

# CAMPAIGN GAME

THE GREAT BATTLES OF HISTORY SERIES — Volume VIII

## JUSTINIAN

### THE RECONQUEST OF ROME, 528 TO 558 AD



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**GMT**  
GAMES

a **RICHARD H. BERG** game design

*"Vanity of vanities ... all is Vanity"*  
Gelimer, King of the Vandals,  
on first seeing Constantinople

*Istanbul, not Constantinople, yes*  
*It's Istanbul, not Constantinople, yes*  
*It's Istanbul, not Constantinople*  
*Why did Constantinople get the works?*  
*That's nobody's business but the Turks*

Jerry Lieber and Mike Stoller  
for the movie "Istanbul"

## 1.0 INTRODUCTION

*JUSTINIAN* is a game covering the reconquest of the Roman Empire by Justinian I, Emperor of Eastern Rome (Byzantium). Justinian's reign represents Byzantium's high water mark; his conquest of lands is exceeded in Roman history only by that of Augustus and Trajan.

**Players.** The game may be played by two players, or solitaire.

**Objective.** The Byzantine player wins by controlling all of the Prefectures on the map.

**Length of Game.** *JUSTINIAN* has ten turns. The game may also end when either the Byzantine player fulfills the Victory Conditions, or from a second recurrence of the Plague. Playing time runs about five hours, longer on the first time. Historically, Justinian started his reconquest in 527 and it ended in 558, when the Plague returned a second time. Justinian, who had actually recovered from catching the Plague on its first pass, died in 563 of a reason most unusual for Byzantine emperors—old age.

**Scale.** Each turn covers four year's worth of campaigning. Each combat strength point (SP) represents about 1,000 men, and each fleet, 50 *dromons*.

*Design Note: We have opted for calling the Eastern Roman player the Byzantines, a term they did not use. Everyone else in the game is called Barbarian; this tends to keep things clear.*

## 2.0 COMPONENTS

The game components used for *JUSTINIAN* are:

- A 33" x 22" map
- 207 *JUSTINIAN* counters, plus the cohesion hit counters from *CATAPHRACT* (used to record the presence of Barbarian SP)
- One ten-sided die
- This Rulebook

provinces and have no meaning in the game.

- Each island group province (Insulae, between Greece and Turkey, and Balaeris, east of Hispania) is represented by a box within its sea area.
- The small province of Septem and the large one of Hispania are separate provinces, connected by a strait crossing.
- Lazica, on the northern border of both Roman and Persian Armenia, is an independent province (which caused both sides much *agita*, see 5.14).



**City Provinces.** Certain provinces have cities (e.g., Dara is the city in Mesopotamia [in the East]; Euphratensis has no city). Provinces with cities (not to be confused with forts) are called City Provinces.

**Fort Provinces.** Certain provinces have forts (e.g., the province Moesia I contains a fort). Forts provide benefits to the player controlling the province. Furthermore, the Byzantine may build forts during the course of the game. Newly-built forts are treated in the same way as those printed on the map.

**Barbarian Boxes.** Surrounding the Empire are 16 boxes, representing the home territories of the various enemies (and possible allies) of Constantinople. The Ostrogoths and the Vandals do not have such territorial boxes—their domains are the provinces they control. The arrows emanating from a box delineate where that tribe/country may move when activated. Byzantines may never enter a Barbarian Box.

**Sea Areas.** These are the portions of the seas enclosed in red lines. Insulae (part of the East) and Balaeris (part of Africa) are individual provinces, not separate sea areas. Sea areas govern naval movement.

**Straits.** These allow land movement across a sea. The four straits on the map are between: 1) Bithynia and Europa, 2) Hellespont and Europa, 3) Lucania and Sicilia and 4) Hispania and Septem.

### 2.1 The Map

The map shows the Mediterranean area controlled by the Empire during the last years of Justinian's reign.

**Prefectures.** The map is divided into five Prefectures—mainly an administrative and bureaucratic division—differentiated by color.

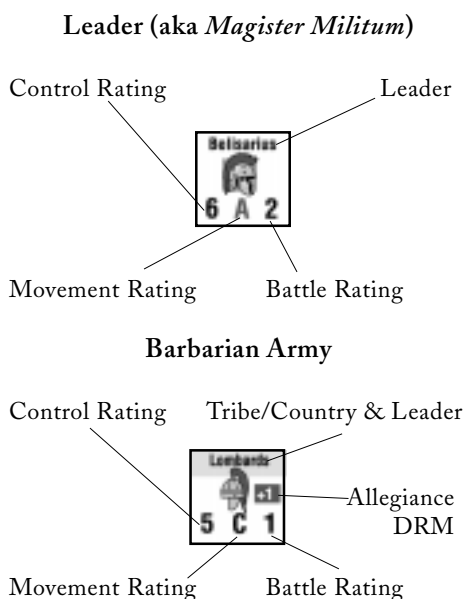
*Historical Note: Egypt was, bureaucratically, considered part of the East. We have separated it here for game purposes.*

**Provinces.** Within each Prefecture are provinces, each province with a name. Control of provinces provides the Byzantine player with money (see 5.0 Finances).

- Islands are provinces if they have a name; unnamed islands are not

## 2.2 The Counters

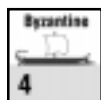
Separate counters are provided for Byzantine leaders and armies. A Barbarian army also functions as a leader, even when no leader is named on the counter.



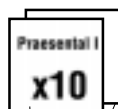
### Byzantine SP



### Fleet



### Byzantine Army and Markers



On-Map Marker

Two Track Markers

Use the Cohesion Hit markers from the *CATAPHRACT* battle portion of the game's counter mix for Barbarian SP.

## 2.3 The Die

*JUSTINIAN* uses a ten-sided die. A 0 read as a 0; it is not a 10.

## 3.0 GENERAL COURSE OF PLAY

### 3.1 Sequence of Play

Each turn uses the following sequence.

#### A. Byzantine Income Phase [*Ignore on first turn*]

1. Byzantine Collects Income (see 5.0).
2. Barbarian Removal (see 4.6). control markers are unaffected.
3. Pay Maintenance for Byzantine SP and Fleets (see 5.2).

#### B. Byzantine Army Phase [*Ignore on first turn*]

1. Raise new Byzantine SP either for on-map armies and/or as frontier troops; fleets may also be built (see 5.2).
2. Create one new Byzantine army (maximum per turn), with 10 SP, if armies are available (see 5.26)
3. Leader Segment: Add and/or replace Magisteres Militum

#### C. Activation Phase

The Barbarian and Byzantine players alternate activation segments, with the Barbarian always going first in the phase (see 4.0). Each player gets no more than five activation segments.

#### D. End-of-Turn Phase

The turn is over. Start the next one. But you knew that, didn't you.

### 3.2 Initial Deployment

**3.21** At the start of the game, the Byzantine player controls all the provinces of Egypt, the East, and Illyricum (shown by the lack of Barbarians or control markers in those provinces).

**Army Counters.** The Byzantine player starts the game with the following army counters placed as stated:

- **Praesental Armies I and II:** One each in Europa, or any province in Asia (across the Hellespont) that is within three movement points of

Constantinople. All Byzantine Armies have movement restrictions (see 6.24).

- **Army of the East:** In any one province that the Persians may enter from their box
- **Army of Thrace:** Anywhere in the European portion of the East (Scythia, Moesia II, Thracia, Haemimontus, Rhodope and Europa)
- **Army of Illyricum:** In Dalmatia

*Historical Note: The Praesental Armies were deployed "in the presence of the Emperor."*

**The Byzantine Army starts with 100 SP.**

He may designate as many of these as he wishes as frontier troops, and/or as field troops in armies, but each army may have a maximum of 35 SP (see 6.2). They must be placed in the Prefectures of Egypt, the East and Illyricum. Frontier troops may be placed, if desired, in the same province as field armies.

*Historical Note: For much of this time period, the Empire 70 per cent of its forces in the East.*

**The Byzantines start with four fleets.**

Two start in Europa. The other two may be (together or separate) in any provinces in Egypt, the East or Illyricum.

**Each Byzantine army is led by a Magister Militum.** The Byzantine player places all his Magisteres Militum in a cup (the MagMil Pool), except for Belisarius and Narses. He then draws five MagMils and (before knowing who they are) randomly assigns one to each army. After this, he places Belisarius and Narses in the pool.

**The Byzantine Treasury has 30G.** Skip income collection on the first turn. All troops have already been maintained for this turn.

