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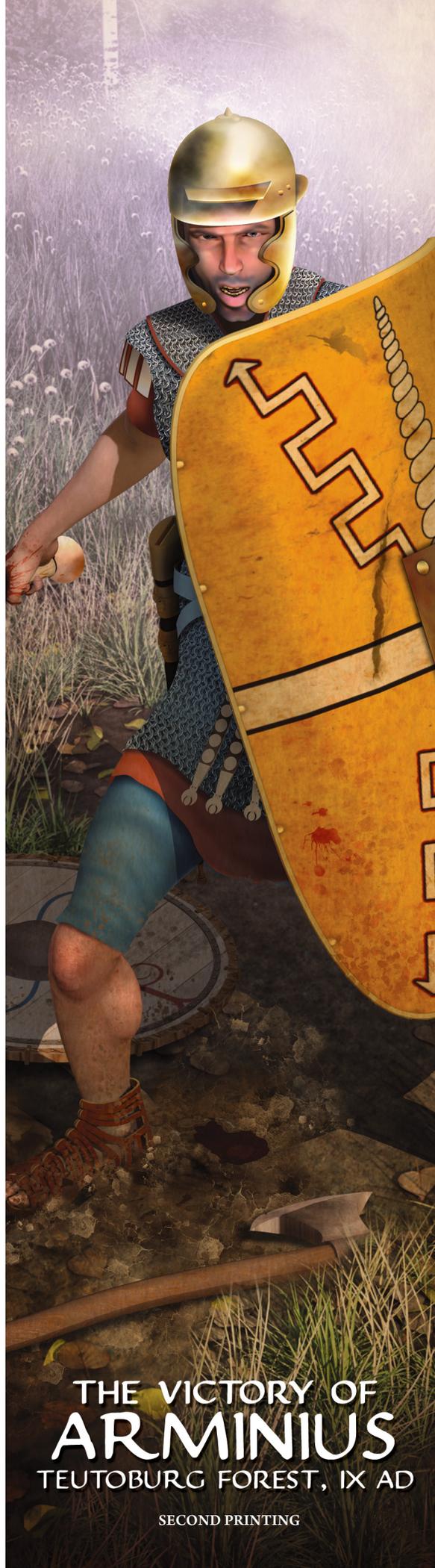
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THE VICTORY OF ARMINIUS

TEUTOBURG FOREST, IX AD

SECOND PRINTING

RULES OF PLAY

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HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Turning Point Simulations
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Attn: *Arminius*

Or e-mail us at: admin@turningpointssimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointssimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Victory of Arminius is a tactical game for two players that depicts one of the most famous battles of the Roman Empire, the action that stopped the Empire's expansion into Germany in A.D. 9, when three Roman Legions were destroyed in fighting with the German tribes. The players take sides, one commanding the Germans, the other the Romans.

1.1 Game Scale

Each hex is about fifty meters across, and game turns represent about forty-five minutes.

2.0 COMPONENTS

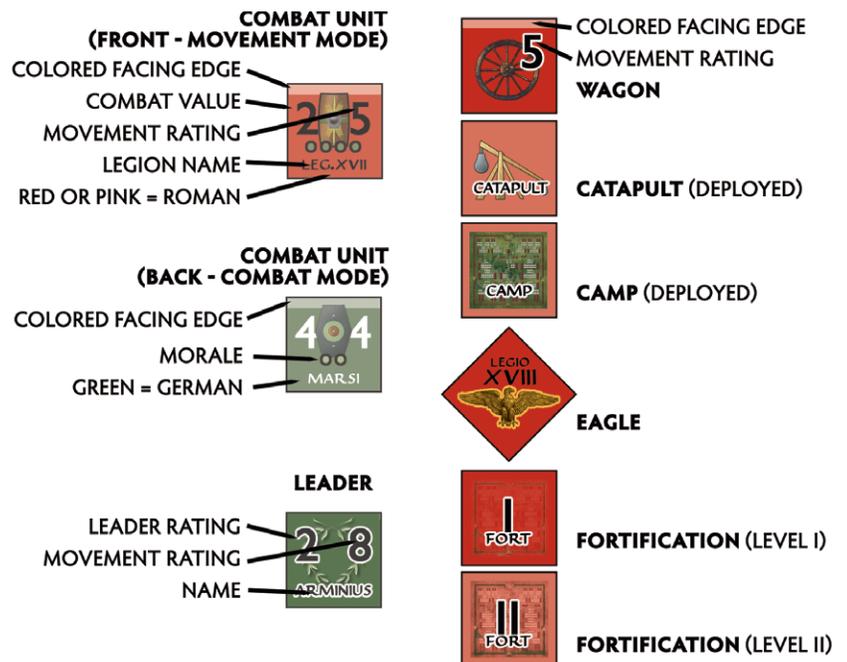
Each game of *The Victory of Arminius* should contain the following:

- One 11"x17" mounted map
- 140 die cut mounted 1/2" counters
- This 8 page Rules Booklet
- Eight six-sided dice

All charts and tables necessary to play the game are printed at the back of the rulebook. Players are free to add more dice of their own if they find that useful. Unlike many other simulations, *The Victory of Arminius* has no "Combat Results Table." Rather, the battle function is adjudicated entirely with dice.

