

RULES

PAX ROMANA

The Defense of the Roman Empire

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PAX ROMANA is a small game on the defense of the Roman Empire against the barbarian invasions. It can be played solo or by several players. In the latter case, all players form a team of defenders of the Roman Empire, and each plays their turn in sequence (Translator's note: in effect, each player could be considered one of a succession of new emperors that ruled during the turbulent period of the barbarian invasions).

1 - Game Pieces

- A game board representing the different provinces of the Roman Empire (brown) and tribal areas (red).
- 15 **LEGION** units (represented by a figure of a legionnaire).
- 20 **ENEMY OF ROME** units (represented by Warriors).
- 6 **LIMES** units (represented by watchtowers).
- 32 **PAX ROMANA** counters.
- One 6-sided die and two 10-sided dice (not included with game).

2 – Game Setup

After laying out the game board, place one **ENEMY OF ROME** unit in each of the tribal areas as well as the following provinces: Brittany, Germania, Mesopotamia and Dacia. Note: These units are not considered to be in play

A **PAX ROMANA** counter is placed on all other areas of the map except Armenia. (Note: these pieces are not considered to be in play while they remain on the tribal areas <Translator's note: I presume they are

talking about the **ENEMY OF ROME** units, which only become active when they move into the empire or are attacked by Rome>).

A single **LEGION** is placed on ROME. The players determine which of them will play first and the order in which they will play throughout the game.

3 - Sequence of Play

At the beginning of each turn, the player rolls a 6-sided die:

- A roll of 1 or 2 permits a movement action (move Roman **LEGION** units, see 4).
- A roll of 3 permits either a movement or administrative action (as the player chooses).
- A roll of 4 permits an administrative action (fortifying the borders, raising new troops, placing a **PAX ROMANA** counter).
- A roll of 5 indicates an event and requires throwing the two 10-sided dice to determine the event. In addition, the player can perform a movement or administrative action in the same turn, either before or after the event at his convenience.
- A roll of 6 also indicates an event, but no other action is possible this turn.

The player determines and performs the event and/or their action and then passes the action die (Six-sided) to the next player for a new game turn.

4 - Movement Actions

4.1 Movement Potential

The potential for troop movements depends on the result of the action die roll:

- 1 – May move an **ARMY** one space OR transport up to two **LEGION** units from one port to another.
- 2 – May move an **ARMY** up to two spaces OR transport up to two **LEGION** units from one port to another.
- 3 or 5 – May move an **ARMY** up to three spaces or transport up to three **LEGION** units from one port to another.
- 4 or 6 – No movement is possible.

4.2 – Land Movement

An **ARMY** consists of one or more **LEGION**, all of which must be in the same province. An **ARMY** cannot

be moved from one province to another province unless they are connected by a road. When an **ARMY** arrives on a province occupied by an **ENEMY OF ROME** counter it is obliged to stop its movement and combat it.

POSSIBLE ACTIONS

Roll	Movement Action	Administrative Action	Event
1	One army one space or one LEGION by sea	-	-
2	One army 2 spaces or 2 LEGION units by sea	-	-
3	One army 3 spaces or 3 LEGION units by sea	Or place 1 Lime or 1 LEGION or 1 PAX ROMANA	-
4	-	Place 1 Lime or 1 LEGION or 1 PAX ROMANA	-
5	One army 3 spaces or 3 LEGION units by sea	Or place 1 Lime or 1 LEGION or 1 PAX ROMANA	Event
6	-	-	Event

You do not have to use all the movement capability of the army during a turn.

4.3 – Sea Movement

LEGION units may be moved by sea, provided that their provinces of departure and arrival are both ports (anchor symbol) and free of all **ENEMY OF ROME** units. When an **ARMY** is moved by sea, the **LEGION** units composing it may come from different ports, but it is imperative that the destination port be the same for all the **LEGION** units to arrive as an **ARMY**.

5 - ADMINISTRATIVE ACTIONS

When the player elects (or has to) perform an administrative action, they can choose between raising a new

LEGION, fortifying their borders by building a LIME unit or pacifying a province free of all **ENEMY OF ROME** units by placing a **PAX ROMANA** counter there.