**3.22** The Ostrogoths start the game with the following forces in Italy:

- **Athalaric and 30 SP**, all placed anywhere (separately, or together) in Italy
- **One fleet** in any City Province in Italy.
- **The Ostrogoth Treasury** in Flaminia
- **Ostrogoth control markers** in every province in Italy that does not have SP

3.23 The Vandals start the game with the following forces in Africa:

- **Hilderic and 25 SP**, all placed anywhere (separately, or together) in Africa.
- **Three fleets** in Zeugitania (Carthage)
- The Vandal **Treasury**, in Zeugitania
- Vandal **control markers** in every province in Africa that does not have SP

3.24 Each Barbarian box receives its army counter (Persia gets two, Chosroes and Perzoes).

3.25 Other Vandal and Ostrogoth leaders/armies are played on the turn track and will come into play later in the game (see 6.42).



## 4.0 ACTIVATION

The Activation mechanics are the heart of the game. The differences between activation for the Byzantine player and that of the Barbarians reflects the lack of coordination among Barbarians, combined with the rather unpredictable arrivals of their armies.

### 4.1 General Activation Sequence

4.11 Each player gets as many as **five** activation segments each turn. They may end up with fewer, but they never have more.

4.12 For each turn, the first player to activate is always the Barbarian player. When the Barbarian player has finished that activation segment, the Byzantine player has the choice of undertaking an activation (see 4.4) or passing in his segment. Then, play reverts to the Barbarian and continues, with the players alternating activation possibilities until the fifth Byzantine opportunity is finished.

### 4.2 Barbarian Activation and Manpower

4.21 The Barbarian player has five activations each turn. As these are used, place the appropriate activation marker on the activation track next to the turn track on the map, showing that it cannot be used again that turn.

- Two of these are **Select** activations—the player selects which Barbarian army he will use. Only Vandals, Ostrogoths or Persians may be so selected.
- Three of these are **Random** activations—roll to see which army is activated (see 4.22).

The Barbarian player decides in what order he uses one method, or the other, with the only limits being the total of five activations of which two must be Select, and three must be Random.

**Exception:** Beginning with the second turn, the Barbarian player may forgo his two Select activations for a Combined Operation (see 4.5).

4.22 **Random Activation.** The Barbarian player rolls the die twice, **summing** the total of the rolls (thus a 7 and a 4 is sums to 11) to see if a random event has occurred, and reading the same dice rolls as a **digit combination** from 00-99 (thus a 7 and a 4 is a 74) to see which Barbarian may be activated.

- A random event occurs if the sum of the two dice is ten or more (see 9.0).
- After resolving the event, the Barbarian player activates the Barbarian required by the roll. Use the combined number and refer to the Barbarian Activation Table. The army for the tribe corresponding to that number is now available for activation.

4.23 **First Activations.** The first time a Barbarian tribe/country is activated in a given turn, the player must roll for two things: 1) the size of the newly raised force (see 4.24) and 2) allegiance (see 4.3).

**Exceptions:**

- Persian armies that are on the map do not roll for new SP. Only Persian armies in their box can do that.

- Vandal and Ostrogoth armies never roll for new SP during **Random** activation. They may add to their armies only during **Select** activation (see 4.25 and 4.26).

*Example: Persia has an army in Syria with 30 SP. The other army is in the Persia box. The Barbarian player selects Persia, and decides to activate her army that is in the box. He rolls to see how many SP it gets. If he chose to activate the army in Syria, he would not roll for extra SP.*

4.24 **Raising New Forces.** Barbarian boxes and their armies begin each turn with no SP. Some Barbarians will begin a turn on the map with SP, but may add to their forces when first activated. To determine the number of SP a Barbarian army will get to use for that turn, or add to what it already has (Vandals or Ostrogoths), the player consults the Barbarian Activation Table, under the Manpower column for that “tribe.” The possibilities are:

- DR = a number of SP equal to a die roll.
- DR2 or DR3 = Roll two dice, or three, adding the rolls to get a total.
- # + DR# = The tribe receives the first number of SP automatically, plus whatever is added by the roll(s).

**Exception:** The Persians are limited to having a maximum of 80 SP on the map at any one time, whether with or without a leader.

*Design Note: Yup, a 0 is zero ... and a rather nasty turn of luck.*

*Example: The first time an in-box Persian leader is activated in a turn, he gets 20 SP + the total of three dice. If the die rolls are a 4, 7 and 1, that means the Persians get 32 SP for that army, so long as Persian SP elsewhere on the map add up to 48 or less.*

4.25 **Selected Ostrogoths/Vandals.** The first time in the turn that either Ostrogoths or Vandals is Selected (not Random activation), the player **may** (but is not required to) roll for additional SP

as done in 4.24. These SP may be placed in any friendly-held City Province.

- The only Barbarians which may have fleets are the Vandals and the Ostrogoths. They may “raise” one fleet in exchange for each 3 SP foregone when raising new SP. They may place it in any province (city or not) which they control.
- The absolute size of their non-fleet manpower is limited to a maximum of number of SP on the map at any one time, whether with or without a leader.  
Vandals: 50 SP  
Ostrogoths: 75 SP

**4.26 Vandal Defections.** If the Vandals choose to raise manpower during a turn, then each time a Vandal army is activated in that turn, and undertakes any movement or combat, the Barbarian player must remove 2 Vandal SP from the map **before** undertaking that action. In the next turn, the defections stop, unless manpower is again raised on that turn.

*Example: The Vandals have 17 SP on the map. They are selected to start the turn for the Barbarian player. He rolls for manpower, getting a 4, which (+1) means they get five new SP, which they immediately place on the map in a Vandal-controlled city province. The Vandal army under Gelimer then decides to move. Before moving, the Vandal removes 2 SP from any Vandal force (army or garrison) anywhere on the map. If, later in the turn, he activates another Vandal army, he loses another 2 SP. Then, during the next turn, the Barbarian player chooses to not raise Vandal SP when he activates a Vandal army, and no defections occur.*

*Historical Note: The Vandals, militarily, were a mere shadow of their former “greatness” by this time, and they had lots of trouble recruiting and keeping troops.*

**4.27 Movement and Combat.** When a Barbarian is activated, the player may use **one** of its armies or fleet stacks (one of its leaders in the cases of Persia, the Vandals or the Ostrogoths). When so activated, that army/fleet may move and attack (see 6.4, 7.0 and 8.0). The Barbarian forces may not do anything else.

**4.28 Additional Activations.** When a tribe/country is activated and chooses to use an army that is already on the map, it may not raise additional forces (**exception:** see 4.25 Selected Ostrogoths/Vandals). An army may be activated and moved in more than one activation in a turn, but it may never raise additional forces.

*Example: A Hun army that starts the turn occupying a city province must be activated to be used; it also retains its SP and does not roll for more. It does, however, roll for allegiance!*

### 4.3 Barbarian Allegiance

**4.31** Whenever a tribe has been activated randomly for the **first** time that turn, the Barbarian player **must** check to see whose side that Barbarian will fight. This rule does not apply to the Persians, Ostrogoths or Vandals (which are always anti-Byzantine). However, it does apply to other Barbarian armies that start the turn on the map (see 4.6).

**4.32** The **Byzantine** player announces the amount of any bribe he is paying to influence the newly arriving Barbarian forces (deduct gold from his treasury). Then, the **Barbarian** player rolls one die and modifies the result for either or both of the following:

- The Allegiance die roll modifier (DRM) for that tribe (see Barbarian Activation Table).
- For each 3G the Byzantine player spends in bribery, add one (+1) to the die roll. He may spend a maximum of 9G.

*Example: The Franks have a -2 DRM from the table, but the Lombards (one of the few to ally with the Byzantines) have a +1. Thus, if the Lombards are activated and the Byzantine spends 9G on bribery, modify the allegiance die roll by a total of +4.*

**4.33** Compare the adjusted die roll to the Barbarian Allegiance Table. The possible results are

- Barbarian allied—free to be used normally by the Barbarians.

- Neutral—may not be used (until the next allegiance check). The activation is lost.
- Byzantine allied—they join the Byzantine for the remainder of the turn (see 4.34).