2.1 Counters

Counters in the game represent "units," the combat formations of both sides, and markers, used to denote various game functions or conditions. The sides of each unit are printed with numbers that denote that unit's combat value, its movement ability, and its morale. On the front the unit's colored edge stripe depicts its direction of movement and "facing" (Section 6.2). On the back the colored edge stripe continues to show facing and direction of movement as well as battle alignment. The unit is said to be in Movement or Combat Mode depending on which side of the unit is showing. Information on the units is arranged thusly:



2.2 Map

The Victory of Arminius is played on a map of the battlefield, resembling as much as possible how it looked during the actual battle. A hexagonal grid is superimposed to regulate movement and combat. Players should note that partial hexes *are* playable.

3.0 IMPORTANT CONCEPTS

Assault Dice. *The Victory of Arminius* uses a combat resolutions system through which players roll a number of dice and compare the results. Basically, the more dice one rolls the better, and a player with more dice than his opponent will enjoy an advantage.

Battle Rages. Not all combats are cleanly concluded in forty-five minutes (one turn); this result means that the battle continues into at least one subsequent player turn.

Combat Value Rating. This is a quantified estimate of a unit's basic ability to fight. It changes depending on the Mode.

Deployment Mode. Combat units can be in either Movement or Combat Mode. Those in Movement Mode have advantages in mobility at the expense of combat power, whereas those in Combat Mode fight better but move slower.

Leader Rating. Varus and Arminius are the only units to have this, and it estimates their ability to influence combat.

Movement Rating. This is the basic mobility of a unit. Note that deployed catapult, fort, and camp units have no Movement Rating, and are thus unable to move.

Morale. More than just the state of mind of the unit, it reflects training, discipline, cohesion, and *élan*.

Wagon. Roman catapults, forts, and their camp travel in wagons. When the wagons deploy, then these units can fight, or enhance the combat power of other units.

Zone of Control. A unit exerts a Zone of Control into its front hexsides. This impedes the abilities of enemy units to change facing, move, or retreat

4.0 SEQUENCE OF PLAY



At the start of the game, place the Turn Record marker in hex 0101 on the map. The game is played in turns. The Roman player goes first. Each complete turn consists of successive player-turns for the Romans, then for the Germans. Each player-turn consists of a Movement Segment followed by a Combat Segment. All Movement must take place before any Combat. Once all Combat has been

resolved play reverts to the opponent for his Movement and then Combat. The turn is complete when both Romans and Germans have executed all their game actions. The Turn Record marker is then moved ahead one space. The game consists of fifteen complete turns. Move the Turn Record marker down one hex (to 0102, 0103, etc.) to mark the progression of the game. If playing the Optional Scenario, game length is extended to twenty-two turns.

5.0 MOVEMENT

Units move through the mapboard spaces called "hexes." Each hex portrays a terrain type, costing differing amounts of the unit's movement allowance, depending upon its Deployment Mode (Module 6.0). In general a Woods terrain hex costs 2 Movement Points (MPs) for a unit in Combat Mode to enter. Costs are listed on the Terrain Effects Chart (TEC) printed on this rules booklet. Changing height (contour lines) or crossing walls increases the cost to enter a hex in MPs. The MPs available to a unit depend on its type and its Deployment Mode. Units in Combat Mode additionally expend MPs to change the way they are oriented on the board. The player may move any, all, or none of his units. Units cannot spend more MPs than available on the face of the unit, except that they can always move *one hex*, regardless of TEC cost. Units do not accumulate MPs from one turn to another, nor can they transfer unused movement points to other units.

6.0 DEPLOYMENT MODES

The capabilities of a unit depend on its Deployment Mode, denoted by the face of the counter that is showing at the instant the player-turn begins. The front side of the unit is the Movement Mode, in which the unit has its maximum MP allowance but a very limited facing (front and rear) and little battle ability. The back side of the unit is Combat Mode, in which movement ability is limited, facing is wider, and combat capability is optimized. Units *always* move in the direction of the movement bar printed across the top of the unit counter.

6.1 Changing Mode

Units may only change their mode at the beginning of their movement by expending 1 MP to do so. Their combat value will be what is displayed by the unit at the instant the player's Combat Sequence begins.

