[1.0] INTRODUCTION

Fall of Rome is a simulation of various crisis periods in Roman History, on a high strategic level, from roughly 100 A.D. to 500 A.D. Historically, these were periods of internal strife and external invasion that ravaged the Empire, culminating in its destruction in the Fifth Century. The game covers most of the extreme crisis periods, when the likelihood of the Empire being destroyed was at its greatest.

[2.0] GENERAL COURSE OF PLAY

Fall of Rome is basically played in scenarios. Each Game-Turn is equivalent to one year, and scenarios usually last for ten to twenty Game-Turns. *Fall of Rome* is essentially a *one-player game,* although there are many different types of forces all opposing one another. Basically, this player creates, maneuvers, and fights with the various forces opposing the loyal Romans (Persians, rebellious Romans, revolting militia, various types of Barbarians, and independent states) according to rigid rules dictating these functions. Then he moves the loyal Roman forces. The loyal Roman Forces are the only units that may be moved with freedom. The game, therefore, is a game of the Roman Player only, defending against rigidly controlled opposing forces that are numerically superior and created somewhat randomly.
Movement is executed by moving from contiguous area to area. Each area costs a certain number of Movement Points to enter. All units have a Movement (Point) Allowance of five to expend each Movement Phase. Combat is resolved by comparing opposing Strength Points in the same area and expressing this comparison as a simplified probability ratio (commonly called "odds," such as 2 to 1). A die is rolled, and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The mapsheet portrays the area of the Roman Empire and its major opponents. The map has divisions which regulate movement and position of the Playing pieces. These divisions are known as "Movement Areas" (abbreviated to Areas for most purposes). Each Movement Area has a Movement Point cost to enter attached to it. These Areas are grouped into larger divisions called Provinces, which affect control, taxation, and Barbarian attrition. Next to each province name (appearing in the same size type as the name itself) are two numbers: the first is the Victory Point Allowance for the province; and the second is the Militia Strength Point Allowance. The smaller letters have an abbreviation for the province, a unique identification letter assigned for the Area, and a Movement Point Cost for entry to the Area by land. For instance, "Ag-B 5" means the Province is Aegyptus, the Area is Area "B," and the Movement Point Entry Cost is five.

Note: Asia-A and Thracia-B are adjacent.

[3.2] THE PLAYING PIECES

Two differently colored sets of Playing Pieces (henceforth known as units) are included in the game, one representing the loyal Roman forces, the other representing all the different opposing forces. Loyal Roman forces are divided into two types: Militia and Legions. The non-loyal Roman forces are distinguished in type by identification markers placed on top of the stack of units.

The units are ahistorical, merely representing quantitative groupings of men and material at one time. Each unit has the number of Strength Points it represents printed directly on it.

Each Unit has a Movement Allowance, which is the maximum number of Areas a unit may move in one Game-Turn, subject to the Movement Rules and special rules for Movement interruption. The Movement Allowance is the SAME, five for *all* Units (it is therefore *not* printed on the playing pieces).

All units come in various denominations of Combat Strength. They are completely interchangeable within type as shown by identification marker, and act purely as quantitative representations. At any time, they may be broken down (without penalty) into smaller denominations, like making change with money. Additional units may be brought into play in the proper amounts when called for by the Barbarian Creation Table, or the Roman and Persian Replacement Charts. Units of a given type are always placed one on top of another (stacked) and a marker is placed on top of this stack to indicate which type of non-Roman or non-Loyal Roman forces they are.

[3.21] SAMPLE UNITS

[3.22] IDENTIFICATION MARKERS

Identification Markers are used on top of a stack of unit counters to specify to whom the units belong.

Each of these forces is separate and distinct and are mutually inimical. The Persian Regular and Persian Militia forces are allied, and are considered one force whenever in the same Area.

[3.3] DEFINITION OF TERMS

Combat Strength refers to the basic offensive and defensive value of a particular unit; this Strength is composed of Combat (Strength) Points. Thus a unit with a Combat Strength of "5" has five Strength Points available.

Movement Allowance is the basic maximum number of Movement Areas which a unit may move during one Friendly Movement Phase. This allowance is composed of Movement Points; basically, a unit expends one Movement Point of its total Allowance to enter one Area. Certain areas require more than one Movement Point to enter (see the Movement rules). Since all units have a Movement Allowance of "5," this information has not been printed on the counters (as in most games).

The Barbarian forces are further distinguished into Barbarian Regulars and Raiding Parties specified on the Barbarian Creation Table.

[3.4] DEFINITION OF FORCES

Although *Fall of Rome* is basically a single Player game, there are many different inimical forces. There are eleven different forces in the game: Loyal Romans, Rebellious Romans, German Barbarians, Scythian Barbarians, Taurican Barbarians, Dacian Barbarians, Pictish Barbarians, Hun Barbarians, Persians, Independent States, and Revolting Militia.

There actually may be several different and mutually inimical Rebellious Romans, Independent States, and Revolting Militia.

All forces have different types of units composing the force. These are not considered inimical, and are not considered different forces, although they maintain functionally distinct rules, Loyal Romans are composed of Roman Legion Strength Points and active Militia Strength Points, as are Persians divided into Regular and Militia units. All Barbarians have Raiding Parties, most have Regulars, and all have Militia in their own Home Provinces.

Independent States are composed of revolting militia and rebellious legions, called Independent State Regular units.

A *Force* is any individual nationality-type of unit, such as Scythian Raiding Party or Roman militia.

Barbarians refer to all the Regulars, Militia and Raiding Parties of the six types of Barbarians (German, Scythian, Taurican, Dacian, Pictish and Hun).

Militia refers to all the various types of units that arise within a Province automatically, whether by entrance of an opposing force, or Roman Internal Revolution Table.

Frequent references are made in the rules to the "non-Romans" and "non-loyal Romans." The first is meant to include all except rebellious and loyal Roman legions, and Roman militia. The second is meant to include all except Roman militia and the loyal legions.

Legion is simply a colorful term to refer to a Roman Regular Strength Point.

[3.5] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. All of these tables and charts are explained where presented.

The Combat Results Table is the method by which attacks are resolved, comparing the attacking Strength to the defending Strength, and rolling a die for the result.

The Barbarian Creation Table details the number and Area of arrival of Barbarian Strength Points on the map, by using a double die roll system.

The Internal Revolution Probability Table indicates the possibility of rolling on the Internal Revolution Results Table. The Internal Revolution Results Table details the placement and Strength of Revolting Militia Forces.

The Period Chart indicates which years the letter-coded periods represent.

The Legion Rebellion Table details possible rebellions among Legion Strength Points in the same Area.

[3.6] GAME EQUIPMENT INVENTORY

A complete game of *Fall of Rome* should include the following parts:

One Game Map
One set of Game Rules
One set of die-cut counters

[3.7] GAME SCALE

Each Game-Turn represents one year real time. Each Strength Point is equivalent to 10,000 to 50,000 men.

[4.0] SEQUENCE OF PLAY
[4.1] THE GAME TURN

Fall of Rome is played in turns called Game-Turns. Each Game-Turn is composed of a fixed number of Phases, which occur in rigid sequence. Each Game-Turn is exactly like another, and these follow one another, until the game-length (the number of Game-Turns is indicated by the scenario) is finished. The force whose units are active (in movement or combat) is called the Phasing force.