*Example: Continuing the previous example, the die roll of 4 (+4) becomes an 8, creating a Lombard army friendly to the Byzantine cause this turn.*

**4.34** When a Barbarian’s allegiance turns out to be Byzantine, the latter may do **one** of the following:

- He may immediately activate that army (at no cost) and move/fight with it during this activation segment of the Barbarian player. When the Byzantine usurps the segment, it is not a Byzantine activation segment. *It is still a Barbarian segment being used by the Byz-man. The duplicitous barbarians have stolen a march on their brethren.*
- He may add all the SP as Byzantine allies and place them with any one of his existing armies that is in the same Prefecture which the tribe in that box may enter. Use Cohesion Hit (Barbarian SP) counters placed under the Byzantine army counter to denote their status as his allies. They are subject to removal at the end of the turn (see 4.6). This procedure applies if the Barbarian army is already on the map as well (from a previous turn). Simply move the SP to the eligible Byzantine army and place the Barbarian army marker back in its box. The Byzantine allies are treated as field troops for **all** game purposes, except that they can never be detached. However, the Byzantine player must await his own activation (and pay normally for such activation) to move this multinational army.

*Example: The Lombards could be “recruited” to join any one Byzantine army that is in either Italy or Illyricum.*

**4.35** A Barbarian tribe’s allegiance status remains in effect for the entire turn (not just that activation). If the same tribe is activated again in the same turn, it retains any allegiance it had previously that turn (no bribery is possible; no new die roll is

made). A Byzantine-allied Barbarian army may be activated during any Byzantine activation (paying normal army activation costs, see 4.4). Byzantine allies in a Byzantine army go along for the ride as field troops in that army when that army is activated.

## 4.4 Byzantine Activation



**4.41** When it is his Phase, the Byzantine player may do **one** of the following:

- Spend 2G and activate one, on-map stack of army, leaders and/or fleets (must be Byzantine or Byzantine allied, of course). An activated army/fleet may move and attack (see 7.0 and 8.0 for details). If the fleet is transporting the army, it still only costs a total of 2G for the activation.
- Spend nothing and move a leader alone, leaving behind the army (see 6.13).
- Raise additional troops/fleets. There is no G cost to raise SP (see 5.26), but fleets cost 3G each (see 5.28).
- Spend nothing, do nothing, and pass.

**Exception:** Byzantine player **must** raise SP to bring the two Praesental armies up to at least 10 SP in each before doing **anything** else. This requires the Byzantine player to raise troops in his activation segments to re-stock these armies before activating and moving any army.

After he finishes, or passes, play reverts to the Barbarian, unless it is the fifth Byzantine segment, at which point the entire activation phase is finished and the turn is done.

**4.42 Forts.** Forts provide defensive benefits and aid interception attempts, but only for the player who controlled the province at the start of the activation segment. Forts are built as part of an activation (regardless of whether the activation is for movement or troop raising). The Byzantine player—and only the Byzantine player—may build forts (for 2G each). Only one fort may be built per



activation. The fort may be built at any time during that activation. He may build a fort in any non-city province which he controls that does not already have a fort and in which he has an army. Once built, forts remain in the game—they cannot be destroyed. Whether printed on the map or built, all forts are treated identically for all game purposes.

## 4.5 The Combined Operation

**4.51** Starting with the second turn of the game (532AD), the Barbarian player may opt for a Combined Operation (CO). The CO must be the Barbarian's first activation for that turn.

**4.52** To undertake a CO, the Barbarian player uses both his of Select activations, although he is doing so for only one activation segment. In essence, he loses an activation for that turn.

**4.53** Having announced the CO, the Barbarian then selects **two** tribes/countries to activate:

- **One major Barbarian** (Persians, Vandals or Ostrogoths), plus
- **Any one other (minor) Barbarian** (not Persians, Vandals or Ostrogoths) who could (theoretically) enter the Prefecture to which the major Barbarian army is moving (whether Barbarian controlled or not).

**4.54** The benefits (for the Barbarian) of a Combined Operation are:

- No allegiance die roll is necessary for these activations (they are both loyal Barbarians this turn)
- The two selected armies add one (+1) to their movement capabilities.
- The two armies may be used separately—in which case one finishes its activation before the other goes—or they may combine to move/fight/defend under the leadership of the activated major Barbarian (see 7.18)

**4.55** The drawback of a CO is that the Barbarian player loses one of his five activation segments. At any time during the turn, the Byzantine, who now has one more activation than the Barbarian, may declare that he is going twice in a row.

He simply undertakes two consecutive activation segments. He must announce his decision to take back-to-back activation segments before seeing the results of the first activation segment.

*Example: It's the first Barbarian activation segment of the turn, and the Barbarian player announces a Combined Operation. He selects the Ostrogoth Army under Totila, in Campania, and then selects the Franks. He determines the Frank SP (10 + two die rolls). Totila moves his Ostrogoth army to Flaminia and the Franks move to the same province. They then both combine (+1 MP cost paid by the last moving army) to attack the Byzantines outside of Ravenna. After the Barbarian has completed all his movement and combat, the Byzantine decides to announce he will go twice in a row. He uses his first activation to raise 7 SP for his Army of Italy, then in his immediate second activation, he moves that army to attack the still combined Frankish-Ostrogothic army.*

## 4.6 Barbarian Removal

**4.61** Beginning with the second turn, in the Byzantine income phase, after the Byzantine player has collected income, all of the following are removed from the map, unless they are in a city provinces:

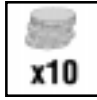
- Byzantine allies (see 4.34).
- Barbarian allies (see 6.53).
- Armies of the **minor** Barbarian tribes/countries, (whether or not Byzantine allied). Remove the SP and status markers of such armies and place the army markers in their respective boxes. The minor Barbarian nations include everyone but the Ostrogoths, Vandals and Persians.

**4.62 Persian Attrition.** Any Persian SP in locations more than two provinces distant from the Persian box must roll for attrition. For each province with Persian SP, whether in an army or not, roll one die, subtracting two if the SP are in a city province. The adjusted roll is the number of SP that must be removed from that province.

*Historical Note: The Persians were not looking to expand westward; they were simply trying to “define” their national boundaries. This means that Persian excursions outside that limit are more raids than campaigns. The Persians conducted these on a fairly regular basis, almost taking Antioch at one point*

*inability of the other tribes to place control markers or detach troops.*

## 5.0 FINANCES



Finance pertains only to the Byzantines; the Barbarians use no money.

*Historical Note: Justinian rarely seemed to have enough money to do what he wanted, which was just one of the reasons he chose to expand the empire. That, and he was noted for being somewhat of a tightwad.*

### 5.1 Provincial Control



**5.11** Any province that does not have Barbarian SP or a Barbarian control marker is a Byzantine province (Byzantine allied SP are not considered Barbarian for this purpose). If there are opposing SP in a province, neither side controls it. A player gets rid of opposing SP by defeating them in battle (see 8.21).

**5.12** The Vandals, Ostrogoths and Persians may use control markers to deny control to the Byzantines in a given province. No other tribe may use control markers. Barbarian control markers are placed by the moving army in any province that has neither a control marker nor SP of any other kind. It costs 1 MP to place a control marker.

*Example: A moving Ostrogoth army could not place a control marker in a province in which there are Frankish SP, even if the Franks were allies!*

*Design Note: During this period, major incursions from outside the Mediterranean basin were for the most part large raids rather than attempts at territorial expansion—hence the*

**5.13** It costs 1 MP to remove an enemy control marker. Such removal may not be undertaken if there are any enemy SP in that province. Removal of control markers is not combat; it is a function of movement. This applies only to the Byzantine player, as there are no Byzantine control markers.

**5.14 Lazica.** This city province on the SE coast of the Black Sea (considered to be part of the East) is an independent state and a client of Byzantium, serving, as it did, as a buffer against the Hun, *et al.* It provides no G income. However, the Byzantines may freely enter Lazica. The Byzantines may have an army, but no frontier troops, in Lazica. If a Persian or Barbarian-allied Utigur Hun army enters Lazica, and (only) if there are no Byzantine SP, roll the die. The result is the number of SP the Lazicans themselves raise for a battle. At the end of the battle, win or lose, all Lazican SP are removed (until the next *patrie en danger*). The Barbarian player may not place a control markers nor detach SP in Lazica; he may control it only by stationing an an army in it. The Byzantine player may not win if Lazica is controlled by the Barbarians (see 10.0).