6.2 Movement Allowance and Changing Mode

When a unit changes its mode, it will have a new movement allowance of its new mode minus 1. **Example:** A Roman unit in Movement Mode changes to Combat Mode at the start of its movement. It has 2 MPs remaining to use for movement (3 [new mode printed MA]-1[Mode change cost]=2).

7.0 FACING

7.1 Facing and Movement

Units always move through the hex grid into the hex ahead of the movement bar on each counter (the color band atop the unit symbol). This means that in general they move in the direction they are facing. A unit in Combat Mode changes direction by moving through the hex grid, altering the orientation of the color band by one hexside for each hex of forward movement, or by expending movement points. The unit may make its *first* direction change (a “free” displacement) *before* beginning its forward movement. Additional hexside direction changes require forward movement, or the expenditure of 1 MP per hexside direction change, except upon ending all movement. Upon ending their movement for the turn, units in Combat Mode and not in an enemy ZOC may change direction by up to three hexsides without cost. Units never move backwards.

7.1.1 Units in Movement Mode that are following a road do not pay for facing changes, so long as they use road movement. Should a unit in Movement Mode leave the road, or change to Combat Mode, it pays for facing changes normally.

7.1.2 Units in Combat Mode may change direction up to three hexsides at no cost, provided that they begin movement adjacent to an enemy unit or units, and their first movement is to a hex not adjacent to **any** enemy units. The presence of enemy Zones of Control, negated or otherwise, do not impede this.

7.2 Facing and Combat

Unit facing is important for advantage in battle. The facing determines which hexes a unit fights into, and which may be on its flank or in its rear, which gives the adversary a combat advantage. The unit has a Zone of Control (ZOC) into the hexes it faces. Opposing units must stop movement when they enter a ZOC-covered hex. Units that begin the turn in a ZOC hex may freely exit that hex, but units must enter an uncontrolled hex. Units may not move directly from one ZOC-controlled hex to another.

7.2.1 In general a unit in Movement Mode faces into the hex directly ahead of it, where it exerts a Zone of Control. A unit in Combat Mode faces into three hexes corresponding to the hexsides in front of the unit, exerting a ZOC into all. Facing is illustrated in

the following diagram.



7.2.2 Hexes marked “Flank” accord the opponent an advantage in Combat, while hexes marked “Rear” give the opponent his greatest advantage. Units expend Movement Points for some Facing changes in addition to the MP cost for entering hexes. A *one* hex-side Facing change is *free* if the player makes it before beginning the movement of a unit, and the unit may make an additional free one hex-side Facing change before moving for each new hex entered. Thereafter changes of Facing cost a unit 1 MP per hex-side until the termination of movement and in Combat Mode. Once having completed movement a unit in Combat Mode may change up to three hex-sides without MP cost, provided it is not within the Zone of Control of any enemy unit.

8.0 STACKING

The player may have up to three combat units on a hex. They may be facing in different directions. On the Roman side, regular units must be from the same Legion in order to stack together. Roman auxiliaries can stack with any units. Leaders, Eagles, Wagons or Catapults, and markers do not count toward stacking limits, but no more than one Wagon and one Catapult may be in any single hex. Fortifications (Module 9.0) do not count toward Stacking, and they *add* to the number of units permitted in that hex.

8.1 Stacking and Movement

Units must obey stacking limits at all times before, during, and after movement. If a unit cannot move without violating stacking limits, then it cannot move.

8.2 Stacking and Combat

Units may not violate stacking limits during combat, or at any time during or after retreat.

8.3 Stacking and Enemy Units

Generally, units may not enter the same hex as an enemy combat unit. However, they may enter the same hex as an enemy Leader, who is immediately killed.

9.0 COMBAT



Players' units engage and fight voluntarily by means of Close Combat, which takes place between units in adjacent hexes on the map. This is melee fighting; it represents Assault by one player's forces and defense by the opponent. All Close Combat takes place across specific *hexsides* designated by the Attacking player by means of placing an Assault marker (arrow symbol) on top of the units making the attack. Once an Assault marker is placed the attack is mandatory. Close Combat is resolved among the engaged units according to a set sequence outlined below. Units use their printed ratings for Morale and Combat Strength to resolve the Assault, and resolution is moderated by a roll of dice that reflect the variety of specific conditions that pertain to each individual engagement. Combat is resolved entirely through these unit strengths plus battle conditions *and does not make use of any kind of results table*.

In the following rules the player declaring the Assault is termed the Attacker; his opponent is termed the Defender. The Attacker may engage in as many or as few Assaults as he wishes on his turn. Assaults are resolved in the order desired by the Attacker, except that an Assault against a given hex must be completed before the player moves on to attack another. If the player proceeds to Assault another hex he cannot go back and re-attack one he previously engaged. If a hex is attacked, all defending units in that hex must be engaged. Defending units in a single hex need not be engaged together as a single stack, and may be attacked with as many Assaults as the Attacker can physically bring to bear, but each Assault is resolved separately in sequence, chosen by the Attacker.