4.2 SEQUENCE OUTLINE

A. *Internal Revolution Phase.* The Player rolls the die for the Internal Revolution Probability Table. If the result is "yes," the die is rolled for the Internal Revolution Results Table.

This table depicts the number of Revolting Militia Strength Points that appear in a Roman-controlled province. Units are placed in accordance with non-Roman unit placement procedures (see 13.0). Already existing revolutions are also incremented.

B. *Non-Roman and Non-loyal Roman Movement Phase.* The Player moves all the non-Roman and non-loyal Roman forces in accordance with the dictates of their movement restrictions. The forces are moved one type at a time, in this order.

1. Rebellious Roman Legions
2. Hun Barbarians
3. German Barbarians
4. Scythian Barbarians
5. Dacian Barbarians
6. Pictish Barbarians
7. Taurican Barbarians
8. Independent States' Regular Units (by number)
9. Persians

Note that each of these types are separate and distinct, and all these forces are inimical to one another as well.

As each force enters an Area, if it contains any opposing Strength Points at all, it may move no further in this Game-Turn. if it enters an Area containing a non-loyal Roman Force or non-Roman of a different type, it must immediately attack that force.

C. *Non-Roman and non-Loyal Roman Combat Phase*. Each of the different non-Roman and non-Loyal Roman forces must attack any loyal Roman force in the same Area. If there is more than one type of non-Loyal Roman force and Loyal Romans in the Area, the larger force attacks first, the second largest second, etc.

D. *Barbarian Creation Phase.* The Player rolls the die to create Barbarian forces. These differ in number and nationality. See non-loyal Roman Force placement procedures (13.0), and the Barbarian Creation Table (16.0).

E. *Loyal Roman Movement Phase*. The Player may move his loyal Legions and loyal Militia forces freely. These units must stop moving if entering an Area with opposing forces.

F. *Loyal Roman Combat Phase.* Loyal Roman units (militia and/or Legions) may attack any one or combinations of opposing forces in the

same Area.

G. *Legion Rebellion Phase*. The Player rolls the die for each Area containing Royal Roman Legions which might rebel, depending on the number of Strength Points.

H. *Control Determination Phase*. The Player determines which forces control an Area.

J. Barbarian Attrition Phase. One-Half of each Barbarian (Germans, Scythians, Huns, Dacians, Tauricans, Picts) force in a Province not controlled by that force is eliminated (round fractional losses up).
Attrition losses are taken first from the Regular units, then from the Raiding Party units.

Note: Militia units are never affected by the Barbarian Attrition Phase, nor are Barbarian Regular units if in their Home Province.

K. *Tax Collection and Disbursement Phase.* The Player collects taxes for the Loyal Roman and Persian Provinces and adds them to the Treasury. Tax Credits are then withdrawn to pay active Strength Points, and purchase available replacements.

L. *Roman/Persian Replacement Phase*. The Player attempts to replace lost Royal Roman Legions and Persian Regulars if they are due to return this Game Turn, and sufficient tax credits exist in the Treasury.

M. *Barbarian Bribe Phase*. The Player attempts to bribe Barbarian forces.

N. *Game-Turn Record Phase*. The Player moves the Game-Turn Record Marker forward one grade on the Game-Turn Chart.

[5.0] MOVEMENT

GENERAL RULE:

During the non-Loyal Roman Movement Phase, the Player must move all non-Roman Forces as directed in the non-Roman Movement Rules (see 5.4). During the Roman Movement Phase, the Player may move as many or as few Roman units as he wishes. All units, or groups of units, may be moved by land or across water routes into as many Areas as desired within the limits of their Movement Allowance and in accordance with the Roman and non-Roman Movement Rules.

PROCEDURE:

Move each unit, or group of units, from Area to adjacent Area on land, and/or from one Area to another connected by a water route, expending the necessary amount of Movement Points for every Area entered and/or every water route crossed. All units have a Movement Allowance of five Movement Points.

CASES:

[5.1] HOW TO MOVE ALL UNITS
[5.11] Movement is calculated in terms of Areas and/or water routes, Different Areas have different Movement Point entry costs and different water routes have different costs to move across them. To enter a Movement Area or to cross a water route a unit, or group of units, must pay the full entry or crossing cost of that Area or water route.

[5.12] There is no limit to the number of Strength Points that may be in a given Area at any point in the Game-Turn.

[5.13] Each unit, or group of units beginning in a given Area must complete its movement before moving another unit, or group of units.

[5.14] When using water routes, the Movement Points of the destination Area are not counted, only the Movement Point cost of the water route.

[5.15] A unit may only enter an Area or use a water route if it has sufficient remaining Movement Points to accomplish the movement.

[5.2] OVERALL MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] When an individual force of Strength Points begins its Movement Phase in an Area that contains an equal or smaller number of Strength Points of another individual, hostile force, that force may, in accordance with the Roman and non-Roman Movement Rules, attempt to leave the Area in that Movement Phase.

[5.22] When an individual force of Strength Points begins its Movement Phase in an Area that contains a larger number of Strength Points of another individual, hostile force, that force may not leave the Area in that Movement Phase (Exception: Rebellious Legions, 8.5). This superiority preventing exit from an Area must be from one single type of force, not a mixture of force types or nationalities.

[5.23] Whether a unit, or group of units, can move is determined at the beginning of the Movement Phase and applies throughout the Phase.

[5.24] Unused Movement Points are *not* accumulated from Game-Turn to Game-Turn.

[5.25] Whenever units of one force enter an Area containing an opposing Force, the moving units must stop and continue no further.

[5.3] LOYAL ROMAN LEGION MOVEMENT

[5.31] Movement is always voluntary for Roman legions (Exception: case 5.51).

[5.32] Roman units may be moved individually, or in groups, in any direction or combination of directions. A Roman unit, or group of units, may be moved as many or as few Areas as the Player wishes, as long as the unit's Movement Allowance is not exceeded.

[5.33] Roman units may move through an Area containing solely loyal Roman units at any time during the Roman Movement Phase.

[5.34] Roman units must stop immediately when they enter an Area occupied by non-loyal Roman or non-Roman units, and move no further in that Movement Phase.

[5.4] NON-ROMAN MOVEMENT (BARBARIANS AND PERSIANS)

[5.41] All non-Roman forces must be moved sequentially (see 4.2) according to the type of force.

[5.42] Non-Roman units must be moved as directed and may not exceed their Movement Allowances.

[5.43] Different groups of non-Roman units belonging to the same force or same Independent State of origin (see: Independent States) may move through each other, without penalty.

[5.44] As each group of Non-Roman units enters an Area, one by one they must stop if there are any units in that Area belonging to a different force. If the units in that Area are Loyal Roman, no combat occurs until Combat Phase C; if the units in that Area are not Loyal Roman, combat must occur immediately (see Combat, 6.33).

[5.45] All non-Roman units (no rebellious legions) must move towards the smallest group of loyal Roman legions in the same Province with them (Exception: cases 5.63, 5.65, 5.72 and 5.75). If there are no Romans in that Province they must move toward the smallest force contesting their control of the Province.