### 5.2 Tax and Spend

**5.21 Income.** The “coin of the realm” for this game is expressed as “G,” for Gold. The Byzantine player receives G for controlling provinces. Each province (except for Lazica) is worth 1G, unless it has a specific G Rating. Thus, Aegyptus I is worth 1G, but Aegyptus II is worth 3G. Starting with turn two, at the beginning of each turn, in the Byzantine income phase, the Byzantine player totals how many points he receives for controlling provinces. That is how much G he adds to the stock currently recorded on his treasury track. He may use this G in this and subsequent turns. Byzantine G may be saved from turn to turn (it need not all be spent in the turn it is earned).

*Play Note: Best way to determine this is to add the totals for all Prefectures*

*controlled (as listed on the map) and then add/subtract individual provinces.*

*Historical Note. The Byzantines based expenditures on their nomismata coin (same thing as the Latin solidus), of which there were 72 to the pound of gold. During this era, maintaining a field army SP (equivalent to 1000 men) cost the government almost 400 pounds of gold. We have reduced that number to a more manageable figure, with the game’s 1G equivalent to 400 pounds of auric delight.*

**5.22 Maintenance.** After collecting his G, the Byzantine **may** (not must) pay maintenance to keep the troops he already has in play “happy,” but it costs gold:

- 1G per field army SP
- 1G for every three frontier SP, rounding up
- 1G to maintain a fleet.
- Forts do not require maintenance (see 4.42).

If the Byzantine player decides to not spend the money, place a “Not Paid” marker on top of that force (for armies flip the counter) and see 5.24 and 5.25 Mutiny and 8.28 Looting.

*Example: To maintain the Army of Armenia with 22 SP would cost 22G, while to maintain a frontier force in Libya Pentapolis of 17 SP would cost 6G.*

*Historical Note. The Byzantines paid about 2/3 less on frontier troops than they spent on the same number of field troops. Frontier troops were supposed to live off the land, get jobs, etc. At least half the time, the government never even paid them.*

**5.23** Maintenance must be paid per province and per type (field, frontier or fleet), maintaining (or not) all of the field SP, then all of the frontier SP, and all of the fleet SP in each province (where present). The Byzantine player may not maintain some field army SP but not others in the same province. However, he may differentiate between fleets, frontier troops and armies, maintaining, say, his fleet and field army in a province, but not the frontier troops.



**5.24 Not Paid.** This status for armies may be removed by raising at least 5 SP (see 5.26) and placing them with that army, immediately removing the Not Paid marker. Additionally, the marker is removed after looting (see 8.28). Frontier SP and fleets may have their Not Paid status changed only by paying their maintenance in the next income phase.

**5.25 Mutiny.** If a Troop Mutiny random event occurs (see 4.22 and 9.0), the Byzantine player must check for Mutiny for **frontier troops** and **fleets** which have a Not Paid marker. To do this, the player rolls one die for each stack of troops and/or fleets in each province.

- If the die roll is odd (as in 1, 3, 5, 7 or 9), nothing happens but the Not Paid marker remains until those troops are "paid."
- If the die roll is even, that frontier garrison or fleet has mutinied. Remove it, in entirety, from the map

Field army SP do not mutiny, instead they prefer to stick around and loot (see 8.28).

**5.26 Raising Byzantine SP.** The Byzantine player does not pay G to raise SP. He must pay G to "raise" (build) fleets, although both occur in the same segment, either:

- Automatically, in the Byzantine army phase, or
- By use of an activation to raise troops/fleets instead of moving an army

The Byzantine player raises SP by rolling the die: the result is the number of SP he may place on the map (and a 0 means no troops are raised). The new SP may be divided/distributed as the Byzantine player sees fit, either with any army on the map, and/or as frontier troops in any province(s) he controls (see 5.27).

**Exception:** If the Praesental armies are not stocked with at least 10 SP each, then the Byzantine player **must** use the SP he raises to bring the Praesental armies up as far towards 10 SP as possible before placing any raised SP elsewhere.

In the Byzantine army phase, after rolling for additional troops, the Byzantine player

may then raise one army, if available, with an additional 10 SP. This new army may not make use of the troops raised previously by die roll (but may later receive more SP when raised during activation or a subsequent turn's army phase.

During each activation segment, the Byzantine player, if he chooses to raise troops, may roll once.

**5.27 Byzantine Force Limits.** The maximum number of SP (field plus frontier) that the Byzantine player may have in play at any moment is 150. There is no limit to the number of fleets. Each Byzantine army may have no more than 35 SP.

*Design Note: Efforts to raise troops in this era ran the gamut of success. The total income possible from the map is only 2/3 of the maximum SP allowance.*

**5.28 Building Fleets.** It costs the Byzantine player 3G to build a new fleet. It costs 1G to maintain each fleet in subsequent income phases. Newly built fleets may be placed in any Byzantine-controlled coastal City Province.

#### **Example of Byzantine Expenditures:**

*After collecting his provincial income, the Byzantine player starts the turn with 77 field SP in five armies, 39 SP of frontier SP, five fleets and 82G in his treasury. He maintains four of his armies, with a total of 65 SP, by expending 65G. He maintains four of his fleets by expending 4G. He maintains 5 provinces of Frontier Garrisons, totaling 18 SP, for 7G. The fifth army, the fifth fleet, and the 18 remaining frontier SP garrisons receive Not Paid markers.*

*The Byzantine then decides to raise new troops. He rolls a 6 and 3 SP with the Army of Illyricum, 2 SP with the Army of the East, and 1 SP as frontier troops in Byzantine-controlled Dacia Ripensis. He also raises a new (sixth) fleet, paying 3G and placing it in Europa. He has 16G remaining in his treasury (remember, he'll need G to activate armies, build forts, bribe, etc.)*

**5.29 Building Forts.** Forts are built (for a cost of 2G) as part of an activation segment (not in the income/army phases); see 4.42 Forts.

## **5.3 Diplomacy and Bribery**

When the Barbarian player must roll to check for allegiance (4.3), the Byzantine may spend G to influence the roll. For every 3G he spends, adds one to the roll. The maximum amount that may be spent on any one bribe is 9G.

## **5.4 Treasuries**



The Ostrogoths and the Vandals both had sizeable treasuries, the capture of which proved quite a boon to Justinian's plans.

**5.41** The Ostrogoths/Vandals may move their treasuries as part of land movement, but treasuries may not be moved by naval transport. There is no extra cost to move treasuries.

**5.42** If the Byzantines defeat a Vandal/Ostrogoth army with a treasury, or enter a province with the treasury unprotected, they capture that treasury (remove the marker from the game). When that happens, the Byzantine player chooses one of the following options:

- Roll the die ten times to determine the amount Gold that is added immediately to the Byzantine treasury track (1G x number rolled for each die).
- Roll the die once, treating 0 as a 1, and multiply by ten.

**5.43** The Byzantine treasury (with all that G listed on the treasury track) is located in Constantinople (Europa). The Byzantine treasury may never move. If a Barbarian army captures that province, all Byzantine Gold is lost (return the treasury track markers to zero). The Byzantine player can collect only half the income (rounded down) from his provinces while he does not control Europa.





## 6.0 LEADERS AND ARMIES

### 6.1 Magisteres Militum

Byzantine field commanders were given the title of *Magister Militum*, which we, in our constant drive to abbreviate anything and everything, have shortened to MagMil. MagMils are used only to lead field armies. They may never affect or lead frontier troops. Field armies may not move without a MagMil.

**6.11** Beginning with the second turn, in every Byzantine army phase's leader segment, the Byzantine player may:

- Draw a MagMil from the pool for each new army created.
- Replace any MagMils on the map who lost a battle in the previous turn.
- If no MagMil has lost a battle, replace any **one** on-map MagMil, if the Byzantine player so desires.

A removed MagMil is returned to the Byzantine Leader cup after a replacement has been drawn.

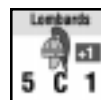
**6.12** Byzantine MagMils have three ratings:

- **Movement:** A letter used to determine his army's movement allowance for that activation (see 7.1).
- **Control:** A number used to determine results of Retreats Before Combat, Interception attempts, and, for the Byzantine, whether Looting occurs after a battle.
- **Battle:** A die roll modifier used when that army engages in battle.

**6.13** MagMils usually move with their army. However, they may also move alone. This is considered an activation, but there is no cost in Gold to do so. A solitary leader may be moved to any province on the map to which the Byzantine player can trace a path of provinces with no enemy armies (and/or sea areas with no enemy fleets).