5.1 - Raising a New **LEGION**

When the player chooses to raise a new **LEGION**, he places the unit in Rome. If desired, they may alternatively place the **LEGION** in any province that has a **PAX ROMANA** counter in it. However, in this case the **PAX ROMANA** counter is removed and replaced by the **LEGION**. It is not possible to raise more **LEGION** units than the number of **PAX ROMANA** counters currently in the Empire (the special province of ROME counting for one in this count), excluding those **LEGION** units on the map at the beginning of the game and still in play at the time of the count.

5.2 - Building **LIMES**

When a player has decided to fortify a province, they may only do so on a province occupied by at least one **LEGION** and must remove one **PAX ROMANA** pawn from any province of the empire. They then place the **LIMES** unit on the province chosen.

5.3 - Placing a **PAX ROMANA** Counter

The player can pacify and enrich a province of the Empire by placing a **PAX ROMANA** counter. You can only place a **PAX ROMANA** counter in a province adjacent to ROME or to another province already containing a **PAX ROMANA** counter. In addition, before a player places a **PAX ROMANA** counter on a province they must ensure a path can be traced between the province and ROME only composed of provinces already containing a **PAX ROMANA** counter.

6 – EVENTS

When an event occurs, roll the two 10-sided dice to produce a number from 01 to 100 (the double 0 indicating 100). This number is looked up on the event table on the map to obtain the affected province. Several outcomes are possible, determined in order of priority listed below. Once one of them applies, the rest are ignored:

1 - If the province contains a **LIMES**: Pay for maintenance by removing one of the **PAX ROMANA** counter from among the closest to the **LIMES** province. If the player does not want to or cannot sacrifice a **PAX ROMANA** province, the **LIMES** is removed from the map.

2 - If the province is occupied by at least one **LEGION**: The soldiers must be paid a **PAX ROMANA** counter from those of the closest to the province. If the player does not want or cannot sacrifice a **PAX ROMANA** province the army revolts. Replace the army, regardless of the number of **LEGION** units which constitute it, by an **ENEMY OF ROME** unit.

3 - If the province contains a **PAX ROMANA** counter, it is removed from the game due to mismanagement. If the number of **LEGION** units present on the map is greater than the number of **PAX**

ROMANA counters remaining (including Rome), then the player must replace one of them by an **ENEMY OF ROME** unit and carry out any fighting that results.

4 - If the space is empty place an **ENEMY OF ROME** unit on it.

5 - If the space is occupied by an **ENEMY OF ROME** unit a new unit of this type appears and pushes the other onto an adjacent province. There can never be more than one **ENEMY OF ROME** unit on the same province or barbarian area. The unit is always moved to an adjacent province. If this province is already occupied by an **ENEMY OF ROME** unit, move it again. Always move them preferentially to:

1 - ROME, if it is adjacent to the province.

2 - A province not containing any **LEGION** units or a **PAX ROMANA** counter.

3 - A **LIMES** province not occupied by a **LEGION**.

4 - A province only containing a single **LEGION**.

5 - The province containing the smallest army (number of **LEGION** units).

6 - Towards a **LIMES** province occupied by at least one **LEGION**, if there are no other alternatives.

In the event of several equally preferential paths, the active player determines which province the **ENEMY OF ROME** moves to. An **ENEMY OF ROME** unit that moves to a province containing an army must fight it immediately. If, at the end of a turn, an **ENEMY OF ROME** unit is present on a province with a **PAX ROMANA** counter, the latter is permanently removed, and can no longer be put back into play until the end of the game. When three **PAX ROMANA** counters are destroyed in this manner, the Roman players lose.

Note: Armenia is not a settlement area strictly speaking because no **ENEMY OF ROME** appears directly on this area. Connected to the "Persian" settlement area, it allows maneuvering to have an **ENEMY OF ROME** arrive there from Persia to spare Mesopotamia for a time. On the other hand, the Persians threaten Cappadocia directly and can bypass the defenses of Mesopotamia.