Independent State Regulars must first move upon the smallest concentration of loyal Romans in their Home Province. Barbarian Regulars, if they have not left their Home Province (for a calculated "richest province"), must move upon the smallest concentration of loyal Romans in their Home Province.

[5.5] REBELLIOUS ROMAN LEGION MOVEMENT

[5.51] Rebellious Roman legions that do not form an Independent State (see: Independent States) must move toward Rome (Italia A) by way of the shortest and most direct route (Exception: Rebellious legions, case 8.3) as measured by Movement Points only. It may not deviate from this path. If there are equidistant paths, a die should be rolled for each path, high roll being chosen.

[5.6] BARBARIAN MOVEMENT

[5.61] All Barbarian units, created as a group, must move as a group, and may not sub-divide (Exception: see Case 5.64).

[5.62] A die must be rolled whenever any group of Barbarian units attempts to enter an Area. A die result of "1" or "2" indicates that the group may not leave its present Area and may attempt to move no further in that Movement Phase.

This Procedure is repeated for each Area moved into until the Barbarian force encounters a hostile force or a die roll of "1" or "2" comes up, whichever is first.

[5.63] Raiding Parties must move toward the nearest Province in the Empire of five or fewer Victory Points by way of the shortest and most direct route. If more than one of the above regions is equidistant then the Raiding Parties must go to the lowest Victory Point Region of the two.

If the Raiding Party gains Control of its objective, it must leave a garrison equal to the Victory Point total of the Province and select a new raiding objective. If it does not have enough Strength to maintain a garrison, it does not leave its target once it arrives there.

[5.64] Barbarian forces, after gaining Control (see Control, 7.0) of a Region, must leave behind a sufficient number of Strength Points to control the Region and then must move the remaining Strength Points toward the new lowest Victory Point Region or "richest province" (see. 5.65).

Barbarians never have to garrison their Home Provinces, nor do they have to garrison (or Control) any Province they pass through on the way to their "richest province" target. If on the way they incidentally control a Province, this helps them in that they will not suffer from Barbarian Attrition while in that Province. Barbarian Forces must garrison conquered target Provinces with a number of Strength Points equal to the Province's Victory Point total. If they do not have enough Strength to maintain a garrison, they do not leave for a new target.

[5.65] Barbarian regulars must move into the Empire by way of the shortest and most direct route, toward the "richest province" controlled by Roman forces. To determine the "richest province," divide the total number of Victory Points for a Region by the number of Movement Points it would cost to move there. Ignore intervening forces. After computation, the Region with the highest quotient is the "richest province." If there should be two or more equivalent paths, roll the die for each path; high die roll is used. The "target" Province is not changed for a given Force until it reaches its destination unless it merges with another barbarian force (see 5.69) at which point, a new "target" Province must be determined based on the group's current position.

[5.66] The new lowest Victory Point Region or "richest province" is determined immediately upon gaining control of the old one for each group during the Control Determination Phase.

[5.67] When any Barbarian unit, or group of units, have two or more equidistant paths to their destinations, they must attempt to move through the smallest individual group of hostile, non-Romans (I.e. Units not belong to the same Province or the same Independent State of origin as the moving units) if any (Exception:

Movement, case 5.45).

[5.68] If any Barbarian unit, or group of units, remaining in a Region during the Control Determination Phase (see: Sequence of Play, 4.2) fulfills the control conditions of that Region, then in the next non-Roman Movement Phase those Strength Points in excess of the amount needed to maintain control must attempt to move toward their predetermined destination ("richest province").

[5.69] The destinations for all newly created Barbarian units, or Barbarian units initially placed on the map, are determined separately, for each group of units (even of the same force) in the same placement Area and only at the beginning of the non-Roman Movement Phase immediately following their replacement on the map. These destinations may not be changed unless two different Barbarian groups belonging to the same force are heading for different destinations and end their Movement Phase in the same Area. At this point, the groups must be combined and re-determine their destination.

[5.7] PERSIAN MOVEMENT

[5.71] Persian replacement units must always be placed in Persia. The die must be rolled to determine which Movement Area they are placed in initially, as well as replacements. Die results of 1,2 and 3 equal Areas A, B, and C respectively. Die results of 4,5, and 6 mean roll again.

[5.72] The Persians must direct their forces into Persia, Mesopotamia, Armenia, Syria, and Asia, in that order of priority, and may not leave a Province until they have gained control (see: Control) of that Province. If their order of priority is upset by losing control of a previously conquered Province, the Persians must attempt to regain control of that Province by moving all Strength Points in Regions of lower priority to the Province (Exception: Movement, cases 5.74 and 5.74). They may only move as is necessary to conquer a Province and must always attempt to engage the largest contesting individual force in that Area with all Strength Points available.

If the Persians manage to Control Persia, Mesopotamia, Armenia, Syria, and Asia, they do nothing but wait and grow rich. Of course, they must attempt to deal with all enemy incursions into their territory.

[5.73] Persian units may not enter an Area of a Province whose Victory Point value is greater than the number of Strength Points the Persians began that scenario with.

[5.74] Deleted

[5.75] The Persians are not allowed to leave any forces behind in Provinces they have already conquered. Thus, in effect, there may only be Persian Regular units in one Area outside of Persia except for arriving replacements and units unable to move (see 5.22).

[5.76] Persian units may not move through any Province that is not on their priority schedule. Thus they may only enter Persia, Mesopotamia, Armenia, Syria, and Asia.

[5.77] If there is a choice where Persian Regular units can move, i.e., there is an equal number of contesting Strength Points of two different forces in a given Region, they must avoid Loyal Roman Legion groups, and move toward and attack other forces. In the case of equal numbers of non-Loyal Roman units, high die roll for contesting force decides which to move toward and attack. Of course this movement may be interrupted by case 5.25.

[5.8] MILITIA MOVEMENT

[5.81] Only Loyal Roman militia may move. All other militia (Barbarian, Persian, revolting, Independent State) must remain in their arena of initial placement and not move. See non-Loyal Roman placement procedure for placement of non-Roman militia. Roman Militia may be placed in any single Area of a given Province that the Player desires. Loyal Roman militia may move solely within the Areas of their Home Province.

[5.82] Militia units appear on the map in any scenario that they are active, and any force opposing to the controlling forces enters that Province. Each Province has a Militia Strength Point value, although the militia is not active in some Provinces in certain scenarios.

[5.83] Once the militia units in a given Province have been completely eliminated, the "ownership" of the militia switches to the new force controlling the Province as long as it is Roman, Persian or an Independent State. Militia are never controlled by Barbarian forces (i.e., will never fight someone else off for the Barbarians) unless the Province was controlled by Barbarians according to the Scenario at the beginning of the game. Independent States always activate the militia of Provinces where they are based or those that they conquer. The availability of all other militia is determined by the Scenario conditions.

Independent States always have Active Militia for their Home Province and any Provinces they Control. Persians always have Active Militia for Persia, and any Province they Control, and such Provinces as the Scenario lists to be equipped with Active Militia. All other militia (Roman or Barbarian) are active per the Scenario only.

[5.9] INDEPENDENT STATE REGULAR UNIT MOVEMENT
[5.91]Independent State Units, after clearing their home Province of all hostile forces (i.e. units not belonging to that Independent State) must move into the lowest Militia Strength Point value, Roman or Persian-controlled Province adjacent to their home Province not already controlled by the units belonging to the same Independent State and attempt to gain control of that Province (see: Control, 7.0).