### 6.2 Byzantine Field Armies

**6.21** The Byzantine land forces in a province are of two types (field and frontier). Field troops are always part of an army. Armies may move, fight, stay in place or disband. The number of SP in an army is recorded on the Army SP/Treasury Track. Frontier troops are all the non-field troops in a province. Frontier troops are represented by Byzantine SP counters.



**6.22 Size.** Each Byzantine army may have no more than 35 SP at any one time. In addition, the Byzantine player is limited to nine armies in play at any one time (and further limited by the force-wide limit, see 5.27). Only armies may be activated. The strength of an army is marked with markers on the Army SP Track. Two Byzantine armies may combine under one leader (see 6.26) and, thus, exceed the 35 SP limit, as long as each army's SP are 35 or less.

**6.23 Arrival Location.** The Byzantine player may raise one new army per turn. This includes returning an army he has disbanded (see 6.25). A new army (or a returning, previously-disbanded one) starts with 10 SP. A newly raised army, and its assignment of field SP, must be placed in Europa or in a Byzantine-controlled province, as follows:

Army of Armenia: Any of the four Armenia provinces  
 Army of Italy: Any Italy City Province, or Dalmatia  
 Army of Africa: Any African or Egyptian province  
 Army of Spain: Any African province.

Any other reappearing army may start in Europa.

**6.24 Move Limits.** Each Army is restricted as to where it may voluntarily move, as follows:

Praesental Armies: No further than four movement points (MP) from Europa/Constantinople.  
 Army of Illyricum: Must end activation in either Italy or Illyricum

Army of Thrace: Must end activation in any province within 2 MP of Thracia.

Army of the East: Must end activation in any province in the Asian portion of the East.

Army of Armenia: Must end activation in any province within one MP of any Armenian province, or in any province which Persia or the Arabs may enter from their boxes.

Army of Italy: Must end activation in any Italian province, or any Illyricum coastal province within 2 MP of Dalmatia.

Army of Africa: Must end activation in any province in Africa, any Egyptian province, or Sicilia.

Army of Spain: Must end activation in any province in Africa.

*Play Note: That means, for example, that if there's trouble in Egypt, the Byzantine player cannot send the Army of Armenia down there. He has to send the Army of the East or the Army of Africa.*

**6.25 Disbanding.** As an activation, the Byzantine player may disband the army that he activates, leaving the SP on the map as frontier troops in place in that province. Set aside the army counter, which is available to be raised again. The army's MagMil is returned to the pool.

**Exception:** Praesental armies can not be disbanded

**6.26 Stacking.** When two or more friendly armies are in the same province, they are kept separate at first—and 8.16 applies. When two, or more, armies **start** in the same province, the player may, at a cost of 1 MP, either:

- Activate one of the armies, then combine them to move/fight together, under the leadership of the MagMil of the activated army. Armies that have combined, must stack together, and are considered as one for attack and defense. Or,
- Re-distribute the SP among the two armies and then activate only one of them to act alone. **Exception:** Praesental armies may not redistribute their SP to other armies.

*Example: Both the Army of Armenia and the Army of the East are together in Armenia III. The Byzantine activates the Army of Armenia, led by Belisarius. He may now combine the two armies, paying 1 MP to do so, with Belisarius leading. Any troops left behind, without an army counter, become frontier garrisons*

*Play Note: Remember the 35 SP maximum per army ... which is based on the political realities of the day and Justinian's fear of a coup.*

### 6.3 Byzantine Frontier Garrisons

**6.31** SP not in an army are frontier troops, acting as militia and garrisons. Once a Byzantine SP is designated as a frontier SP, it remains in that status. It can never be used as a field SP.

**6.32** Frontier SP have the following characteristics different from field SP:

- Their maintenance cost is lower (see 5.22).
- They may never move (or advance), even if in the same province as a field army.
- They may not attack, but they will defend. They may not use Retreat Before Combat. If they are on the losing side of a battle, then all frontier SP in the province are eliminated. If they win, they do not check for Disorganization.
- No MagMil may affect their performance.

**6.33** A moving army (other than the Praesentals) may drop off SP by paying 1 MP to drop off as any of its SP. Such SP instantly become frontier SP.

### 6.4 Barbarian Leaders

**6.41** Most Barbarians treat their army counter as a leader. Those “unnamed” leaders have ratings for movement, control and battle (like MagMils, see 6.12). However, the Persian, Ostrogoth and Vandal armies have actual leaders named on their army counters.

*Play Note: In essence, all Persian, Ostrogoth and Vandal leaders function as “armies,” too, and all the rest of the Barbarian army markers function as Leaders.*

**6.42** The Leaders for the Persians, Ostrogoths and Vandals are usable as follows:

**Persians:** King **Chosroes** (or *Khusrau*, or one of a dozen different spellings of this name) and **Perzoes** are available for the entire game.

**Vandals:** The Vandals start with **Hilderic**, the Vandal King. At the beginning of the 532 turn, he is replaced by **Gelimer** (*who overthrew Hilderic, that action providing Justinian with a reason to invade Africa*). In addition, the Vandals get a second leader, **Tzazon**. Tzazon's army starts in Sardinia, with at least 5 SP—taken from Vandal forces anywhere.

**Ostrogoths:** The Ostrogoths are led initially by **Athalaric**. He is replaced, as follows, at the start of the 536 turn by **Witigis**, who then is replaced at the start of the 540 turn by **Totila**. In addition, the Ostrogoths also get a second commander (**Teias**) on the 540 turn.

*Historical Note: The post-Theodoric Ostrogoths were cursed with a series of monumentally inept military leaders, until Totila gained the throne in 541. Totila, an able military man, succeeded in driving the Byzantines back out of Italy (Justinian having withdrawn Belisarius for fear that the latter was building a power base), only to have them return, led by Narses. Unfortunately for the Ostrogoths, Totila was killed in his first major battle (Taginae, or Busta Gallorum); see the CATAPHRACT battle game. Athalaric represents, in addition to himself, the brief reign of Theodehad (c. 534). The brief reigns of Amalasuintha (a woman), Hildibidus and Elraric are represented by Witigis.*

## 6.5 Barbarian Troops

**6.51** All Barbarian SP are treated as field SP—there are no Barbarian frontier troops. Detached SP are still treated as field SP. Only those SP with a leader may be activated/moved.

**6.52** Vandal/Ostrogoth SP are those either with a leader or in a province with a Vandal/Ostrogoth control marker. If all Vandal or Ostrogoth on-map SP are eliminated, that Barbarian country may not be revived. It may have no more activations or SP raisings, and unplayed leaders on the turn track never arrive. Its control markers remain on the board until removed by Byzantine actions.

**6.53 Detachment.** It costs 1 MP for the active army to detach any number of SP. Barbarian armies cannot detach SP if they are Defeated and/or Disorganized. Unlike Byzantine frontier troops, detached Barbarian SP are not all eliminated if they lose a battle (losing survivors must retreat).

Ostrogoth, Vandal, and Persian leaders may detach SP into any province. If Ostrogoth or Vandal leader detaches all his troops, he stays on the map and moves “troopless” until he picks up some more.

Barbarian minor power armies (everyone else) may only detach SP into provinces with a major power's leader. Place an appropriate “Allies” marker on top of the SP to be detached and place them with the major power's leader. These SP are treated as any other SP of that leader except that they are subject to removal (see 4.6) and if they themselves are later detached, they must be detached as a single group.

The Barbarian play may detach all the SP in the active army if he wishes. Follow the above procedure, and, if they have no SP, return minor power armies and Persian leaders to their respective boxes.

**6.54 Attachment.** Detached Barbarian SP, may be “picked up” by an active Barbarian allied army at a 1 MP cost.

## 7.0 MOVEMENT

Only armies and fleets may move; frontier troops and detached Barbarian troops may not.

### 7.1 Land Movement

**7.11** To move an army by land, the player rolls the die, cross-referencing that roll with the army/leader's movement rating. The result is the number of movement points (MP) that army has for that activation.