Developer's Note: *Due to counter limitations, players may find that in some turns, they will not have enough Assault markers to designate every attacking unit individually. Should this happen, they should feel free to place one marker per combat, and just point out any other participating units to the defender.*

9.1 Eligible Units

Any of the Attacker's units which occupy a hex adjacent to the defending unit *and which have a Facing (Case 7.2.1) that extends into that hex* is able to attempt an Assault. To become eligible for the Assault, the attacking unit or stack must pass a Morale Check. If units are attacking from multiple hexes, then a Morale Check must be performed for each stack or unit alone in a hex. Locate the Morale value printed on the unit counter and roll one die. In the case of a stack use the Morale value of the highest-rated unit in the hex. An unwounded Leader adds his Command Value to the Morale value. If the die roll is less than or equal to the total Morale value, the unit proceeds to Assault.

9.1.1 Units that fail their Morale Check are instead considered to have suffered a repulse. The Attacker retreats them 1 hex only (costs no MPs) according to all the retreat after combat rules and restrictions in Section 9.7. Those unable to retreat, due to stacking limitations or enemy Zones of Control, etc., are eliminated. However, unlike retreat after combat, the defender may **NOT** advance into a hex vacated as a result of retreat before combat.

9.2 Combat Conditions and Dice Accumulation

Each player gets to use a number of six-sided dice, called "Assault Dice," in the resolution of battle. Assault Dice are awarded for a variety of conditions that are enumerated below and summarized on the Assault Dice List printed on the back cover of the rules booklet. Some conditions require the *subtraction* of Assault Dice. The allocations are cumulative. The player takes all Assault Dice for which he qualifies and rolls them together, adding up the total dice result, which is applied to combat resolution. If too many negative conditions are present, the player may be required to roll dice that subtract from his total. If there are many positive conditions, he may end up adding the results of many dice. Each player determines the specific conditions that pertain to the battle situation and calculates the *net number* of dice for which he qualifies, and their additive or subtractive effect.

9.3 Assault Dice Allocations

- **Base:** Each player receives a minimum of **one** Assault Die. Regardless of the next additions and subtractions of dice, a player can never have less than one in any combat. Additionally, all other dice allocations listed below modify the number of dice available. **Example:** The Roman player attacks with a Legionary unit, an Eagle, and Varus. That means that he rolls four dice: one for the base, one for Tactical Superiority, one for the Eagle, and one more for his Leader. He may also get a fifth, for higher Morale.
- **Eagles:** Roman units in the same hex as an Eagle, a Legion's Standard, receive one Assault Die. The Eagle has to be of the same Legion as at least one of the combat units, and never benefits pink auxiliary units if they are alone with an Eagle.
- **Leaders:** If units on either side have a Leader in their hex, they add to that player's Assault Dice. The Leader rating, printed on the unit counter, indicates the number of dice that are awarded.
- **Morale:** The player with the higher unit Morale value receives one Assault Die (compare the highest Morale value of any unit on each side).

- **Wall:** German units defending (only) in a Wall hex gain one Assault Die. German units attacking from a Wall hex, or Roman units defending in one, get no benefit.
- **Swamp:** Roman units attacking out of, or defending in, a Swamp hex *lose* one Assault Die. Germans do not.
- **Height:** One Assault Die goes to whichever player's unit occupies higher terrain. If there is no height advantage no die is awarded. (Check for height by locating the engaged hexes on the mapboard and judging how they lie with respect to the terrain contour lines printed on the board. If the contour runs directly through the hex the player may choose which height level he wants his unit at at the moment of combat resolution.)
- **Flank:** The Attacker receives one Assault Die if attacking across a Flank hexside (Section 7.2).
- **Rear:** The Attacker receives *two* Assault Dice if attacking across a Rear hexside.
- **Fortifications:** The Defender receives a number of Assault Dice equal to the level of the Fortifications (Module 9.0) if in the hex.
- **Cavalry:** The Roman player receives one Assault Die in any combat in which one or more of his engaged units are Auxiliary Cavalry.
- **Catapult:** The Roman player receives one Assault Die if he has a deployed Catapult with his units, whether attacking or defending.
- **Roman Tactical Superiority:** The Roman player receives one Assault Die for the high training and practice in formation evolution his regular infantry units enjoy, *except* that Auxiliary units by themselves do not benefit from this provision (Auxiliaries stacked together with Roman cohorts continue to receive the benefit). *In a "Battle Rages" situation held over from the previous turn, this advantage no longer applies.*

9.4 Combat and Support Values

Determine the combat value of units involved in battle. The basic combat value is that of the actual attacking and defending units. The player *may* enjoy additional strength from units in *support*. This depends on the presence of Leaders or Eagles, and of other combat units. To lend Support in defense, a unit must be located in a hex adjacent to the unit under Assault, must be in Combat Mode (Module 6.0), and must be adjacent to a Leader (Module 10.0) or Eagle (Module 11.0).