Independent State Regular Units must repeat this procedure until all adjacent, Roman-controlled Regions are conquered, loyal Romans inflict a Combat Result upon them, or until any unit, or group of units, not belonging to the same Independent State, enters their home or a previously conquered Province (see case 5.92). In each Game-Turn, these Independent State units must move to attack by the shortest route the largest opposing force group in the highest priority Province (Home province first; after all adjacent Provinces are controlled Independent State Regular units cease all movement until compelled to move again).

[5.92] If any unit, or group of units, not belonging to any given Independent State enters that Independent State, or a Province controlled by it, all units belonging to that Independent State must immediately return to the threatened Provinces in the order that they were conquered (i.e. home region first) and clear them of all hostile forces (Exception: see case 5.22).

[5.93] Independent Units may not move into Provinces outside of their home Province that are not adjacent, Roman-controlled Provinces.

[5.94] Independent State Regular Units may not move through uncontrolled Provinces.

[6.0] COMBAT

GENERAL RULE:

Combat occurs between Roman and non-Roman units during the non-Roman and Roman Combat Phases and also between non-Roman units of different forces during the non-Roman Movement of the moving units. The currently moving units are considered to be the Attacker and the non-moving units are considered to be the Defender.

PROCEDURE:
Combat is resolved by comparing the total Combat Strength of the Attacker to that of the Defender. The comparison is stated as a probability ratio: the Attacker's Combat Strength to the Defender's Combat Strength. The ratio is simplified to conform to the odds given on the Combat Results Table (the ratio is always rounded off in favor of the Defender, it may not conform exactly to the ratios given in the table). The die is rolled and the die result is cross-indexed with the proper odds column on the Combat Results Table. The obtained result is applied before proceeding to another battle.

[6.1] COMBAT INHIBITIONS AND PROHIBITIONS

[6.11] The minimum odds of an attack are one-to-one. Attacks at odds less than one-to-one are not allowed.

[6.12] Regular and militia units of the same force (e.g. Persian regulars and militia) that are in the same Area may not be attacked separately. They must be combined and attacked as a group.

[6.13] Combat losses are extracted by order of preference from (1) Regular; (2) Raiding Parties; (3) Militia units in the same Area. (Exception: 1/2 De Results do not affect loyal Roman legions. If they are defending with Militia in a 1/2 De Result, the Result is applied normally to the Militia *alone*).

[6.2] LOYAL ROMAN COMBAT

[6.21] Combat is voluntary for all loyal Roman units (legions and militia).

[6.22] All loyal Roman units (legions and militia) may only attack during the Roman Combat Phase (see Sequence of Play, 4.2).

[6.23] Loyal Roman units that are in the same Area must be combined and attacked as a group.

[6.24] Whenever there are two or more non-Roman groups of different forces in an Area, the Roman may attack one, or more, or none of them. They are never required to attack. However, they may not attack more than once per Roman Combat Phase. Thus, if more than one different force group is to be attacked, their Strength Points are added together for defensive purposes.

[6.3] NON-ROMAN COMBAT

[6.31] All non-Roman units must attempt to fight all Roman units in the same Area with them during the non-Roman Combat Phase. Two or more undestroyed Barbarian forces in the same Area might all attack (in separate attacks) loyal Romans in the Area. This is done during the Non-Roman and Non-Loyal Roman Combat Phase.

[6.32] All attacks against loyal Roman units by differing groups of non-Roman units in the same Area are rolled for separately, the forces attacking in order of size, largest Strength Point value attacking first.

[6.33] When a group of non-Roman units enters an Area containing non-Roman units of a different force they must stop and have combat immediately with smallest group of non-Roman units of a different force already in that Area.

It would be possible for one force of Barbarians to attack twice in one Game-Turn; when they halted Movement because of a hostile non-Roman or non-loyal Roman force (they would attack the smallest hostile force in the Area from this group), and then to fight again (with the Loyal Romans) during their Combat Phase.

[6.34] Non-Roman units that had combat in their Movement Phase may not attack any non-Roman units in the following non-Roman Combat Phase.

Barbarians may only attack Loyal Roman forces during the Non-Roman and Non-Loyal Roman Combat (Phase C of the Sequence-of-Play). Any fighting among hostile Non-Loyal Roman forces occurs during Movement.

[6.35] Whenever a group of non-Roman units entering an Area cannot attack the smallest group of non-Roman units of a different force already in that Area, then the moving units must be attacked by those units.

[6.36] Different types of Barbarian units, levies and raiding parties of the same nationality do not attack each other when one enters an Area with the other.

[6.37] Any Persian unit eliminated in a Province that is not adjacent to a Persian-controlled Province may not be brought back as a replacement and is lost for the remainder of the game.

[6.38] Non-Roman units that begin their Movement Phase in an Area with other non-Roman units of a different force may not attack any of these forces unless those units are in their target "richest province." If so, they must attack the smallest number of non-Roman units of a different force, and move no further.

Non-Roman units that begin their Movement Phase in an area with other hostile non-Roman units may combine with units of the same nationality which enter that area during the Movement Phase. This combined force must attack the hostile force sharing the area. The original units which began in that area may be used to attack the hostile force in such a situation.

[7.0] CONTROL

GENERAL RULE

The Roman Player must control Provinces on the map to win the game (see: Scenarios, 19.0). Control is always judged in the Control Determination Phase, never during any other portion of the Game-Turn. Only one nationality can control a province.

PROCEDURE
The Romans control a Province at the end of a Game-Turn if : (1) The Province was originally part of the Empire and no hostile force has units in it; or (2) The Roman Player began the game with control of the province and maintains Strength Points equal to one-third of the *single largest opposing force* of Strength Points in that Province, or (3) They have, in a previous Game-Turn, lost control of the Province and they move in a number of Combat Strength Points superior to the number of Combat Strength Points of any one individual hostile force that is currently controlling the Province; or (4) they did not originally control the Province and they have eliminated all of the Province's militia and have a number of Strength Points in the Province superior to any individual hostile force that is currently in the Province. In effect, the Roman forces must garrison all conquered Provinces, outside of the Provinces he controls at the beginning of the Game, with at least one Combat Strength Point.

But, even if a hostile forces moves into a Roman Province with no Legions, if it has Active

Militia (undestroyed), then the mere existence of that militia means the Province remains in Roman Control. If all the militia is eliminated, then when a Barbarian force moves into the Province, the Romans must immediately (on that Game-Turn) move in Strength equal to one-third of the largest hostile force in the Province in order to *retain* Control. Once they *lose* Control, the Romans will have to move in Strength Points greater than the largest hostile (non-Rebellious Legion) force in the Province in order to re-exert Control.

CASES:

[7.1] HOW NON-ROMAN FORCES CONTROL A PROVINCE

[7.11] Non-Roman forces control a Province when (a) they have eliminated all hostile Militia Strength Points (if any) and (b) have obtained a greater than three-to-one Strength Point superiority over Roman forces in the Province and (c) have superiority in Strength Points over any other hostile individual force in a given Province, and (d) have Strength Points equal to at least the Victory Point value of the Province.

