



English Rules

GERMANIA

Note: these are the original rules as written. In the Italian translation something was clarified. Charts were not translated but I think it's not a big trouble.

The Rules

"Germania" is a solo wargame about the Roman Conquest of Germany at the end of the 1st Century BC. The Player represents the governor with two objectives. The first is the public one of conquering Germany as far as the Weser and establishing a new Imperial Frontier. The second of increasing his personal fortune. The activities of the German Tribes are determined by a set of rules.

The Map

The map depicts that part of Northern Germany lying between the Lower Rhine and the Weser. It displays Tribal Areas, major Rivers and graphics to depict the status of the tribes. Charts and tracks have been printed onto the map to make it possible to play without constant referral to these pages. Each Tribe has three basic characteristics which are printed on the map and do not change

- Name. e.g. Chatti, Usipeces or Ampsivarii,
 - Strength. Strong, Medium or Weak,
 - Wealth. 60, 40 or 20 (measured in Talents income per year).
- In addition there are four Boxes to display:
- Tribal Relationship, Aggressive or Peaceful. This is a Box printed on each Tribal boundary marked to show the tribe's relations with its neighbour.
 - Status (vis-a-vis Rome), marked R, A, P, N, H and O, standing for Roman, Roman Allied, Pro-Roman, Neutral, Hostile and Open War.
 - Trade Status: the Box is ticked to show whether the Tribe has accepted a Trade Franchise from the Romans.
 - Colonisation Status. marked B, F, R, T and standing for Barbarian, Forts, Roads and Towns.

Victory Conditions

The Aim of the Player is to have built a Strategic Frontier along the Weser by the end of his 5-year tour of duty. This is defined as persuading each tribe on the map at least to accept a Roman presence in its area and preferably to permit the construction of a military and civilian administration.

It is acknowledged that this would be a stupendous achievement within the time given but so was that of divine Julius in Gaul forty years ago. The honour attached to the post of Provincial Governor requires that the incumbent conducts his life in an appropriate style. It is entirely proper that the provincial revenues should support the Governor's standard of living and that he accept a proportion of them as a reward for the responsibility he bears.

A Player who concludes his tour with a private fund of less than 100 Talents will clearly have failed in this aspect of the job and will probably be ostracised on his return to Rome.

A fortune of between 100 and 200 may be regarded as just acceptable, between 200 and 400 as substantial.

If the Player makes a private fortune of over 400 Talents then he is clearly going places.

Timescale

The Game is played in Turns each representing one year. There are five turns at the end of which the Player's tour of duty in Germany is deemed to have been concluded and he is posted elsewhere in furtherance of his career.

Setting Up

a) TRIBES

Before starting the Game it is necessary to "roll-up" a Tribal Map for the area east of the Rhine. Roll 1d6 for each Tribal Relations Box:

- 1, 2: Aggressive Relations
- 3, 4, 5, 6: Peaceful Relations. Mark the Boxes accordingly.

For the start of the Game mark the Status Box of each Tribe Hostile and the Colonisation Status Box as Barbarian. No Tribe has a Trade Franchise from Rome.

The Frontier with the Roman Empire runs along the Rhine and then along the border between the Frisii and the Chamavi.

b) ROMANS

Roman Governors were members of the senatorial class who would have followed a career based on both Military and Civil postings, although probably biased one way or the other.

The Roman Player may choose whether he is a General or a Diplomat. Generals receive a bonus of +1 to each die roll in the Roman Military Operations Phase; Diplomats receive a similar bonus in the Roman Diplomatic Phase.

Then the Roman Player deploys one Legion at each of the five Rhine fortresses; he does not dispose of any Fleets on his arrival in Germany and the Game is ready to start.

Turn Sequence

Each Turn is divided into seven phases:

- 1 Tribal Hostilities Phase
- 2 Roman Building /Deployment Phase
- 3 Roman Diplomacy Phase
- 4 Roman Military Operations Phase
- 5 Roman Colonisation Phase
- 6 Roman Redeployment Phase
- 7 Roman Financial Phase

1 Tribal Hostilities Phase

During this Phase tribes which are hostile to each other may re-assess their attitude to the Romans. Roll 1d6 on Chart 1 per pair of Aggressive Tribes. Each box should be rolled for in sequence and the results calculated before the next die roll.

Thus it is possible for tribes to undergo several changes of status in the Phase particularly if they have aggressive Relations with several neighbours.

Tribes which defeat their neighbours are likely to retain or even reinforce their current attitude. Tribes which are opposed to the idea of Rome will become increasingly hostile (i.e. N to H, H to O) whilst tribes which are already subject to

Roman influence will accept more (i.e. P to A, A to R). On the other hand tribes which start the Phase opposed to Rome but are defeated by their neighbours are likely to turn towards Rome for help (their Status is raised by one grade. e.g. H to N or N to P).

Tribes which are defeated, having started the Phase at Status R, A or P (i.e. influenced by Rome) may decide that the Romans are not all they are cracked up to be and throw off the Roman yoke. (See Section 8 and roll again, this time 1d6 on Chart 6).