9.4.1 To lend Support in attack a unit must be in Combat Mode, must be adjacent with frontal facing (Section 6.2) into the hex under attack, cannot have made any Assault of its own previously during the Combat Segment, and must be adjacent to a Leader or Eagle. (The Leader or Eagle need not be physically located in the combat hex, but it *must* be adjacent to the units or stacks that will support the battle hex). It does *not* have to be adjacent to the unit or stack initiating the Assault.

9.4.2 Units in Support contribute **one half of their combat value** to the attack or defense (ignore fractions). Units may provide Support in more than one battle provided that they meet the conditions above. A unit that defended against an Assault against itself may still subsequently furnish Support to other defending units if it is able to do so, provided that it has not suffered any adverse combat result, including Battle Rages. The Attacker may conduct an Assault with units that have previously provided Support in other earlier actions. The total combat value of the engaged forces equals the basic value of the attacking and defending units plus the additional factors providing by Support units.

9.5 Final Resolution

Determine the combat value of units actually involved. Determine the Attacker and Defender's net Assault Dice. Roll the dice (it may be necessary for each player to use the same dice due to the number involved, if so the players roll sequentially in any order they may agree upon). Add the totals of the participating units' *combat value and all the dice rolled* and compare the result with that of the opponent. The player with the highest total wins. Combat results apply as detailed below. Surviving attacking units may advance into the hex vacated by the Defender.

9.5.1 If the players' results are equal, the Assault is prolonged and "Battle Rages" conditions apply. An attack with this result is automatically repeated the next Combat Phase (i.e., during the player-turn of the opponent). Battle Rages is a condition for the award of an Assault Die. This additional die goes to the original Attacker. In case of a repeat result of Battle Rages, the new Attacker becomes the beneficiary of the Assault Dice in a further repetition of the combat. Both Attacker's and Defender's units do not need to perform a morale check if performing the follow up battle from an earlier Battle Rages result.

9.5.2 Upon a Battle Rages result, the defender may *immediately* change mode and facing, without penalty, regardless of any enemy zones of control. **Developer's Note:** *There is a reason for this. Units attacked through the rear or flank hexes, or in movement mode, are going to be caught at a disadvantage. But they will try to cope with it and shift subordinate units around to meet the threat. Basically, you can stab somebody in the back with a sword for a while, but in short order they will tend to turn around.*

9.6 Combat Results

Important Note: The Basic Combat Value is the printed Combat Factor of undisrupted units, and half that (round fractions down) of Disrupted ones in the attacking or defending hex (not support units). If more than one Combat Result Level applies, the result which is worse for the loser is applied.

-  **Equal Scores:** Battle Rages - Mark the attacking and defending (not supporting) units with a “Battle Rages” marker. Units so marked cannot move during their movement Segment. A Battle Rages result also locks the supporting units into the upcoming battle to be resolved later (i.e. they cannot move away during their turn to move). Repeat the combat during the following player turn. Either player may add additional units within stacking limits.
- Winner by 1 to 5 Points:** One combat unit in the Losing stack is Disrupted (Module 10.0).
- Winner by 6 or more points but less than Basic Combat Value of the opposing units:** Two combat units in the Losing stack are Disrupted (Module 10.0).
- Winner by equal to or more than the Basic Combat Value of the opposing units:** Disrupt one unit (Module 10.0), and any Leader present is Wounded (Module 14.0). **Example:** A German player has two tribal units, each with a combat strength of 5. One is Disrupted. Combined, their Basic Combat Value is 7 (5 for the unit in good order, 2 for the Disrupted one).
- If the Winner achieves a total score double or greater than the Basic Combat Value of the opposing units:** One loser’s unit is eliminated. The unit lost is chosen by the Winner. Remaining defeated combat units retreat 1 or 2 hexes, owning player’s choice, Disrupt (Module 10.0), and any Leader present is wounded (Module 14.0).
- In Addition:** If there is any adverse combat result applied against a unit that is already Disrupted, it is eliminated instead. If this was the only friendly combat unit in the hex, and there is a Leader present, then that Leader is killed.

Supporting units are affected by combat results, and may be called upon to retreat, suffer losses, and become Disrupted in the combat. Further, in the event of a Battle Rages result, they are affected too. Any time that a supporting unit retreats, becomes Disrupted, or is marked as Battle Rages, then it may not support any more combats for the rest of that combat phase, on either the attack or defense. **Developer’s Note:** The majority of the combat results will be for Disruption or elimination. In playtesting, there were very few instances of Battle Rages, but they will occur.