*Example: Belisarius has an "A" movement rating. The Byzantine player rolls a 6, so Belisarius' army has 7 MP available for that activation.*

**7.12** Each province costs 1 MP to enter. (Terrain is not a factor in this game.) In addition to that basic cost, additional MP may be expended as follows:

- 1 MP To enter a province
- +1 MP For a Disorganized Army to enter a province
- +1 MP For a Defeated Army to enter a province
- +1 MP To cross a strait (e.g., from Bythnia to Europa)
- 1 MP To detach any number of SP
- 1 MP For Barbarian armies to pick up detached SP
- 1 MP To combine armies
- 1 MP For the Byzantines to remove an enemy control marker
- 1 MP For the Barbarians to place one of their control markers
- 1 MP To attack
- +1 MP To leave an enemy-occupied (SP present) province without attacking
- 2 MP Remove Disorganized status, or change Defeated to Disorganized
- 4 MP Remove Defeated status

**7.13** Armies move from one province into an adjacent province (see 6.24 limitations on specific Byzantine armies). They may cross only if there is border border—they may not cross diagonally at a meeting of four corners.

*Example: An army in Macedonia may move directly into Dardania or Epirus Nova. It may not move directly into Praevalitania.*

**7.14** Armies may not move across water, without fleets, except by straits.

**7.15** The province of Septem may be entered only by crossing the strait between Hispania and Africa, or by naval movement. *The Moors were far too active in the area between Mauretania and Septem.*

**7.16 Box Attacks.** Byzantine armies may not enter Barbarian boxes. Barbarian armies in a box (whether allied to the Barbarians or the Byzantines) may enter—and then **must attack**—adjacent boxes that are connected by arrows (e.g., the Alamanni and Lombards). Such a box attack consumes all of an army's MP. If a tribe moves into a box where the army hasn't been assigned SP yet, roll immediately to do so (4.24). Allegiance of is automatically allied to the non-moving player. Conduct the battle (see 8.13).

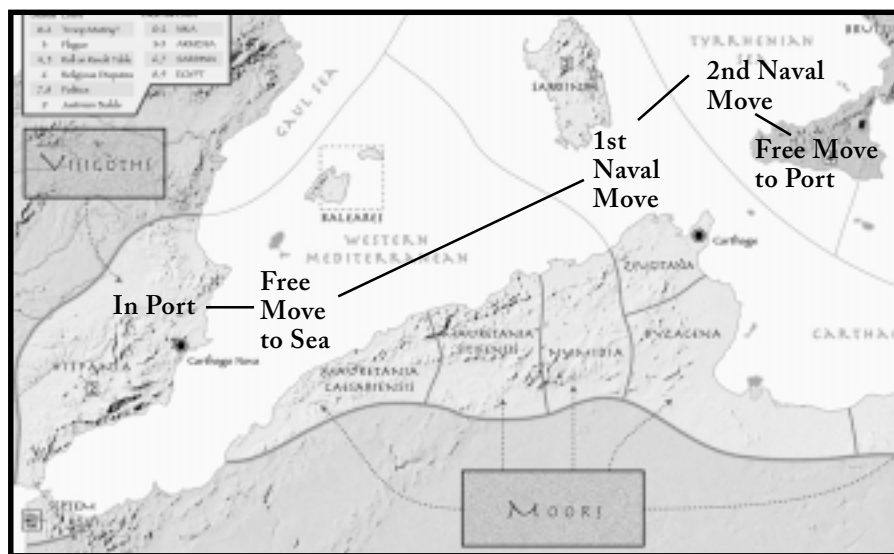
- The army does not have enough MP to move further.
- The army is loses a battle (see 8.21).

**7.18** Combined armies continue to conduct the remainder of the activation as if they were a single army. They may move/fight together, under the leadership of the leader of the activated army. Armies that have combined must stack together and are considered as one for attack and defense.

### 7.2 Naval Movement

**7.21** Fleets may be activated and move either with an army (7.24) or by themselves. A fleet may move a maximum of two **new** sea areas per activation. If beginning in a province (in port, see 7.22), do not count the sea area adjacent to the province—entrance to that area is free. Insulae (part of the East) and Balearis (part of Africa) are individual provinces, not separate sea areas.

*Example: A fleet starting in Hispania may move to Sicily.*



**7.17** As long as an army has movement points remaining, it may keep moving. It must cease movement, and end that player's activation, if one of the following occurs:

- The player does not wish to move further.

**7.22** When finished moving, a fleet may be placed either "In Port" or "On Patrol."

**In Port** fleets are those placed in any coastal province abutting the sea area in which it has finished moving. They may not be placed in a province occupied by

an enemy fleet in port (unless it defeats the latter in battle), but they have no effect on land SP in that province, and *vice versa*. Fleets in port will defend against any direct attack, but they may not use interception.

**On Patrol** fleets are placed anywhere in the sea area, but not in a province. Fleets on patrol may not be attacked. They may attempt to intercept any enemy fleet that enters their area (see 7.34 and 8.3).

*Design Note: Obviously, galleys did not remain at sea for a year at a time. The above rule is an abstraction of reality.*

**7.23** Fleets wishing to be in port may be moved to any coastal province within reach. If they enter a sea area in which there is an enemy fleet on patrol, the latter may attempt to intercept such movement and, if successful, attack the moving fleet with his fleet.

**7.24 Transport.** A fleet may transport an army. Each fleet counter may carry up to 10 SP. To do so, the army and the fleet must start the activation in the same **city province or island**. When transporting an army, do not roll for movement. The army is carried by the fleet, using its movement system. The transporting fleet may not end its move on patrol. If they safely reach their destination province, the fleet is in port and the army debarks into the province (not necessarily an island/city province). Neither the army nor the fleet may move until its next activation.

**7.25** If the destination province contains an enemy fleet in port, the moving fleet must attack the enemy fleet and drive it off before it may land the army. Then, upon landing, the army may immediately attack any enemy in that province.

*Historical Note: Naval combat was not that prevalent. The Vandal Fleet was not around for the Byzantine destruction of their country – it was off in Sardinia – and the Ostrogoths built a large fleet, which was then promptly destroyed in the Adriatic by the vastly superior Byzantines (and see the Sena Gallica scenario in the CATAPHRACT Playbook).*

## 7.3 Interception

**7.31 Army Interception.** Whenever a moving army enters a province occupied by an enemy army, the enemy army may try to intercept it (this happens before any attack can take place). If successful, a battle occurs (see 8.14), and the non-moving army becomes the attacker. Detached SP, frontier SP, or Disorganized or Defeated armies may not attempt interception.

**7.32** To see if interception is successful, roll the die and compare it to the control rating of that army/leader. The roll is adjusted if the province contains a city or fort controlled by the intercepting army:

- -2 for a city
- -1 for a fort

If the adjusted roll is the same as, or lower than, the control rating, the interception is successful, and the intercepting player now must attack the moving army. If the adjusted roll is higher than the control rating, interception is unsuccessful, and the army that attempted intercepting is Disorganized, while the moving army may continue with the remainder of its activation.

**7.33** If there is more than one army in a province, each army may attempt interception (simultaneously). If they are both successful, they combine for the attack.

**7.34 Naval Interception.** Whenever an activated fleet enters a sea area with an enemy fleet on patrol, then the enemy fleets on patrol in that sea area may attempt one interception. Fleets in port may not attempt interception.

**7.35** To see if interception is successful, the non-activated player rolls the die:

- If the roll is a 0-4, interception (and battle) occurs, with the intercepting force the attacker.
- If the roll is a 5-9, interception fails and the moving fleet may continue moving or stay where it is.

**7.36** An intercepted fleet (other than a fleet with a retreating army) may avoid battle by retreating to the last sea area it

came from, ending its movement. A fleet so retreating may also be intercepted if the area into which it retreats contains another, enemy on patrol fleet. In port fleets moving into an adjacent sea area may not avoid battle.

## 8.0 COMBAT

### 8.1 Land Combat

**8.11** An activated army initiates a battle when it enters province occupied by an enemy army and pays 1 MP to attack. It is not required to attack, unless it is a box-to-box move (see 7.16).

**8.12** A targeted army may choose to **Retreat Before Combat**, rather than defend. Frontier or detached SP may not choose this option, and fleet retreat (8.21) is not available for this. An army may Retreat Before Combat into any province, friendly or otherwise. The decision to retreat must be made **before** the moving army pays the +1 to attack. The retreat is automatically successful. Being Disorganized or Defeated does not preclude units from doing this. When so retreating, roll one die.

- If the roll is the same as or lower than the control rating, the army retreats in good order, suffering no penalty.
- If the roll is higher than the control rating of the army/leader, it becomes Disorganized.

**8.13** If an enemy army (not frontier/detached SP) is in the province into which the Retreat Before Combat takes place, the enemy may attempt to intercept the retreating army (see 7.3).