For Control, the Barbarians must have superiority of Strength Points over the largest hostile force except Rebellious Roman Legions which do not affect Barbarian Control.

Note: Persians are exempt from requirement "D"

[7.12] Rebellious Roman legions cannot control a Province although they interfere with Roman control. They do not interfere with the non-Roman control of a Province.

[7.13] A Province's control is disputed if neither side can fulfill its control conditions.

[7.14] For any non-Roman force to gain control of an Independent State's Province that force must eliminate the Independent State's Regular and Militia units first and then fulfill any other necessary control requirements.

[7.2] SPECIAL ROMAN LOSS OF CONTROL

If rebellious Roman legions, or revolting militia, in any number, are in a Province during the Control Determination Phase, the Roman does not control that Province that Game-Turn.

[8.0] REBELLIOUS ROMAN LEGIONS

GENERAL RULE

Whenever there are four or more loyal Roman legions in the same Area in the Legion Rebellion Phase a die must be rolled to see if a Rebellion occurs.

PROCEDURE:

Roll the die and consult the Legion Rebellion Table. Cross-index the die roll result with the column corresponding to the number of legions in the Area.

CASES

[8.1] FORMING INDEPENDENT STATES

[8.11] Rebellious legions must roll the die immediately after they rebel to determine whether they move to Rome or form an Independent State, A roll of "1" means that the rebelling legions form an Independent State in the Province that they are currently occupying. All other results mean that the Rebelling Legions march on Rome.

[8.12] When Legions rebel in a Province where there is an Internal Revolution in progress these legions automatically join the revolution, and that Province becomes an Independent State.

[8.13] Rebelling Roman Legions that join an Independent State cease to be considered Roman Legions for all purposes, and become Independent State Regular units. However, if these are eliminated, these Strength Points join the Roman Legion Replacement pool in the normal manner.

[8.2] MARCHING ON ROME (*Italia A*)

[8.21] If Rebellious legions must move to Rome, any group of one-half or fewer Strength Points of loyal Roman legions occupying an Area in their path immediately become rebellious legions and march on Rome as one group. If the loyalist group they encounter is greater than half, the Rebels must stop; and they may proceed to Rome the following Game-Turn. The Rebels will never attack Loyal forces; however, Loyal forces may attack Rebels.

[8.22] When rebellious legions reach Rome (Italia-A), they just remain there. If they are, or become, the largest group of legions (loyal or rebellious) in any given Area on the entire map, then at the end of the current Game-Turn: (a) All rebelling legions in Rome become loyal again; (b) The Roman Treasury has 33 Tax Credits deducted from it; if necessary, the Treasury goes into a deficit (negative) position.

[8.3] DIVISION OF THE EMPIRE

Rebellious Roman Legions that do not form an Independent State must always march on Rome (Italia A) in all scenarios until 390 A.D. After 390 A.D., Rebellious Roman Legions that do not form Independent States still march on Rome (Italia-A) *unless* they rebel east of Thracia and Aegyptus inclusive, in which case they must go to Byzantium (Thracia-B). Rule [8.22] is also applicable if the rebelling Legions which have reached Byzantium are, or become, the largest group of legions in any single area on the map. In such a case, all rebelling Legions in Thracia-B (Byzantium) become loyal again and 33 Tax credits are deducted from the Roman Treasury. If, after 390 A.D. Thracia becomes an independent State, Legions which rebel east of Thracia-Aegyptus nevertheless march on Byzantium.

[8.4] VULNERABILITY TO ATTACK

If rebelling Roman Legions are attacked by Loyal Roman legions any combat result *except a no effect result* causes the rebellious Legion to become Loyal again..

[8.5] REBELLIOUS LEGION MOVEMENT FREEDOM

Rebellious Roman Legions may move into and through Areas containing any non-Roman forces freely. A rebellious Legion need only stop if entering an Area occupied by loyal Legions whose total Combat Strengths exceeds one half of the total Combat Strengths of the rebelling Legions. The rebellious Legions do not attack the loyal Legions although the loyal Legions may attack the rebellious Legions during the Loyal Roman Combat Phase. Rebellious Legions which survive such an attack (or if not attacked by the loyal Legions) must leave that area and continue the march on Rome in their next Movement Phase. While marching on Rome, rebellious Legions may never attack any non-Roman units. Non-Roman units which enter an area occupied by rebellious legions must attack those Legions if no other hostile force is present in the area.

[9.0] INDEPENDENT STATES

GENERAL RULE:

Rebellious Legions that do not march on Rome become an Independent State. The rebellious Legions that form the independent state are subtracted from the present total Roman Strength Points available (i.e. Roman Forces are decreased in total for those Strength Points that form an independent state). If a legion is transferred to an Independent State, it is replaced by a Regular Strength Point with an Independent State marker.

PROCEDURE:

Whatever Province that rebellious legions "adopt" as an independent state home region always has an active militia, even if it was not active under the Romans. The Home Province is always the Province where rebellion took place.

CASES:

[9.1] LOSS OF STATUS

[9.11] Legions forming Independent States lose their status as Roman legions and may suffer combat results of 1/2 DF like all non-loyal Roman legion and non-Roman Strength Points.

[9.2] LOSS OF INDEPENDENCE

[9.21] Independent States cease to be independent states when any hostile force gains control of the Home Province of the state. If any Independent State is eliminated by loss of Home Province any remaining Independent State Regular forces immediately revert to being Loyal Roman Legions.

[9.3] INDEPENDENT STATE EXPANSION

[9.31] The Regular units of Independent States must move into, and attempt to conquer, the lowest militia strength, Roman or Persian controlled adjacent Province, This is done one by one for each Province adjacent to the Home Province, only. If control of already controlled Areas is interrupted, the Independent State units must attempt to recover, like Persians (see 5.72).

[9.32] All Independent State units must clear their "Home Province" of any and all hostile forces before moving to conquer adjacent Provinces. If hostile forces re-enter the Home Province, Independent State forces must come back and again clear their "Home Province" of hostile forces.

[10.0] MILITIA

GENERAL RULE:

Militia are local units which appear in the game only where there is a hostile force in their Province or a Roman Internal Revolution. They may never be used outside their Home Province. The number of Strength Points for each Province is printed on the map as the Militia Strength Point Allowance. Each Province thus has its own separate allocation of Militia. If militia are used, and a hostile force subsequently leaves they are removed, and if triggered again, later in the game, return at full strength.

PROCEDURE:

Every time a hostile force enters a given Province, that Province's Militia, if active, is placed on the map according to the rules of Placement (see 13.0) except Loyal and Revolting Roman militia which may be placed in any Area of the entered Province at the discretion of the Player.

CASE:

[10.1] MILITIA MOBILITY

[10.11] Militia units may never move out of the Area in which they are placed upon appearance, except Roman Militia.

[10.12] Roman Militia units may move and fight freely from Area to Area, within their Province only. They may never leave the Province.

[10.2] PERSIANS AND MILITIA

When the Persians gain control of a Province, that Province's Militia Strength immediately becomes Persian (i.e. appears and fights as ordinary Persian militia). In this case, should the Persians leave and then return to a Persian conquered Province, that Province's militia is not raised against them. Only the Persian forces may in effect convert militia strength to a friendly force. This new Persian Militia Strength is always active, even if it was not before.

