



FALL OF THE EMPIRE

Rome: Fall of the Empire

Designed By: Jonathan Galvez

Published by: Historical Board Gaming

Players: 3-6 Time: 1:30 hrs.

Overview

Reenact the fall of the Roman Empire in this grand campaign map. Hold the line as the Eastern or Western Roman Empire, supplant the empire with your kingdom as the tribal factions of the Sassanids, Franks and Goths, or trample all before you as the Huns. Each faction has unique victory conditions and ways to play. With numerous paths to victory, including variants, the game offers much replay-ability.

Victory Conditions

1. Western Roman Empire: Control 1 of each tribal nations starting territory (Blue, Green, Yellow)
2. Eastern Roman Empire: Control 1 of each tribal nations starting territory (Blue, Green, Yellow)
3. Franks: Hold the 5 French provinces, marked with a blue star
(Lugdonesis, Auqitania, Belgica, Germania, S. Cottinae)
4. Goths: Hold the 5 Balkan provinces, marked with a green star
(Thracia, Moesia, Macedonia, Achaea, Dalmatia)
5. Sassanids: Hold the 5 Anatolian provinces, marked with a yellow star
(Asiana, Pontus, Galatia, Lycia, Cappadocia)
6. Huns: Hold 2 of each Roman faction provinces, 4 total.
(Any 2 red and 2 purple provinces)

Teams

1. The two Roman factions (red and purple) are on the same team and win if both factions collectively have their victory conditions met. Only 3 provinces are needed between the two players, but this is easier said than done!
2. The tribes (Franks, Goths, Sassanids) are nominally on the same team, but individual players may win by completing their victory conditions individually.
3. The Huns are alone and seek to dominate Rome and the tribes on their own.
 - In a 2-player game, the Huns are controlled by the tribal player but movement into tribal occupied territory still results in combat.
 - The Romans are the only faction that wins/loses together. If the Sassanids are wiped out, but the Franks conquer France, the tribal players still win collectively.

Starting IPC and Turn Order

| | |
|--|----|
| 1 st Western Roman Empire (WRE) | 30 |
| 2 nd Eastern Roman Empire (ERE) | 30 |
| 3 rd Franks | 8 |
| 4 th Goths | 8 |
| 5 th Sassanids | 10 |
| 6 th Huns | 5 |

- Keep track of IPC value on the track at the bottom of the board. This track should be updated as territories are conquered/lost to always stay accurate.
- All players receive IPC total at start of the game to be used during the first round.
- If 2 tribal players meet win conditions, the ultimate winner is the player with more IPC.

Round

1. Combat Move Move units to a Province resulting in combat.
2. Conduct Combat Roll dice, scoring hits toward opponent on combat value or less.
3. Non-Combat Move Move units to Provinces not resulting in combat.
4. Purchase/Place New Units Place new units into any currently controlled province.
5. Collect Income Collect IPC value of all currently held territories.

Detailed Round

1. Combat Move: Move Units up to their movement value into territory holding enemy units.
2. Combat: Roll 1 die for each unit present, attacker, and defender. "Hits" are scored on enemy units for every roll of that units combat value or less. Ex: If a single infantry is attacking, 1 die is rolled and will kill an enemy unit on a roll of 1. After all dice have been rolled, remove hit units, and repeat until either the attack retreats back to a friendly territory or a side is destroyed.
3. Non-Combat Move: All units not moved in a combat move can then be moved up to their movement value into friendly territory.
4. Purchase/Place: Players spend the amount of IPC in their hand to purchase new units up to that IPC value. These units can then be placed on any currently controlled territory that has been held for at least 1 full round or started the game with in the first round.
5. Collect Income: Count the IPC value of all your currently controlled territory. Add this value of IPC to your hand, along with any IPC that may have been left over from the previous phase.

Neutral Regions

- Combat with neutral regions (regions not colored in) is treated as combat with Infantry up to the IPC value of the region being attacked (fighting in Arabia involves fighting 1 neutral infantry)
- Any other player may roll for the neutral region in defense.
- Neutral region armies are automatically replenished if combat fails.