COMBAT EXAMPLE 1



The Roman unit in 0603 assaults the German unit in 0503. The Roman rolls a 1 on his pre-battle morale check, and so the attack can take place. He receives three Assault Dice, one for his base, one for Roman tactical superiority, and another for having the higher morale. The German receives just one assault die, for his base.

The Roman rolls a 3, 4, and 6 on his Assault Dice, for 13, which he adds to the unit’s combat strength, for a grand total of 17. The German rolls 2 on his sole die, adding that to his combat strength of 5; the grand total is 7.

Because the Roman total is more than twice the Basic Combat Value of the German defender, the German suffers a unit loss. As there is just one German unit in the combat, it is eliminated. The Roman unit can advance into 0503, maintaining its facing.

9.7 Retreat After Combat

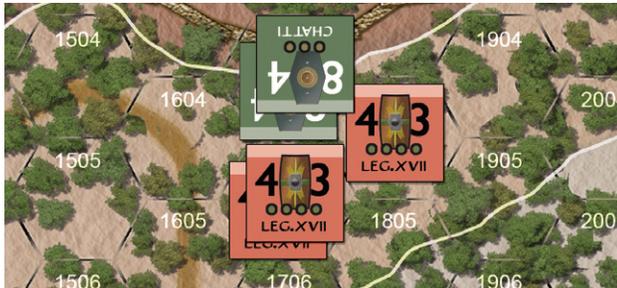
Combat results may require that either side retreat after battle. Such retreats may be of 1 or 2 hexes in length but cost no MPs to perform. The direction is always chosen by the owning player. Units may retreat into any type of terrain. Units that retreat into a Swamp hex become Disrupted, if not already so. Units that are already Disrupted suffer no extra consequences; they remain Disrupted (Module 10.0).

9.7.1 Units that retreat maintain their facing, even if it means that they appear to be going backward.

9.7.2 Units cannot retreat into a hex occupied by opposing units. They may retreat into a hex covered by an opposing unit’s Zone of Control (Section 6.2) only if that hex is already occupied by a friendly unit. Units retreating into a hex cannot exceed its stacking limits. Units may retreat off the map, but then may not reenter the game. Units stacked together in a given hex may be retreated into different hexes. Unengaged units become Disrupted (Module 10.0) if retreating units enter their hex. Wagon units, whether deployed or un-deployed, cannot retreat and are captured (destroyed) if they must retreat. Units unable to retreat within these limits are eliminated instead.

9.8 Advance After Combat In any situation where the defending units had been forced to retreat, the attacking player's units may advance into the hex vacated, regardless of Zones of Control (**exceptions:** Section 9.1 and Module 13.0). Advancing units may **not** change facing or direction; they go straight forward.

COMBAT EXAMPLE 2



All Roman units are of the XVII Legion, and the Germans are of the Chatti tribe; both Chatti have morale of 3. The Romans in 1705 declare an assault on hex 1704, with the unit in 1804 in support. The Roman rolls three for his morale check, and thus can attack. He receives three Assault Dice, one for his base, one for Roman tactical superiority, and a third for superior morale. For their part the Germans receive three Assault Dice: one for their base, one for a defending with a height advantage, and a third for defending behind the wall. The combat strength of the Roman units is 10; four for each unit in 1705, and 2, half of its combat strength, for the supporting unit in 1804. The German combat strength is 16, 8 for each unit in 1704.

The Roman rolls 3, 4, and 5 on his Assault dice, for a total of 22, including his combat strength. The Germans roll the same, totaling 28. The Roman must select two of his units to become Disrupted. Note that the supporting unit in 1804 may be chosen for Disruption.

10.0 DISRUPTION

Units suffer Disruption from adverse battle results. Disruption effects endure a full turn, from the Combat Segment when the effect occurs to the start of the same player's Combat Segment of his next turn (remove marker then). When Disruption occurs in a Roman Combat Segment, place a Disruption marker front side up (the vivid color side) on the unit. When Disruption occurs in a German Combat Segment, place a Disruption marker reverse side up (the pastel color side) on the unit. During play, Disruption only effects unit Combat Values (halve them, round down) but a second Disruption result on an already Disrupted unit eliminates it. Disruption has no effect on Morale Checks, the ability to change facing, or movement.

11.0 FORTIFICATIONS



The Roman player (only) is able to construct Fortifications due to the engineering skills of trained officers among the Legions. Fortifications may be built in a Woods hex that does not have 2 or more different contour lines in it by a unit that begins the turn in the hex, accompanied by the *deployed* Camp cart, which remains stationary for the remainder of the player turn, performing no other action. Place a Level-1 Fortification marker at the end of the player's Combat Segment. A second turn of construction can improve the Fortification to Level-2. Fortifications "face" in all directions and exert a ZOC into all six surrounding hexes. In Combat they add Assault Dice according to their level. In addition, each level of fortification adds one unit to the number of units permitted to stack (Module 8.0) in the hex. Thus *five* units could stack in a Level-2 Fortification. Unable to move, Fortifications disappear if they become unoccupied.

