the usual Crisis Point cost.

*Move the Crisis Marker four spaces towards Anarchy.*

**Remove after play.**

73

R

## CRASSUS

If Spartacus is currently in Italy, place M. Licinius Crassus plus 6 legions in Rome. Force is immediately activated for land operations; this card may not be used for naval movement.

Crassus may remain on the map as an extra proconsul each turn, paying the usual Crisis Point cost.

*Move the Crisis Marker four spaces towards Anarchy.*

**Remove after play.**

74

R

EMERGENCY  
MANPOWER DRAFT

Immediately place up to three Republican legions in Rome, with a legate if desired.



For each Legion placed, move the Crisis Marker two spaces towards Anarchy.

**Remove after play.**

75

R

## SPARTACUS

*This card may not be used until activated as per rule 9.8.*

The Sertorian player immediately places Spartacus, Crixus, and the Gladiators unit on Mount Vesuvius.

The Sertorian player now controls all Servile forces and Servile controlled territory for the remainder of the game as part of his coalition.

**Remove after play.**

76

R

FANNIUS AND  
MAGIUS NEGOTIATE  
ALLIANCE WITH  
MITHRADATES VI

*This card may not be used until activated as per rule 9.8.*

Place all the Pontic forces listed in the scenario setup (22.2 or 22.3) on any space(s) in Pontus.

In addition, place Marius with Mithradates. The Sertorian player now controls all Pontic forces and Pontic controlled territory for the remainder of the game as part of his coalition.

**Remove after play.**

77

R

SLAVES FLOCK  
TO VESUVIUS

If Spartacus is in play and located on Vesuvius, place 10 Servile units on the Vesuvius safe haven space with Spartacus.



Spartacus may then conduct operations as if activated normally.

**Remove after play.**

78

R

LEPIDUS  
DEPARTS ITALY

If Lepidus is currently in Italy, remove him from the game and replace him with Perperna. Perperna and any friendly generals or units stacked with him are then placed in the Perperna holding box.

Randomly discard one of your Strategy Cards before playing this card.

**Remove after play.**

79

R

FORTUNE  
FAVORS THE BOLD

Immediately draw two Strategy Cards and add them to your hand. Now roll one die and move the Crisis Marker towards Stability as follows:

1-2: three spaces  
3-4: four spaces  
5-6: five spaces

**Remove after play.**

80



# SPARTACVS

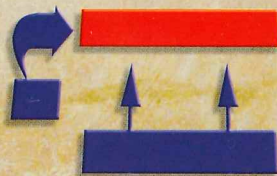
CRISIS IN THE ROMAN REPUBLIC 80-71 B.C.