**8.14** If a battle takes place, both the attacker and the defender each roll and checks the Battle Results Table, using the column representing the number of SP they have in that province. Each roll is adjusted by any applicable die roll modifiers listed under the Battle Results Table.

**8.15 Strength Differential.** The force with more SP in the battle gets a positive

modifier depending on how superior it is. Use the most advantageous listed herebelow (they are not cumulative with each other):

- +1 Larger army
- +2 Larger army is twice as large
- +3 Larger army is three times as large
- +4 Larger army is four times as large
- +5 Larger army is five times as large

**8.16 Multiple Enemies.** If a player enters a province containing two (or more) enemy armies and/or garrisons he may attack all enemy SP or just one army stack. When attacking all enemy SP in that province as one, any battle modifier for type of force (e.g., frontier, etc.) is determined by which army or frontier/detached force is largest. If equal, apply the worst modifier. When choosing to attack one of the armies at a time, then garrison SP may not be targetted before field army SP.

**8.17** The battle modifier benefits of forts and city provinces apply only to those defenders who control that province. A player controls the province if he met the requirements of 5.11 at the beginning of the current activation (that is, the moving force does not negate control during its own activation).

## 8.2 Combat Results

**8.21** The results on the Battle Results Table are the number of SP lost by the opposing army.

**The Loser:** An army that loses the most SP is the loser and is marked with a Defeated status marker and retreats. Losing frontier troops are all eliminated. Losing Barbarian detached SP receive no marker, but retreats. The surviving losing force must retreat into an adjacent province which is either friendly or contested (contains friendly SP). If a fleet friendly to the loser is in port in province of the battle, that fleet may be used to transport a retreating army (10 SP per fleet) to any friendly province within naval movement range (such a retreat may be intercepted). If the loser cannot retreat,

it stays in place, but the loser rolls the die and removes that number of SP from the loser.

*Example: An army loses a battle, ending up with 32 SP remaining. However, because there are no non-enemy provinces available for retreat, the player rolls the die. He gets a 4, which means he must remove 4 more SP, leaving the losing army with 28 SP.*

**In case of Ties:** If both players lose same number of SP, then the smaller army must retreat. If both armies are the same size, they both stay where they are.

**The Winner:** A winning army must roll a die and compare it to its control rating. If that roll is higher than the rating, then the army, even as it is victorious, is now Disorganized (place a status marker on it). Winning frontier troops/detached SP do not get Disorganized.

**8.22 Defeated Armies.** Troops with Defeated status incur the following penalties:

- They may not attack.
- The army pays an extra MP for each province it enters.
- When attacked, these defenders suffer a -2 modifier (which is cumulative with the -1, if also Disorganized).



If a Defeated force is defeated again, there is no change in status.

It is possible for an army to be both Defeated and Disorganized; the effects are cumulative.

**8.23 Disorganization.** This usually occurs from control die rolls for Retreats Before Combat and/or winning a battle. Frontier/detached SP never check for disorganization. A Disorganized army incurs the following penalties:

- The army pays an extra MP for each province it enters.
- It suffers a -1 modifier in combat (which is cumulative with the -2, if also Defeated and defending).



If the army in question suffers an additional Disorganized result, it

automatically loses 1 SP, but there is no other change in status.

It is possible for an army to be both Disorganized and Defeated; the effects are cumulative.

*Design Note: As with most "ancient" armies, unless a very strong helmsman was at the tiller, even winning armies tended to be somewhat useless after a battle.*

**8.24** Players may remove/reduce a Defeated or Disorganized status by paying movement points:

- **Pay 2 MP.** Either remove a "Disorganized" marker, or replace "Defeated" with a "Disorganized" marker. The latter may not be done if army is both Defeated and Disorganized. (You'd have to remove the Disorganized first)
- **Pay 4 MP.** Remove Defeated marker.

**8.25** Barbarians that start the turn in their box automatically have all such status markers removed at the Byzantine income phase of the next turn.

**8.26** Defeated and Disorganized status markers are also removed under the following conditions.

- When a Byzantine army gets a new leader, or is reinforced by at least as many SP as it has, remove both markers.
- When an army wins a battle, remove both markers before rolling for Disorganization (per 8.21).
- When one army combines with another, the status of the army with the most SP prevails and applies (use highest control rating, to break a tie, or a die roll if still tied).

**8.27 Elimination.** If a Byzantine army or a Barbarian army with a named leader is defeated in battle such that it loses all SP, then the army counter, and any leaders with that army, are eliminated and out of the game. Eliminated Barbarian armies having no named leaders are placed in their box.

*Examples: Bulgars get wiped out by a Byzantine Praesental army. Place the*

*Bulgar marker back in the Bulgar Box. On the other hand, Tzazon's Vandal army would be removed from play, if it were so eliminated.*

**Exception:** If the leader is the sole remaining Persian leader, place the leader on the turn track for the next turn. At the beginning of that turn, the Persian leader is placed in the Persia box and can be activated normally. If this happens, the Persians can not be activated until that leader is available. If the Persians are rolled during Random activation, re-roll.

*Design Note: The loss of the last major power leader would start a scramble for the throne. For the fragile Ostrogoths and Vandals this will probably mean the end of empire as happened historically. The more resilient Persians will be back in force after a few years of sorting out their internal affairs.*

**8.28 Looting.** When a Not Paid Byzantine army engages in a battle and wins, it must check to see, at the conclusion of the battle, if there has been any looting. Fleets and frontier troops do not loot. To check for looting, roll one die and compare it to the control rating of the MagMil for that army. The roll is adjusted by +3 if the army is Disorganized. The winning army undertakes his Disorganization roll before he checks for Looting. If the adjusted looting roll is higher than the control rating, remove a number of SP equal to that difference—representing troops that have answered the “Booty Call,” looted and gone home. Remove the Not Paid marker. If the adjusted looting roll was too low, nothing has happened.

*Historical Note: Most of the Byzantine Army was mercenary and, that, combined, with the usual brand of penury emanating from Constantinople together with some rather ineffective magisteres militum, produced a lot of looting.*

*Example: A Disorganized army, led by John Trolita (control rating of 5) has not been paid in years. They defeat an Ostrogothic army invading Illyricum, but, in rolling for Winner Disorganization become Disorganized*

*again. The Byzantine player then checks for looting. He rolls a 6, adjusted by the Disorganization status to 9, which is 4 higher than John's control rating. Remove 4 SP and the Not Paid marker.*

### Example of a Battle

*The combined Byzantine armies of Illyricum and Italy (total 55 SP), led by Belisarius, attacks a Witigis-led Ostrogoth Army of 37 SP in Flaminia, a city province (Ravenna) controlled by the Ostrogoths. Neither army is Disorganized or Defeated. The Ostrogoths have a -1 DRM when defending. The following DRM are applied to the Byzantine player's die roll: -2 because the Goths are in a city province they control, +2 for Belisarius' battle rating, +1 for strength differential, for a cumulative modifier for the Byzantines of +1. The Byzantine rolls a 6, which becomes a 7, causing the Ostrogoths to lose 9 SP. The Ostrogoths also roll a 6, which becomes a 5, causing the Byzantines to lose 5 SP.*

*The Ostrogoths have lost, are marked with a Defeated counter, and retreat into Picenum. (Combat retreats do not require rolls for Disorganization.) The Byzantines roll for Disorganization, pass, and have 1 MP left for this activation. They may move into Picenum, but can not attack that Ostrogoth force again, as it would cost 1 extra MP to do so.*

## 8.3 Naval Combat

**8.31** Naval combat - between fleets - occurs when one of two things happens:

- A moving fleet attempts to land (be in port) in a city province occupied by an enemy fleet in port. This usually occurs when trying to debark troops, but a moving fleet may specifically initiate combat by entering that province.
- A fleet on patrol successfully intercepts (see 7.34)

**8.32** Leaders have no effect on naval combat. To resolve a naval battle each

player rolls one die. Each then halves that die roll, rounding up, with a minimum of 1 (e.g., a roll of 5 produces a 3; a roll of 0 produces a 1). This result is then adjusted as follows.

- **Comparative fleet strength.** The player with more fleets adds the difference to his die roll.
- **Naval Capability:**

+1	Byzantines
0	The Vandals
-1	Ostrogoths

The higher adjusted roll wins; ties are draws. Losses to fleets are as follows:

- **Winner Losses.** Winner rolls the die. If it is 0-4, he suffers no losses. If it is a 5-9 he loses 1 fleet counter, but only if he has more than 1 fleet counter.
- **Loser Losses.** Loser eliminates one fleet counter more than the winner and must retreat (see 8.33).
- **Draw.** Both sides lose 1 fleet counter, even if that means eliminating all fleets. The attacker must retreat (see 8.33).