7 - COMBAT

When an army enters a province occupied by an **ENEMY OF ROME**, or vice versa, they must fight. The player employs their **LEGION**s sequentially, rolling 2D6 to determine the result, one for the **LEGION**'s

attack, and one for their opponent's attack. All **LEGIONs** engaged in a battle must roll as long as the **ENEMY OF ROME** has not been eliminated.

- If the Roman roll is higher than their opponent's, remove the **ENEMY OF ROME**. If the Roman **ARMY** is in a **PAX ROMANA** province it remains there. If it is on a barbarian area the player must retreat their army to the province from which the attack was launched.

- If the Roman roll is lower than their opponent's, one of their **LEGION** units must retreat to the province it attacked from, if possible, or else to any neighboring province free of any opponent.

- If the Roman roll is less than or equal to half that of his opponent he removes the **LEGION** from the map.

An Administrative Action will be necessary to raise it again.

- Ties are won by the Roman, if the fighting takes place in an imperial province and lost if the fight takes place on a barbarian area.

Each **LEGION** can only fight once per turn. **LEGION** units fighting on a **LIMES** (fortified) province add +2 to their combat. At the end of the player's turn, any **LIMES** provinces occupied by an **ENEMY OF ROME** are removed from the map.

B - OPTIONAL RULE – Divided Empire

When the Roman player is able to trace a continuous loop of **PAX ROMANA** counters that goes around the Mediterranean Sea, it is possible for them to partition the empire in two. When they get an Administrative Action, the player may choose one of the Empire's provinces occupied by a **PAX ROMANA** counter to be the second capital. This province is now treated exactly the same as Rome. It is therefore possible to deploy **LEGIONS** or **PAX ROMANA** counters on or near there, as described by the rules for Rome. However, this half (translator's note: determining what is the "half" is not described, but it is suggested that the demarcation be made based on which capital is closer to the respective capital, with Rome winning ties) of the divided empire is lost if this province falls into the hands of **ENEMY OF ROME** units. This partition can take place only once in the game, and the second capital cannot be moved once it has been chosen.

9 - END OF GAME

When 30 **PAX ROMANA** counters are deployed in provinces, the game is won. If three **PAX ROMANA** counters have been destroyed, the game is lost. The game is also lost if, in the turn following the placement of the last **ENEMY OF ROME** unit available, all of these are still on the map.

10 – Examples of Play

Example 1

At the start of his turn, the player rolls 5. They choose to determine the event first. The two ten-sided die roll produces xx, ???. As ??? is already occupied by an **ENEMY OF ROME**, the new **ENEMY OF ROME** appears in ???. They then have the option to choose between an Administrative Action or movement of an army. They choose to move an army up to 3 provinces. They have five **LEGION** units in Rome. They move all five as an army to Germania via Cisalpine Gaul and Lugdunum. A battle must then be fought between all **LEGION** units of the **ARMY** and the **ENEMY OF ROME**. The player rolls two 6-sided dice. The Roman die is 1 and the opponent's die is 3. The Roman roll is less than half that of his opponent, so their first **LEGION** is destroyed. The **LEGION** is removed from the map and returned to the reserve.

The second roll is a 5 for the Romans, but a 6 for his opponent. The second **LEGION** must retreat into Lugdunum. There are still three **LEGION** units in the battle. For the third, the roll is 4 for both parties. As the fight occurs in a province of the empire, the Roman is the winner. The **ENEMY OF ROME** unit is removed from Germany and the three **LEGION** units remain on the space, as it is part of the empire. A new turn then begins.

The next turn the Roman player rolls a 1. He can only move one **ARMY** a single space. He takes two of the **LEGION** units stationed in Germany and decides to invade ???, where there is an **ENEMY OF ROME**. The first **LEGION** rolls the dice and gets a double 6. Since the fight takes place in a barbarian area, the tie is won by the opponent, so the first **LEGION** loses the fight and must retreat to Germany. The second **LEGION** gets a 3 while his opponent rolls 2. The **ENEMY OF ROME** is removed from the game. The Roman can recover a **PAX ROMANA** counter and put it in their reserve to place in a future Administrative Action, in order to develop the Empire.

The two victorious **LEGION** units must return to Germany because it is impossible for units to remain in a barbarian area at the end of a turn.