BATTLE  
CARD



LE

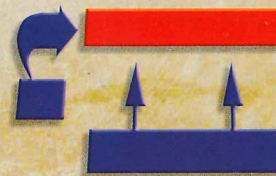


*+1 DRM to the retreat die roll.*

LEFT  
ENVELOPMENT

28

LE

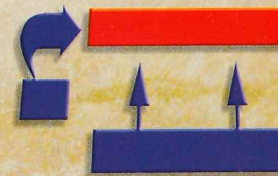


*+1 DRM to the retreat die roll.*

LEFT  
ENVELOPMENT

29

LE

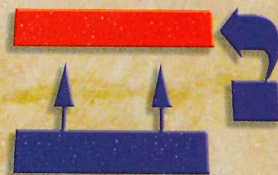


*+1 DRM to the retreat die roll.*

LEFT  
ENVELOPMENT

30

RE

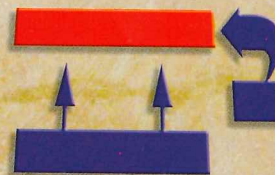


*+1 DRM to the retreat die roll.*

RIGHT  
ENVELOPMENT

25

RE

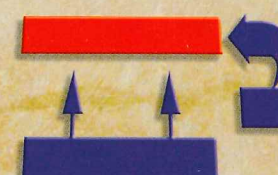


*+1 DRM to the retreat die roll.*

RIGHT  
ENVELOPMENT

26

RE



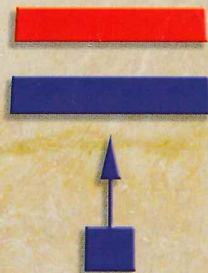
*+1 DRM to the retreat die roll.*

RIGHT  
ENVELOPMENT

27



CR

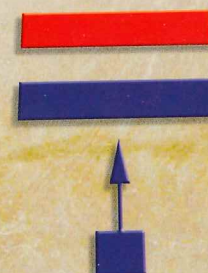


*Substitutes for any battle card.*

COMMIT  
RESERVE

21

CR

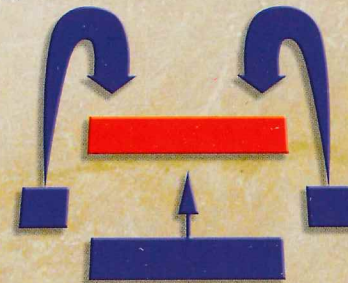


*Substitutes for any battle card.*

COMMIT  
RESERVE

19

DE

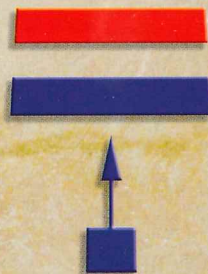


*+2 DRM to the retreat die roll.*

DOUBLE  
ENVELOPMENT

23

CR

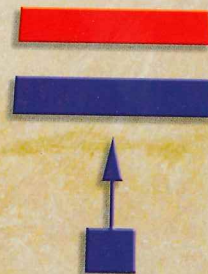


*Substitutes for any battle card.*

COMMIT  
RESERVE

22

CR

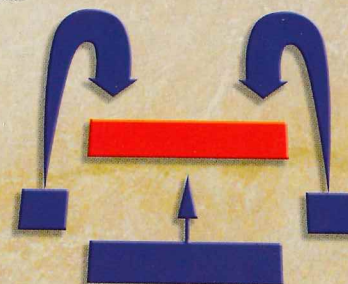


*Substitutes for any battle card.*

COMMIT  
RESERVE

20

DE



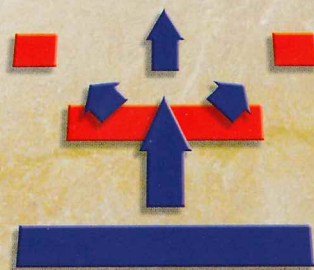