12.0 CATAPULTS



Catapults, throwing rocks or burning baskets, were the Roman artillery. Catapults are operated by combat units. They cannot act by themselves. They may move with accompanying units only. Manned Catapults have an automatic allowance of 5 MPs in Movement Mode. They must "deploy," or change to Combat Mode, in order to exercise their capability. In Combat Mode, Catapults may move a *maximum* of one hex, or, if following a road, two hexes. A Catapult, or Ballista, fights in combat when Close Assault is resolved. The Catapult qualifies the Roman player for an extra Assault Dice. A Catapult in a Fortification furnishes *two* Assault Dice. Catapults have no combat value by themselves and are eliminated if the units with them are lost, or if, alone in a hex, that hex is entered by opposing units.

13.0 WAGONS



The Roman commander Varus deemed it necessary to have all his artillery, baggage, and supplies, carried in the Wagon units, to prosecute his campaign in Germany. It was a key element of his strategy to maintain those trains in being. To reflect this, if the German player eliminates all the Roman Wagons, he automatically gains (at least) a tactical victory in the game. Wagons have no combat value and are eliminated if combat units with them are eliminated, or if, alone in a hex that is entered by German units. Wagons must be "manned" by combat units. Manned Wagons have an automatic movement allowance of 5 MPs. A Wagon will contain either a Roman Catapult or the Roman Camp. Wagons can retreat with units with which they are stacked, but may never advance after combat.

14.0 LEADERS



The game has units that represent the top commanders on each side. These Leaders are able to add to Morale ratings in determining eligibility for combat, authorize adjacent stacks and units to Support a Battle hex, and they add dice in combat resolution for battles that occur where they themselves are physically located. The Leader rating printed on the unit denotes the number of Morale points that officer adds for a Morale Check and the number of dice added to his side for Combat; they can do both at the same time, but only for the same combat. A Leader can be Wounded in certain combat results. A Wounded Leader no longer adds to Morale checks, and his Assault Dice are reduced by 1. (That is, Arminius is reduced to one Assault Die, and Varus loses his altogether.) A Wounded Leader must check for survival on each subsequent turn—roll one die; on a roll of “6” the Leader dies from his wounds. If all units with a Leader in a battle are eliminated, the Leader himself is killed. A Leader has no combat value and is eliminated if by himself in a hex that is entered by opposing combat units.

15.0 EAGLES



Each Roman Legion possessed a unit Standard that was the focus of its cohesion. In the game this is reflected by an Eagle unit belonging to each Legion. The Eagle accompanies a unit of that Legion. Unaccompanied Eagles cannot move. The presence of an Eagle adds dice to that stack in Combat. The Eagle is lost if the units it is stacked with are eliminated, if no units of its Legion are left to carry it, or if, alone in a hex, German units enter that hex. If their Eagle is lost, all Roman units of that Legion subsequently lose 1 point of Morale value. The German player can display the Lost Eagles to show what units lose Morale.

16.0 ROMAN AUXILIARIES



Roman Legions are accompanied by auxiliary units of infantry and cavalry. These are interchangeable and can stack with units of any Legion. They are not affected by the loss of an Eagle. Except for Cavalry, Auxiliaries do not benefit from Roman Tactical Superiority in battle unless they are stacked with Roman regulars. Auxiliary Cavalry (only), when by themselves, enjoy their own combat benefit and add one Assault Die.

17.0 VICTORY

17.1 Victory Points

The Roman player earns victory points for exiting units off the north edge of the map between hexes 0101 and 2101 *only*. Units that exit the map may not reenter it. The Roman earns victory points per this schedule:

Legionary Infantry	2
Auxiliary Infantry	1
Auxiliary Cavalry	2
Wagons	3
Eagles	5
Varus	3

17.2 Units Not Entered

The Roman player earns the same victory points as detailed in Section 17.1 for units that do not enter the map after the first combat (Case 18.5.1), as though they exited off the north edge. **Developer's Note:** *The principle here is that the German goal was to ambush and destroy the entire Roman army in a trap. If the German springs his ambush too early, then any Romans still off the battlefield will not step into the trap. Instead, they will either retreat south, or form up and enter the battle under their own terms. Either way, surprise will be partial, and any German victory necessarily incomplete.*

17.3 Victory Levels

Victory is determined by the accrual of victory points by the Roman player at the end of the game:

Strategic Roman Victory	31 or more Points
Tactical Roman Victory	21 to 30 Points
Draw	16 to 20 Points
Tactical German Victory	10 to 15 Points
Strategic German Victory	1 to 9 Points
Overwhelming German Victory	0 Points

Developer's Note: *Historically of course, the Germans won an Overwhelming Victory.*