| Units | Cost | Movement | Combat Attack | Combat Defense | Special |
|-----------|------|----------|---------------|----------------|------------------------------|
| Infantry | 3 | 1 | 1 | 2 | 2 attack with General |
| Cavalry | 5 | 2 | 2 | 2 | 2 combat moves |
| Artillery | 7 | 1 | 3 | 3 | +1 die reroll during combat |
| Galley | 10 | 2 | 2 | 2 | 1 shore bombardment die roll |
| General | 8 | 2 | 2 | 2 | Increase infantry attack |

| Army Setup | | | | | |
|-----------------------|-------------------------|---------------------|------------------|------------------|----------------------|
| WRE | ERE | Franks | Goths | Sassanids | Huns |
| Carthaginiensis 1 Inf | Thracia 4 Inf | Alemanni 4 Inf | Dacia 6 Inf | Armenia 6 Cav | Hun 2 Cav |
| Africa 1 Inf | Moesia 2 Inf | Chattii 2 Inf | lazyges 2 Inf | Assyria 6 Inf | Alanni 20 Cav, 4 Inf |
| Tripolitania 1 Cav | Macedonia 2 Cav | Franki 6 Inf, 2 Cav | Sarmatia 6 Cav | Atropatene 3 Inf | |
| Italia 6 Inf | Cappadocia 4 Inf, 1 Art | Saxones 6 Inf | Marcomanni 3 Inf | Babylonia 3 Inf | |
| Lugdunensis 2 Cav | Syria 2 Inf, 1 Cav | Sea 3 1 Galley | | | |
| Dalmatia 1 Inf, 1 Art | Aegyptus 4 Inf | | | | |
| Raetia 1 Inf | Sea 11- 1 Galley | | | | |
| Norica 1 Inf | | | | | |
| Pannonia 1 Inf | | | | | |
| Germania S. 1 Inf | | | | | |
| Belgica 1 Inf | | | | | |

| | | | | | |
|-----------------------|--------------|-------------|-------------|--------------|-------------|
| Britannia S. 1 Inf | | | | | |
| Sea 5 -1 Galley | | | | | |
| Sea 8 -1 Galley | | | | | |
| IPC Total 30 | IPC Total 30 | IPC Total 8 | IPC Total 8 | IPC Total 10 | IPC Total 5 |

FAQ

- Galleys act as transports and can always carry two units.
- Galleys may load and unload 2 units per turn within its movement range.
- Cavalry can move 2 spaces and conduct combat twice per turn with optional abilities.
- Use faction markers to keep track of conquered territories and IPC totals on the board.
- Artillery allows the rerolling of any 1 failed die per artillery for the combat round
- Galleys conduct bombardment only on the 1st round of combat in any territory they are adjacent to. Remove casualties immediately then proceed with combat as normal.
- If playing with the General variant, all nations receive 1 general to place anywhere during setup.
- Generals increase the attack value of all accompanying infantry by 1 for an attack of +2.
- Players may choose to play with or without the special abilities listed on the chart.

Faction Overview

WRE: The Western Roman Empire is the powerhouse of Europe militarily but is weak economically. With an overwhelmed ally in the east and a long front line to defend, the WRE will need to think wisely on when and where to concentrate its strong military. Hold the line and push the barbarians back.

ERE: The Eastern Roman Empire is in a precarious condition. Though it has a strong economy, it is surrounded by strong enemies to contend with. Use this strong economy to reinforce the front line, fight back where possible, and ensure you hold on to the most productive territories.

Franks: The Franks represent a coalition of tribes arrayed against the Western Roman Empire. These tribes represent the Franks primarily, the usurpers of Gaul, later France. These tribes are primarily after new ground to settle. It is a race to take as much Roman territory before the Huns arrive and pressure you further in the east.

Goths: The Goths represent a coalition of tribes arrayed against the Eastern Roman Empire. These tribes represent the Goths primarily, the strong nation who held back the Huns and settled the Balkan region. These tribes are on a race to take the Balkans before the Huns arrive. Bordering the rich provinces of Greece, the Goths are in a great position to expand and should look for Constantinople to become the new jewel of a Balkan empire.

Sassanid Empire: The Sassanid Empire is the spiritual successor of the Parthian and Persian empires of old. Formerly tribal warriors from the steppes of Asia, the Sassanids are seeking to reestablish their hold over the western world. This leads them to seek control of the rich region of Anatolia from the Western Roman Empire. If done quickly before the Romans can build up, and before the Huns arrive from the north, the Empire may have an easy time establishing control over the region. But be warned, it is also the easiest faction to be surrounded, as the rich Sassanid regions are easy pickings for the Huns.

Huns: The Huns are the large nomad faction of the north. Under their leader, Attila, they are prepared to storm west and establish a new northern empire. Your goal is to humble the Romans. By needing 2 territories from each empire, the Huns seek to establish dominance over their rivals, the Romans. It may be necessary to crush any tribes in your path to victory. Starting weak economically, it is important to expand quickly and ruthlessly. No nation is a friend, and all are weak prey in your drive to conquer all.