*+2 DRM to the retreat die roll.*

DOUBLE  
ENVELOPMENT

24



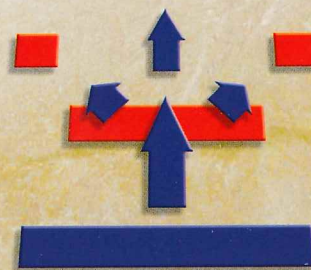
PE



PENETRATE  
CENTER

15

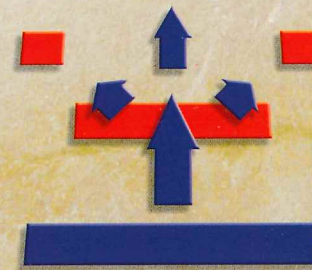
PE



PENETRATE  
CENTER

14

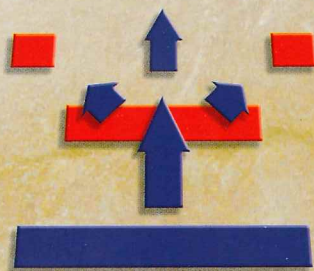
PE



PENETRATE  
CENTER

13

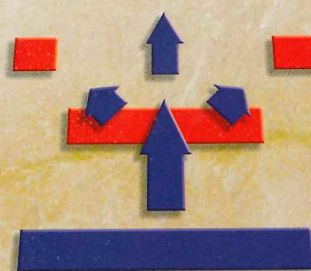
PE



PENETRATE  
CENTER

16

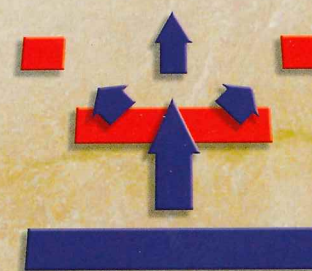
PE



PENETRATE  
CENTER

17

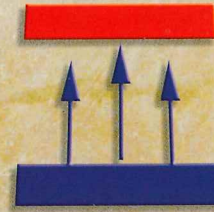
PE



PENETRATE  
CENTER

18

PA

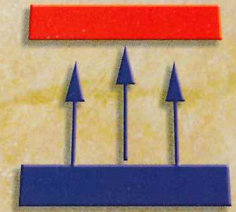


-2 DRM to the retreat die roll.

PROBING  
ACTION

10

PA

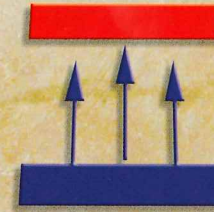


-2 DRM to the retreat die roll.

PROBING  
ACTION

9

PA

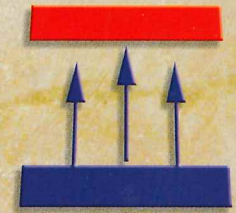


-2 DRM to the retreat die roll.

PROBING  
ACTION

11

PA



-2 DRM to the retreat die roll.

PROBING  
ACTION

12



GA



GENERAL  
ASSAULT

4

GA



GENERAL  
ASSAULT

3

GA



GENERAL  
ASSAULT

2

GA



GENERAL  
ASSAULT

1

GA



GENERAL  
ASSAULT

6

GA



GENERAL  
ASSAULT

7

GA



GENERAL  
ASSAULT

5

GA



GENERAL  
ASSAULT

8



Spartacus

M. Marius

Mithradates VI

M. Perperna

L. Hirtius

Q. Sertorius

Combat Sequence (13.0 and 14.0)