[10.3] INCREASE OF MILITIA REVOLUTION FORCES

[10.31] If during the Internal Revolution Phase (see Sequence of Play, 4.2) there is already militia on the map in the revolting Province, that militia becomes hostile to Rome. However, no additional militia Strength Points are placed in that Province.

[10.32] If the Romans cannot move at least an equal number of Strength Points into any Area of a revolting Province by the Control Determination Phase, the revolting militia doubles in Strength Points. This doubling continues each Game-Turn until the Romans move in the required forces or the revolting militia reaches the total Militia Strength Point Allowance for that Province. The last incrementing may be smaller than doubling to raise up to the maximum Strength.

Revolting Militia are not put down by the presence of an equal number of Strength Points--they are simply kept from expanding their numbers. Revolting Militia are only destroyed through combat.

[10.4] MILITIA GENERATION

If a hostile force moves out of a Province after eliminating some of the militia, that militia comes back at full strength as soon as any hostile force moves back into the Province.

[10.5] MILITIA AND CONTROL

Any Militia units hostile to the force attempting to gain control of a given Province must be completely eliminated before that force can gain control.

[10.6] MILITIA VARIABILITY

As has been seen, the Militia Strength Point Allowance of a Province may be Loyal Roman, Persian, an Independent State, Revolutionary or even Barbarian (if not controlled by Rome at the beginning of the scenario).

[10.7] REBELLIOUS ROMAN LEGIONS

Rebellious Roman Legion Strength Points marching on Rome to not trigger hostile militia to appear in Provinces move into or through.

10.8 WHO FIGHTS WHOM

Non-loyal Romans do fight. Revolting Militia fight everyone except Rebellious Legions. Often, a Barbarian force will enter an Area and destroy Revolting Militia, thereby doing the Roman's work for free. Rebellious Legions marching on Rome do not attack anyone. If they come upon an Area with more than half their number in Loyal Legions they must stop. Rebellious Legions that become Independent State Regular units fight by the Independent State Rules (11.32).

[11.0] TREASURES

GENERAL RULE:

The Roman and Persian forces must be able to pay their troops and replacements with tax credits at the end of the Game-Turn. In addition, the Romans have the option to "buy" Barbarians in the Barbarian Bribe Phase.

PROCEDURE:

Tax credits equal the sum of the total number of Victory Points of the controlled Provinces with no opposing forces in the Province, and one-half the number of Victory Points of controlled Provinces with an opposing force. These tax credits are added to the Treasury in the Tax Collection Phase. Half-credits for tax purposes are rounded *down*.

CASES

[11.1] ROMAN TREASURY

[11.11] The Roman Player must pay each of the Loyal Roman Legion Strength Points on the map two Tax Credits per Game-Turn during the Tax Collection Phase.

[11.12] To replace an available Legion Strength Point, the Player must pay three Tax Credits during the Tax Collection Phase of the Game-Turn in which the Legion will appear.

[11.13] If the Roman Treasury does not have sufficient Tax Credits available in the Treasury to pay all Legion Strength Points two Tax Credits apiece, certain Strength Points must be selected to not be paid. Those not to be paid must be chosen from the areas with the largest numbers of Strength Points. For each Strength Point not properly paid, a die is rolled. A "1," "2," or "3" means the Legion Strength Point rebels; a "4," "5," or "6," the Legion stays loyal (and tightens its belt).

[11.14] Priority must be given to paying all current Loyal Roman Legion Strength Points on the map their two Tax Credits before introducing replacements.

[11.15] No Tax Credits accrue the Romans for any Province whose Militia is in revolt, or that contains rebelling legions.

[11.2] BARBARIAN UPRISING

[11.21] The Roman Treasury may "buy" Barbarians at the cost of one Tax Credit for each Barbarian Strength Point bought.

[11.22] "Bought" Barbarians may not move or attack loyal Roman legions in the Game-Turn following their purchase. They may, however, defend against Roman attacks normally.

[11.23] The Roman may "buy" any, or as many, Barbarians as he wishes, assuming he can afford it.

[11.24] Barbarians of a particular type and force in the same Area must be bought as an integral whole. The Roman may not "buy" only part of any Barbarian group.

[11.3] PERSIAN TREASURY

[11.31] The Player must pay each of his Persian Regular Strength Points two Tax Credits each per Game-Turn.

[11.32] To receive a unit, the Persian player must pay two Tax Credits per Strength Point on the Game-Turn for replacement.

[11.33] Should the Persian not be able to pay any unit(s), the unpaid unit(s) are eliminated at the Player's choice.

[11.34] The Persian treasury cannot be captured.

[12.0] REPLACEMENTS

GENERAL RULE:

The Romans and Persians have the ability to replace regular, non-Militia units lost in combat Regardless of the size of their respective Treasuries, Roman and Persian forces may never exceed the strength with which they began the Scenario. The Barbarians, Independent States and Rebellious Legions never receive replacements.

PROCEDURE:

When a Strength Point, Roman or Persian, is eliminated, it is removed from the map. Two Game-Turns for the Romans, five Game-Turns for the Persians after it was eliminated, the Strength Point becomes available to be returned to play during the Roman/Persian Replacement Phase.

CASES:

[12.1] ROMAN REPLACEMENTS

[12.11] To replace a legion Strength Point, the Roman must pay three Tax Credits per Strength Point on the Game-Turn that it is replaced. Thereafter, it is in all ways the same as an original legion.

[12.12] Roman replacements arrive in Italia A, Thracia B, or Syria C during the Replacement Phase, at the Player's discretion. The Province must be Roman-Controlled for the Roman Replacements to arrive.

[12.13] Replacements that cannot be paid cannot be placed on the map in that Game-Turn. It may be returned at some later Replacement Phase when Credits are available.

[12.2] PERSIAN REPLACEMENTS

[12.21] To replace a unit, the Persian must pay two Tax Credits per Strength Point on the Game-Turn that it is replaced. Thereafter, it is

[12.22] Persian Replacements arrive in Persia.

[12.23] Replacements that cannot be paid cannot be placed on the map in that Game-Turn. They must be returned in the first subsequent Replacement Phase that credits are available.

[12.24] Persian units eliminated while not adjacent to a Persian controlled Province, are lost permanently and may not be brought back as replacements.

[12.25] Persian replacements may not move out of Persia if they cannot reach the farthest advanced Persian troops in one Movement Phase. They may attack and defend normally in Persia. They must move out of Persia if their priority is upset by losing control of a previously controlled Province—they may move out of Persia to regain control of a previously Persian controlled Province even if they cannot reach the lost Province in a single Movement Phase.

[12.26] If Persian forces do not control Persia, no Persian Replacements may arrive.

[13.0] NON-ROMAN PLACEMENT

PROCEDURE:

When attempting to place created Barbarians, Persian Replacements in Persia, or militia activated by an opposing force or revolution use the following procedure to determine placement.

CASES:

[13.1] SINGLE AREA PROVINCES

In single Area Provinces, there is no problem. Simply place the units in the Area indicated.

