

Rome: Fall of the Empire Component list

Most, if not all the components will be available through HistoricalBoardGaming.com (HBG). Any, and all future updates to this project will be made available through them.

1 Game Map

6-D6 Dice

60 Faction Rondels: 10 each faction

180 Roman Empire minis (variable): (2 Generals, 12 Infantry, 8 Cavalry, 5 Artillery, 3 Galleys per faction)

unit chips (55 Grey, 15 Green, 10 Red): Grey Chip = 1 unit, Green Chip = 3 units, Red = 5 units. These are used to save space on the board.

Component (HBG Part Number):

Western Roman Empire Roundel (HBG-RDL-0603)

Eastern Roman Empire Roundel (HBG-RDL-0241)

Franks Roundel (HBG-RDL-0622)

Goths Roundel (HBG-RDL-0604)

Sassanids Roundel (HBG-RDL-0609)

Huns Roundel (HBG-RDL-0607)

Catapults (HBG-3DP-0160)

Follow the below link for a list of all Roman Era units that can be used in this game

https://www.historicalboardgaming.com/Roman-Empire_c_3313.html