MAP KEY

ITALY

SPAIN

ASIA MINOR

GAUL

Area Name

Road

Mountain Pass

Strait

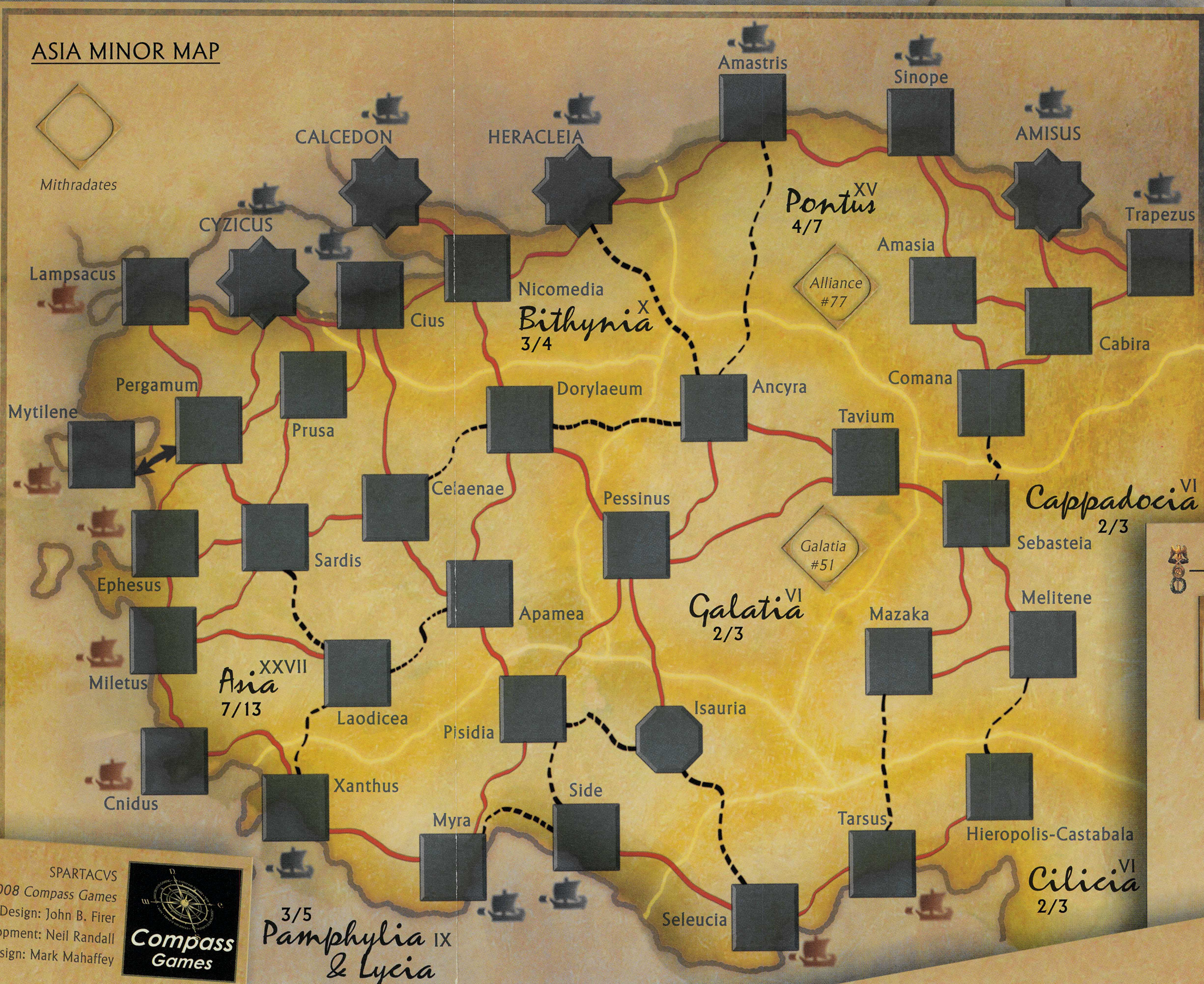
Servile Freedom Destination

# Units Potentially Supported

# Spaces req'd to control Province

Sertorian/Servile safe havens

EUROPE MAP



GAME TURN			
Fannius I	80 B.C.	75 B.C.	Spartacus I-4
Sertorius lands in Spain		Sertorius allies with Mithradates	
Fannius I-2	79 B.C.	74 B.C.	Spartacus I-5
Sulla retires & dies		Mithradates invades Asia	
Fannius I-3	78 B.C.	73 B.C.	Spartacus I-6
Lepidus' rebellion		Spartacus' slave revolt	
Fannius I-4	77 B.C.	72 B.C.	Spartacus I-2
Pompey sent to Spain		War in Spain comes to an end	
Fannius I-5	76 B.C.	71 B.C.	Spartacus I-3
Sertorius' power peaks		Crassus defeats Spartacus	

- 1) Both players play Surprise Cards, attacker first
- 2) Both players roll 3d6 and apply DRMs. Player with the higher total is the winner; if tied, defender is the winner
- 3) For each '6' rolled, the opposing player loses 2 steps; for each '5' rolled, 1 step. For each '4' rolled by the winner, the loser loses 1 step
- 4) Loser rolls 1d6 for Withdrawal; if less than or equal to his leader's Tactical Rating, losing army retreats
- 5) If withdrawal roll is greater than Tactical Rating losing army routs, roll 1d6 to determine extra losses
- 6) Winner determines Fortunes of War
- 7) Republican player checks for Crisis Point adjustment

Combat Die-Roll Modifiers (DRMs) (13.3)

Naval Attrition Table (17.4)

Siege & Subjugation Table (18.9)

REPUBLICAN HOLDING AREAS

G. Pompeius Magnus

Marcus Licinius Crassus

Consul A

Consul B

Proconsul A

Proconsul B

L. Cornelius Sulla Felix

Q. Caecilius Metellus Pius

L. Licinius Lucullus

King Deiotarus of Galatia