[13.2] MULTI-AREA PROVINCES

In multi-area Provinces, each letter-coded Area is assigned a digit on the die, e.g., A=1, B=2, C=3, D=4. In placing any group of non-Roman units, roll the die until a number representing one of the existing Areas results. All the Strength Points are then placed in this Area.

[14.0] COMBAT RESULTS TABLE (See mapsheet)

The results for a 6-1 Attack should read: die roll of 6 is a "De" result.

[14.1] EXPLANATION OF RESULTS

Attacks greater than 6-1 odds are treated as 6-1 odds; attacks at less than 1-1 odds are not permitted. Combat losses are extracted by order of preference from (1) Regular units; (2) Raiding Parties; (3) Militia units (see: Combat, case 6.13).

De = Defender eliminated; all of the defending Strength Points are eliminated, removed from the map

1/2 De = One-Half Defender eliminated; same as *De*, except only one-half of the defending Strength Points are eliminated. Note that when non-Roman units are attacking Roman legions, *1/2 De* is treated as a no effect. Roman Militia units are affected by *1/2 De* results.

Ex = Exchange; all of the defending Strength Points and an equal number of attacking Strength Points are eliminated.

1/2 Ex = One-half Exchange; all of the defending Strength Points, and one-half that number of attacking Strength Points are eliminated.

Fractional losses due to combat are rounded up. For instance, *1/2 De* for five Strength Points means three Points are lost. *1/2 De* for one Strength Point means one Point is lost.

Persian Regulars, Roman Legions (loyal or rebellious) and Independent State regular units are eligible for replacement as always when eliminated or exchanged (see 12.0).

[15.0] PERIOD CHART (See mapsheet)

[16.0] BARBARIAN CREATION TABLE (See mapsheet)

Note: The omission of Hun Barbarians on the Barbarian Creation Table is not an error. Hun Barbarians only enter as directed by the Scenarios.

[16.1] HOW TO USE THE BARBARIAN CREATION TABLE

This table is used with a varying degree of frequency, dependent on which period a given Game-Turn falls in (See the Frequency Table, 16.3). Each time the table is to be used, a die is rolled to determine which horizontal line is to be used for that Game-Turn. The die is then rolled as dictated by the Frequency Table. Each subsequent second die roll is used on the same horizontal line.

Barbarians cannot be raised if their Home Province is controlled by anyone save themselves. If control is contested (say, Scythians and Romans fighting for Dacia), then Barbarians may be raised.

[16.2] EXPLANATION OF RESULTS

* = no Barbarians created on that die roll. All the other codes are composed of a letter (L or R) representing the type of Barbarian created (Levy (Regular) or Raiding Party) and the number is the number of Strength Points created. After totaling the number of Strength Points created in each Province, these are placed in accordance with the non-Roman Placement procedures (13.0).

[16.3] BARBARIAN CREATION FREQUENCY TABLE

(see mapsheet)

[17.0] INTERNAL REVOLUTION PROBABILITY TABLE

(See mapsheet)

[17.1] EXPLANATION OF INTERNAL REVOLUTION PROBABILITY TABLE

This table simply intersects the period that the Game-Turn falls into with a die roll. A result of "no" simply means the process ends here. A result of "yes" means that the Player proceeds to the Internal Revolution Results Table.

[17.2] INTERNAL REVOLUTON RESULTS TABLE

(See mapheet)

(Clarification): The omission of Germania on the Internal Revolution Results Table is not an error. There is never an internal revolt in Germania.
A die roll of two results in four Revolting Militia Strength Points in Illyria (not six).

[17.3] EXPLANATION OF INTERNAL REVOLUTON RESULTS TABLE

If there is a "yes" result on Table 17.0, the Player rolls for the table. Under each die result, numbers appear on lines with varying province names. This is the number of revolting Militia Strength Points to appear in that Province. They are placed according to the Non-Roman Placement procedures (13.0).

[17.31] If a province is already in revolt, it cannot revolt again. Ignore result. Independent States are considered in revolt.

[17.32] In periods "A" through "F" Revolts may only be applied in Provinces that are controlled by Roman forces. Results apply in all Provinces except Persian controlled in period "G".

(Clarification): In Time Period "G" internal revolts may occur in Provinces which are not controlled by the Romans. Such revolting militia are hostile toward all other forces. If such a revolt takes place in a Persian controlled or Independent State controlled or Home Province, the Persian or Independent State regular units are obligated to move to the Province and eliminate the revolting militia.

[17.33] Results in parentheses are applied in period "G" only, in addition to all other results.

[17.34] For each loyal Roman Strength Point in a given province in excess of the number of revolting Strength Points, the revolt is reduced in strength by one Strength Point. It may be completely prevented by this method.

[17.35] If for any reason the loyal Roman Militia is on the map when a revolution is rolled for that Province, the existing militia turns revolutionary, and freezes in position.

[18.0] LEGION REBELLION TABLE

(See mapsheet)

[18.1] HOW TO USE THE LEGION REBELLION TABLE

In the Legion Rebellion Phase of each Game-Turn, the Player examines the Areas on the mapsheet. In each and every Area containing four or more Loyal Roman Legions, he must roll for a possible rebellion. This die roll is modified for the period in which the Game-Turn falls, and the modified die roll is cross-indexed with the number of Strength Points of Legion in the Area to determine if there is a rebellion, and its size. A "*" indicates no rebellion, while any number indicates the number of rebelling Strength Points.

[19.0] THE SCENARIOS AND HOW TO USE THEM

Fall of Rome is played in scenarios, i.e., historical situations of limited duration where the Player attempts to achieve a specific objective. There are six scenarios, each using a specific format to outline the information needed to play a given game. Each scenario is identified by a year, which is the initial year (Game-Turn) used.

The information in the scenario is presented in the following rigid format:

1) *Roman Controlled Provinces and Forces*. This details which Provinces the Roman Player initially controls, which of these Provinces have active militia, and where the Roman Legion Strength Points are place. A number in parentheses after a Province name indicates that number of legions may be placed in any one or more Areas of the Province.

2) *Persian Controlled Provinces and Forces*. This details which Provinces are controlled by Persian forces, which militia is active, and the number and placement of Persian Regular Strength Points.

3) *Active Militia*. This details which of the non-Roman and non-Persian active militia (mostly Barbarian) are placed.

4) *Other Forces*. Other forces on the map are detailed, including independent States (their Provinces and Regular forces numbers and placement), Barbarians (type, strength and placement), and militia (both in revolt and not).

5) *Treasuries*. This details the initial balance of the Roman and Persian treasuries in tax credits.

6) *Game Length*. This instructs the number of Game-Turn a scenario lasts.

7) *Victory*. This sets the number of Victory Points that Rome must control for the Player to win the scenario.

8) *Special Rules*. This details unusual activity that may occur in the scenario, outside the usual scope of the game.

[19.1] SCENARIO ONE: 67 A.D.

1) *Roman Controlled Provinces*: Gallia (6L), Hispania (1L), Italia (3L), Sicilia, Illyria (3L), Thracia (3L), Graecia, Cyprus, Asia, Syria (6L), Aegyptus (2L), Africa (1L). No active militia. Additional four legions in Britannia A (not controlled).

2) *Persian Controlled Provinces*: Persia, Mesopotamia, Armenia. All militia active. Fifteen Regular (B) Strength Points in Mesopotamia B.