Note 1: If both tribes start the Phase already aligned with Rome, i.e. both are at Status R, A or P, then the ancient hostilities are deemed to have been concluded by the Romans and their relations are amended to Peaceful.

2. Roman Building and Deployment Phase

During this Phase the Roman Player must size up the situation in Germany and deploy his forces in preparation for the coming year.

For example, he may wish to deploy troops into or next to Tribal Areas which he is hoping to influence in the diplomatic Phase. Or he may want to deploy them in pacified areas for Colonisation.

Legions may be deployed in any fortress (any number of legions to a fortress) or in any Tribal Area which is at Roman, Allied or Pro-Roman Status.

Fleets must be deployed in the Zuider Zee. If he wish to convey Legions by ship later in the year the Legions must be deployed at the fortress on the Zuider Zee. Each Fleet can carry one Legion. If he eventually decides not to move the Legions by ship in that year he may move by land subject to the normal rules of land movement but if he does want to move troops by ship then it must be declared at this stage and the Fleet constructed.

Each Fleet costs 20 Talents to build. They must be bought anew each year.

The Player begins the game with five legions. In this phase he is permitted to replace legions destroyed in combat at a cost of 20 talents. but he can never raise new ones.

3. Roman Diplomacy Phase

In this Phase the Player tries to persuade the tribes to accept a greater degree of Roman influence using peaceful means - diplomacy and trade.

He does this by trying to move their Status towards the Roman end of the spectrum by rolling 1d6 on Chart 2 against the Status that the Tribe possesses at the start of the Phase. For example if he is trying to persuade a Neutral tribe to become Pro-Roman he must equal or beat the score of 4, subject to any modifiers.

If he is successful the Tribe's Status will rise by one grade, e.g. H to N or P to A. If he is unsuccessful there is a possibility that the tribe will have taken offence and their status will actually become more hostile (see Chart 2).

It therefore behoves the Player to back himself up with an appropriate level of support with modifiers to his die roll.

This can be done by offering a Trade Franchise at the same time (+1), having Legions in neighbouring areas (+1 per Legion) or using his own diplomatic skill (+1 if the Player is a Diplomat). There is also a +1 modifier for each level

of Colonisation on the Track. e.g. +1 for Status F, +2 for R and +3 for T.

He can make as many diplomatic approaches as he wishes in the Phase but no more than one per Tribe.

He can only approach Tribes which have a border either directly with the Empire along the Rhine or with a tribe under Roman influence. i.e. At P, A or R status.

Each diplomatic Approach costs 10 Talents. Any Trade Franchise offered with it costs a further 15 Talents.

4 Roman Military Operations Phase

The Roman Player can follow up the diplomatic overtures of the previous phase with Military Operations in this one. Properly prepared Military Operations can be a very effective and quick method of winning over hostile tribes which are threatening more peaceful neighbours but they can be very expensive and the possibility, however remote, of embarrassing failure does exist. Such failure can set at nought years of gradual progress won by peaceful means.

Legions can move freely about the map in areas west of the frontier or in tribal areas of R, A or P Diplomatic Status. There are no stacking restrictions.

Fleets can move Legions from the base on the Zuider Zee by river to any other R, A or P area freely. They must stop in a N, H or W area. If however, any part of the voyage is by sea then roll for the hazards of weather on Chart 3.

Movement by Legions into a N, H or O area is regarded as an Invasion and the Legion(s) may move no further that Phase. There is an immediate cost of 20 talents for each Legion which makes an Invasion.

When an Invasion takes place test the response of the invaded tribe by rolling 1d6 on chart 4. The Tribe may surrender at such a naked display of aggression, in which case its status immediately rises to P. The Legion(s) remain where they are until the Redeployment Phase.

If the Tribe chooses to stand against the might of Rome then the Romans must carry out an attack and seek to gain a Roman Victory by rolling 1d6 on Chart 5. If a Victory is achieved then the Tribe's Status immediately rises to P.

If the Romans fail then there exists the real possibility of a substantial blow to prestige (see Section 8 and Chart 6). Regardless of the result of the Attack the Legion(s), and any supporting Fleets, remain in the Tribal Area until the Redeployment Phase.

The Invasion of Tribes already at R, A or P status, in order to accelerate the colonial process, is not allowed.

5 Roman Colonisation Phase

Once Tribal Areas have been brought under Roman influence, i.e. their Status has been raised to R, A or P, the Player can consider securing them by introducing the process of colonisation. First Forts are built, then Roads and finally Towns. This process is handled abstractly using the Colonisation Status Box.

Colonisation is expensive in money and Legions tied up but it can produce substantial profits in the longer term and reduces the chance of Revolt (see Section 8).

Colonisation can only be commenced in Allied or Roman (R or A) Tribal Areas.

Only one level can be introduced per Phase. This is achieved by deploying at least one Legion in the area during the Deployment Phase and leaving it in the area until the Colonisation Phase.