**8.33** Survivors of a losing fleet must retreat. They may retreat to any (non-enemy held) coastal province adjacent to the sea area of the battle. If battle was with a fleet in port, the losing fleet retreats out to the adjacent sea and then to any (non-enemy held) coastal province adjacent to that sea. In either case, if that sea area contains an enemy fleet on patrol, the latter may attempt to intercept.

**8.34** If a fleet is transporting an army, and the fleet suffers losses, eliminate enough SP from the army so that the fleets can carry all SP. Army counters and leaders are lost only if the entire fleet is eliminated (see 8.27 for effects of elimination).

*Example. An army of 17 SP is being transported by 2 fleets. The force engages in naval combat and loses 1 fleet ... and, to satisfy transport limits, 7 SP must also die.*

**8.35** If the moving fleet wins the combat with the intercepting fleet, it may continue to move, if it has sea area MP remaining.

## 9.0 RANDOM EVENTS

Any time, when a player is rolling to see which Barbarian tribe is activated (4.22), a random event has occurred), **if the sum of the two die rolls is 10 or more**. When that happens, that player rolls one die and consults the Random Events Table to see what has occurred.

*Example: An activation die roll of a 6 and a 7 (sum of 13) would produce an immediate random event. A roll of 5 yields a Possible Revolt (which requires another roll to determine where). After the event is resolved, the Barbarian player would then activate the Gepids (64–67).*

The possible events, which are applied immediately, are:

**Troop Mutiny?** Not Paid, Byzantine frontier troops and/or fleets may have mutinied (see 5.25).

**Plague.** The first time this event occurs, the following happens:

- Eliminate one-half of all SP in city provinces, rounding up (which means that a 1 SP frontier/detached force is eliminated).
- All SP in non-city are reduced by one-third, this time rounding down.
- During next turn's income phase, the Byzantine receives half the usual total, rounding down.

If this event happens a second time, and the turn is 548 or earlier, treat it as No Event and return to the activation process. If a second plague happens in 552 or later, the game is finished (see 10.21 to see if the Byzantine has fulfilled his victory conditions at that moment).

*Historical Note: In 541, The Plague (probably that deadly combination of bubonic and pneumonic) hit the Mediterranean, causing incredible loss of life. Justinian, himself, caught it, but, amazingly recovered. It returned, like an aftershock, in 558, at which point Justinian gave up the ghost and shut down operations. (Mathematically, every second game will get a second Plague.)*



**Revolt: Sardinia.** Whoever controls the island (if it doesn't have a Barbarian control marker, it is Byzantine controlled for the purpose of this event) **must immediately move 1 fleet and 5 SP of field troops** to Sardinia (if such force is not already present there). If they so choose, a leader may accompany them. If the controlling player doesn't have the 5 SP, he moves as many as he has. They then fight to stop the revolt. Roll the die, halving the result, rounding down. That is the number of SP lost while quelling the revolt. The fleet is unaffected. If the player has no fleets, or if all his SPs are eliminated attempting to stop the revolt, place an In Revolt marker in the province, removing the Barbarian control marker, if present. This indicates that no one controls that province. In Revolt markers may be removed as if they were normal control markers.

**Revolt: Armenia.** Remove any frontier/detached SP, and any control markers, from each of the four Armenian provinces and place an In Revolt marker in each. This indicates that no one controls that province. In Revolt markers may be removed as if they were normal control markers. Armenian provinces with armies are not affected by the revolt.

**Revolt: Egypt.** This applies to the Augustamnica I and II, Aegyptus I and II, Thebais I and II, and Arcadia. Any of those provinces without an army or frontier garrison, are in revolt. Place an In Revolt marker to so indicate. Egyptian provinces in revolt may not be used for income purposes by the Byzantine. Revolt markers may be removed as if they were normal control markers.

**Revolt: Nika.** A political upheaval in Constantinople requires Justinian to immediately move an army of at least 10 SP to Constantinople as the next Byzantine activation. The army is simply placed in Constantinople (regardless of distance). If Europa/Constantinople has at least 15 SP, treat this as No Event and return to the activation process. *The Greens and the Blues are unhappy about the fixing of chariot races at the Hippodrome.*

**Religious Disputes.** When this event occurs, the Byzantine player loses his next Activation opportunity; treat it as a Pass.

*Historical Note: One of the major debates of the era—often highlighted by rather surly and acrimonious discussion—was in what direction Christianity would go. They distracted Justinian's attentions from all other projects, especially as his wife, the incomparably infamous and round-heeled ex-dancing girl, the Empress Theodora, always disagreed with him. Then again, everyone seemed to have his/her own opinion.*

**Politics.** When this Event occurs, the Byzantine player rolls the die for each MagMil he has on the map, to which he adds the MagMil's control rating. The MagMil with the highest adjusted roll (if ties, roll again for the tied leaders) is removed from command and immediately replaced by a randomly selected new MagMil for that army. After the new MagMil is selected, the removed leader is placed back into the cup. *Justinian was much afraid of an attempt on his life, and thus his throne. He, therefore, distrusted any Magister Militum with an army; and he distrusted the able generals even more than the flunkies.*

**Justinian Builds Lots of Stuff.** When this event occurs, remove 10G from the Byzantine treasury. If there isn't enough, remove the rest in the next turn's income phase. *In addition to his desire to reclaim all of the Roman Empire, Justinian had a penchant for constructing great works, mostly buildings, which were mostly churches.*

## 10.0 WINNING THE GAME

### 10.1 Ending the Game

The game ends in one of three ways:

- At the end of any turn, if the Byzantine player controls all the Prefectures (see 10.21)
- If the second Plague event occurs on 552 or later (see 9.0).
- If ten turns have been completed.

## 10.2 Who Wins?

Winning the game is a contest between the players and history. The Byzantine player is trying to see if he can equal Justinian's reconquest, while his opponent is there to see that he doesn't.

**10.21 The Byzantine player wins** the game if, at the end of any turn (including one ended by the second Plague), he controls all five Prefectures and there is no Barbarian army in Lazica.

To control a Prefecture, the Byzantines must control (not just contest):

- All city provinces in that Prefecture.
- All provinces with an income rating of 2 or higher.
- At least two-thirds (rounded up) of all the provinces in that Prefecture.

Two-thirds control is:

Africa:	8
Italy:	8
Illyricum:	8
Egypt:	6
The East:	30

*Example: To control Africa, the Byzantine must control Zeugitana, Sardinia and Hispania and five of the remaining eight African provinces.*

**10.22 The Barbarian player wins**, if, by game's end, the Byzantine player has not satisfied 10.21.

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### Byzantine Army Placement and Movement Restrictions

Army	Placement *	Movement
	<b>At Start:</b>	
Praesental I & II	One each in Europa, or any province in Asia (across the Hellespont) that is within 3 MP of Constantinople	End activation in any province within 4 MP of Europa/Constantinople
The East	In any province that the Persians may enter from their Box.	End activation in any province in The East that is in Asia.
Thrace	Anywhere in the European portion of the East (Scythia, Moesia II, Thracia, Haemimontus, Rhodope and Europa)	End activation in any province within 2 MP of Thracia
Illyricum	In Dalmatia	End activation in Illyricum or Italy
	<b>Place in Byzantine Army Phase:</b>	
Armenia	In any of the four Armenia provinces	End activation in any province within 1 MP of any Armenian province, or in any province which Persia or the Arabs may enter from their Boxes
Italy	In any Italy City Province, or Dalmatia	End activation in any Italian province, or any Illyricum coastal province within 2 MP of Dalmatia
Africa	In any African or Egyptian province	End activation in Sicilia or any province in Africa or Egypt
Spain	In any African province <small>*A newly-raised army may be placed in Europa</small>	End activation in any province in Africa.

### Army Size Limitation

Byzantines*	150 SP
<small>*No more than 35 SP/army</small>	
Vandals	50 SP
Persians	80 SP
Ostrogoths	75 SP

### Army Control Checks

Action	DRM	Effect of Failed Check
Retreat Before Combat		Army Disorganized
Winning Combat		Army Disorganized
Looting	+3, if Disorg.	Remove Not Paid and SP = DR - Control Rating