3) *Active Militia*: Scythia, Dacia, Germania, Pictum, Britannia, Taurica.

4) *Britannia*: four militia (N) Strength Points in A.

5) *Treasuries*: Roman: 50 Tax Credits. Persian: 12 Tax Credits.

6) *Game Length*: fifteen Game-Turns, Period A.

7) *Victory*: the Player must have the Romans control Provinces worth 78 Victory Points at the end of the game.

8) *Special Rules*: In Place of the usual procedures of the Legion Rebellion Phase, the Player rolls the die each Rebellion Phase. The first time a one is rolled, all Legion Strength Points exceeding three in a single Area automatically rebel. Thereafter, the normal Rebellion rules are reinstated.

[19.2] SCENARIO TWO: 247 A.D.

1) *Roman Controlled Provinces*: Britannia (3L), Gallia (4L), Illyria (6L), Thracia (5L), Dacia (1L), Asia (2L), Syria (6L), Aegyptus (1L), Africa (1L), Hispania (1L), Italia (1L), Sicilia, Cyprus and Graecia. Two Legion Strength Points in Mesopotamia C (not controlled). No militia active.

2) *Persian Controlled Areas*: Persia and Mesopotamia. All militia active. Twelve (B) Strength Points in Mesopotamia B.

3) *Active Militia*: Armenia, Taurica, Germania, Pictum, Scythia.

4) *Mesopotamia*: Four militia (N) Strength Points in B. Scythian R4 in Scythia.

5) *Treasuries*: Roman is zero; Persian is twelve Tax Credits.

6) *Game Length*: thirteen Game-Turns, period B

7) *Victory*: The Player must have Rome control fifty Victory Points of Provinces at the end of the game.

[19.3] SCENARIO THREE: 260 A.D.

1) *Roman Controlled Provinces*: Italia, Hispania, Africa, Aegyptus, Cyprus, Sicilia, Graecia, Thracia, Asia.   No active militia.   Nineteen legion Strength Points may be placed in any of these Provinces. Africa revolting with two militia (Revolt M) Strength Points in A.

2) *Persian Controlled Provinces*: Persia, Armenia. All militia active. Six Regular (B) Strength Points in Armenia. Six replacement (B) Strength Points available in Game-Turn 4.

Independent States:

Syria: has conquered Mesopotamia. Both militia active. Seven Regular (Ind #1, B) units in Mesopotamia C.

Gallia: has conquered Britannia. Both militia active. Seven Regular (Ind #2, B) units in Britannia A.

3) *Active Independent Militia*: Germania, Scythia, Dacia, Taurica.

4) *German* B15 in Illyria; *Scythian* B10 in Thracia.

5) *Treasuries:* Roman: 0; Persian: 6.

6) *Game Length*: fifteen Game-Turns. Game-Turns 1 through 6, Period B; Game-Turns 7 through 15, Period C.

7) *Victory:* the Player must have Rome control at least 75 Victory Points of Provinces.

[19.4] SCENARIO FOUR: 332 A.D.

1) *Roman Controlled Provinces:* Britannia, Gallia (3L), Hispania, Illyria (3L), Thracia, Asia (3L), Syria (3L), Aegyptus, Africa, Italia, Graecia, Sicilia, Cyprus. Active militia, at half printed Strength (drop fractions): Britannia, Gallia, Illyria, Thracia, Syria, Aegyptus.

2) *Persian Controlled Provinces*: Persia, Mesopotamia. All militia active. Twelve Regular (B) Strength Points in Mesopotamia B.

3) *Active Independent Militia*: Germania, Scythia, Dacia, Taurica, Pictum.

4) *Scythian* B10 in Scythia; *German* B25 in Germania B.

5) *Treasuries*: Roman: 50 Tax Credits; Persian: Six Tax Credits.

6) *Game Length*: twelve Game-Turns, Period D

7) *Victory*: the Player must have the Romans controlling Provinces worth 65 Victory Points.

[19.5] SCENARIO FIVE: 420 A.D.

1) *Roman Controlled Provinces*: Gallia, Hispania, Italia, Sicilia, Africa, Illyria, Thracia, Graecia, Asia, Syria, Aegyptus, Cyprus. Active militia: Gallia, Illyria, Thracia, Asia, Syria, Aegyptus, Roman Legion Strength Points: twenty-one, placed in any controlled Province in any size group. In the Roman controlled Provinces all militia is active at full printed strength.

2) *Persian Controlled Provinces*: Persia, Mesopotamia. Eighteen (B) Strength Points in Mesopotamia B.

3) *Active Militia*: Pictum, Britannia, Germania, Scythia, Taurica, Armenia.

4) *German* B12 in Gallia A; *Scythian* B7 in Asia B; *Taurican* BP2 in Cyprus.

5) *Treasuries*: Roman is minus twenty Tax Credits; Persian is twelve Tax Credits.

6) *Game Length*: twelve Game-Turns, Period F

7) *Victory*: The Player wins if Rome controls sixty Victory Points in Provinces at the end of the game.

8) Special Rules: On Game-Turn five, Hun L150 appears in Scythia. They will be unable to move as they will have to engage the Active Scythian Militia (unless Scythia has been conquered by a hostile Barbarian force).

[19.6] SCENARIO SIX: 530 A.D.

1) *Roman Controlled Provinces*: Asia, Syria, Aegyptus, Thracia, Illyria, Graecia, Cyprus. All militia active. Twelve Legions in any controlled Province in any size group.

2) *Persian Controlled Provinces*: Persia, Mesopotamia, Armenia. All militia active. Twelve (B) Strength Points in Armenia.

3) All militia on map fully activated.

4) *German* B12 in Gallia A; *German* B5 in Hispania C; *Scythian* B4 in Africa C, *German* B20 in Italia A, *Scythian* B10 in Dacia A.

5) *Treasuries*: Roman is fifteen Tax Credits. Persian is ten Tax Credits.

6) *Game Length*: twenty Game-Turns, Period G

7) *Victory*: The Player must have Rome controlling seventy six Victory Points of Provinces at the end of the game.

[20.0] DESIGN CREDITS

DESIGNER'S NOTES

A funny thing happened on the way to *Fall of Rome*. It started out as a rather large project which was to be designed as an ultra-simple two-player game. The more research that was done, the more formal a pattern was determined for non-Roman movement, combat and goals. To compound the second (non-Roman) Player's problems, all of the individual forces that he "controlled" were mutually inimical. During playtesting, the second Player would frequently gnash his teeth (occasionally moan also) over his inability to roll a die well. Q.E.D., we had the first truly designed solitaire-playing game.

The game *Fall of Rome* operates under certain structures. Essentially the game does not deal with ways in which the Empire's lot could be improved. The economic, social, and geographic reasons for the decreasing chances of Rome's survival are a constant within the framework of the game. Thus the rigid structure of the periods which so adversely affect the Roman Empire in matters of internal stability are left intact. The substance of the simulation is that of an occasional capable man trying to fend off the predictable shifting sands of Army rebellion and internal revolution. Thus the one man is fighting circumstances and being replaced by other capable (or not) men. The function of ability is admittedly built into the game purely as luck, but then that is what the Empire had degenerated to. The recurring dynastic crises made choice of rulers, in truth, a matter of randomness.