The Player can use the Legion to modify his score during the Diplomacy Phase but he must not move it during the Military Operations Phase.

There is no die roll to establish a level of colonisation but there is a cost of 20 Talents.

6 Roman Redeployment Phase

After the campaigning season the Roman Legions and Fleets must redeploy to winter quarters. These are defined as the Rhine Frontier and any Tribal Area of R, A or P status. No more than one Legion can be redeployed to each Fortress area.

Fleets redeploy to the Zuider Zee, dicing on Chart 3 for Sea Movement if necessary.

As in the Roman Military Operations Phase Legions and Fleets can only move freely through R, A or P areas. If for some reason, such as a Revolt, they can only redeploy via N, H or O areas they must carry out the Invasion process (see Section 4 and charts 4 and 5). On this occasion, however, a Roman Victory brings about no change in the Diplomatic Status of the Tribe nor does it cost any money: the Legion(s) are merely enabled to fight through the Area into the next.

If the Romans fail to achieve a Victory roll 1d6 for number of Legions destroyed. Survivors fight through to next Area.

7 Roman Accounting Phase

In this, the final Phase of the Turn, the Player takes stock. He will have been keeping track of his expenditures as they occurred on the Expenditure Track printed on the Map. Now he has the opportunity of balancing the books by totting up the Income received during the year.

At the start of each year the Player receives a Budget of 100 Talents. He enters this at the head of the Income Track. He now adds in further Income as follows:

- Any Profit carried over from the previous year.
- For each Tribal Area currently at P Status: 25% of its Wealth.
- For each Tribal Area currently at A Status: 50% of its Wealth.
- For each Tribal Area currently at R Status: 100% of its Wealth.

The sums received are doubled if the tribe has accepted a Trade Franchise. The Player then calculates whether he has made a Profit or Loss.

Profits may be carried over until the next year. Alternatively the Player may divert part or all of it, at his discretion, to his private fund. To prevent misunderstandings with the Player's successor to the post no transfers to the private fund are admitted in Phase 5. Once the money has gone into his private fund, however, it cannot be spent (see Section 8 for the exception) The money in the private fund at the end of the game is a measure of the Player's success. If the Player has made a Loss then there is the possibility that he will be recalled.

Roll 1d6

6 = Player recalled and Game ends. Add 1 to score rolled for each previous year in which there has been a Loss.

8 Prestige

An essential part of the Roman Imperial process was the concept of Prestige. Rome never failed - or hardly ever. If she did then there was a good chance that she would come back all the harder next time. It is important for the Player to avoid any sort of failure at all because of the adverse reaction this will cause both among the Tribes and among the politicians back home.

If at any time the Player's die roll is unfavourable, i.e. he does not reach the score he required, he suffers a loss of prestige back home. The cost of lobbying the Senate to rebuild his Prestige or advocate an appropriate course of action is 20 Talents for each unfavourable die roll and it is deducted straightway.

The money can be deducted from his public fund in the normal way but, if desired, it can come from the private fund. The rebuilding of prestige is the only disbursement that can be made from the private fund in the game.

Note: Tribal Revolts can also occur in two circumstances:

- a) If a R, A or P Tribe is defeated in the Tribal Hostilities Phase it rolls 1d6 On Chart 6.
- b) If a Roman Army (1-5 Legions) is defeated, i.e. fails to achieve its score then every R, A or P Tribe on the map rolls 1d6 on Chart 6.

Note del Designer

L'ambientazione del gioco è attorno al 10 a.C. Druso ha conquistato e pacificato i Frisoni, ma tutte le tribù ad est del Reno sembrano essere implacabilmente ostili a Roma.

Tuttavia il generale ha ideato un piano così sofisticato da non aver precedenti, allo scopo di intimidirli. Invece di far marciare a piedi, ad est del Reno, le Legioni attraverso foreste e paludi ha fatto costruire la Fossa Drusii, un canale che collega il Reno allo Zuider Zee. Questo gli consente di imbarcare le truppe sulle Liburne ed inviarle all'interno lungo il corso dei fiumi Ems e Weser.

Druso comunque è consapevole che la tecnica militare, per quanto sofisticata, non basta. I preparativi sono costosi e non scevri da rischi, e sono visti con molta perplessità dal Senato a Roma. Si rende quindi necessario offrire incentivi economici alle tribù che sembrano più benevoli con Roma e non si esclude di accettare anche loro iniziali imposizioni militari.

L'esperienza insegna, tuttavia, che i leader tribali più progressisti possono rapidamente diventare dipendenti dei loro amici Romani, facilitando così il progetto di messa in sicurezza strategica delle frontiere imperiali.

A Druso sembra palese che una vittoriosa conquista del territorio, da farsi entro il limite dei 5 anni a lui concessi, dipenderà da una molto cauta mescolanza di fattori politici, economici e militari.

E questa, in conclusione, è anche l'idea trainante di questo gioco.