17.4 Sudden Death Roman Strategic Victory

The Roman player wins a Strategic Victory immediately if Arminius is eliminated. The German player does not win similarly for killing Varus. **Developer's Note:** *The reason for this is simple. Arminius was the driving force of the German effort, and his involvement was necessary to keep it going; if he dies, the revolt dies with him. But the Roman command structure was much less personalized, and far more institutionalized. If Varus dies in battle, then some other officer steps forward. Either way, Rome itself survives, and probably comes back to Germany for vengeance, though not necessarily to reconquer it. Kill Arminius, and the German alliance collapses.*

18.0 SETUP AND SPECIAL RULES

18.1 Prepare for Play

The German player deploys his forces on the board, some hidden. The Roman player places his forces in March Order, off the board, and they enter in the sequence he has set, in the stacks as he has arranged them. All Roman units enter on the Trail hex at 3016.

18.2 German Setup

The German player takes all units of the Cherusci Tribe (10 units). Place the remaining tribal units in a coffee cup and randomly select 20 units. Separate these by tribe. Freely deploy all units to the map, at least two hexes from any trail hex. Only units of the same tribe can set up stacked together. The German player's goal is to destroy all Roman units.

18.3 Roman Entrance

Unless playing the Optional Scenario 18.6, remove the I Legion Germanica from the countermix, as well as one double cohort of auxiliary cavalry, and two auxiliary infantry cohorts; they are not used. The Roman player places all his units off the board, set up by Legion in their March Order (Section 18.5). Units must enter the map from hex 3016. The Roman player's goal is to exit as many of his units as possible from the Trail that leads off the board at 0301. Place the Turn Record marker on hex 0101 on Turn 1. Players move their units from their starting positions.

18.4 German Ambush

The Romans at Teutoburger Wald were afraid of a tribal attack but had no knowledge when or where it would occur. In the absence of that information they could only press ahead with their basic plan. To reflect this, Roman units entering the board must follow the *exact* path of the Trail until they are first attacked, and they may not voluntarily change Mode until that occurs. Nor may any Roman units go ahead of the column. The Romans must enter in one long string of units.

Developer's Note: *Playtesting revealed that some players might send the cavalry ahead, attempting to rush them off the board or trigger an ambush prematurely, at least from the German perspective. This rule is intended to prevent the Roman player from engaging in such a gamy, ahistorical measure.*

18.4.1 The Germans were primed for this colossal effort to destroy the Legions. To reflect this factor, on the player-turn the Germans first strike the Legions, German units do not check for Morale (Section 9.1). On subsequent turns Roman units operate normally, and Germans must check for Morale when entering Combat.

18.4.2 The German player may move and change facing and Mode freely before making the first attack of the game.

18.4.3 If a Roman unit moves adjacent to a German unit before the German player can make his first attack, then that unit stops immediately. Any other Roman units, as yet unmoved, can move freely and change facing and mode. Further, the German player does have to check Morale for all attacks. **Developer's Note:** *This simulates the Romans seeing the German ambush before the Germans are ready to spring it, therefore negating Arminius' historical advantage of surprise. Suffice it to say, a prudent German player will not allow any of this to happen.*

18.5 March Order

Roman units march by Legion. To reflect this, all units of a given Roman Legion must enter the mapboard before any units of another Legion. A Legion consists of 10 cohorts of Roman regulars (including a single "double" cohort), 2 units of Auxiliary Infantry, and 1 unit of Auxiliary Cavalry; plus 1 or 2 Wagons (that may contain either a Catapult or a Camp). The player places all units in a sequence of stacks for each Legion, with full stacks lined up to enter the board in order of sequencing. Thus each Legion will typically consist of five stacks, four full and one partial.

The Roman countermix contains two double-units of Auxiliary Cavalry. The player may put **one** of them with any one of his Legions set up to enter the map. The second unit is reserved for the Optional Scenario only.

All Roman units must remain stacked, entering the map, and moving at their full movement rate in movement mode, up the trail, until combat occurs for the first time. After that, Roman units may move and fight freely (also see Case 18.5.1 below).

18.5.1 If there are Roman units that have not entered the map when the German player initiates combat for the first time, the Roman player may withhold them from entering, at his option. He earns victory points for them (see Section 17.2).

18.5.2 If hex 3016 is occupied by at least one German unit, and the Roman player wishes to enter units per Case 18.5.1, then he may do so through any hexes from 3008 through 3015, at least two turns later. They do not have to do so in any march order, and can be in Combat Mode. If all hexes are occupied, then these Romans may *not* enter the map; the Roman player still gets the victory points.

Example *The German initiates the first combat on Turn 2, and occupies hex 3016. The Roman can bring units onto the map elsewhere along the eastern map edge, from 3008 through 3015, starting on Turn 4.*