

The Fall of the Roman Empire

An Historical Simulation Game

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INTRODUCTION

The Fall of the Roman Empire is an introductory-level historical simulation game for two players. One player assumes the role of the leader of the forces of the Roman Empire while the other controls the Barbarian hordes attempting to overrun the Roman Empire in the Fourth Century A.D.

HOW TO SET UP

Place the marker for Legion I and three Roman Force counters in the Area containing Rome. The Barbarian Player places three Barbarian Force counters in any Barbarian Invasion Route Area (BIRA, marked by an arrow on the map). Place one "RRP" on the "5" and the other on the "10" on the Roman Resource Point Track (indicating 15 Roman Resource Points are available). Place all remaining counters aside in the Available pile.

HOW TO WIN

The Barbarian player wins and the game ends when there is a Barbarian Force counter (not Cavalry counter) and no Roman Force counters in the Area containing Rome. The Roman player wins if the Barbarian player has not won at the end of Turn 20.

HOW TO PLAY

1. Roman Resource Collection Phase

Add up the Resource Values (RV) for all Areas containing at least one Roman Force counter (Areas containing only a Fort and/or Wall without Force counters are not added). Adjust the Roman Resource Point Track (RRPT) up by the total.

2. Roman Resource Expenditure Phase

Add up all of the Roman Force, Legion, Wall, and Fort counters on the map. If this number is greater than the current value on the RRP track, the Roman player must remove a number of counters to the Available pile until the total is less than or equal to the number on the RRPT and then adjust the RRPT down by that amount. The Roman player may voluntarily remove counters to avoid adjusting the RRPT down.

3. Roman Purchase Phase

The Roman player may now purchase elements from the Available pile using RRP. Legions (marked I, II, III, etc.) cost 5 RRP. Force counters cost 2 RRP. Walls and Forts cost 3 RRP. Adjust the RRPT down for each element purchased. The Roman player may not purchase any element that would reduce the RRPT below 0. Any Legion or Force counters purchases are placed in Rome. Any Walls or Forts purchased can be placed in any Area (except Rome) that contains at least one Roman Force counter.

4. Barbarian Resource Phase

The Barbarian player rolls 1D6. If the roll is 6, takes a Barbarian Cavalry counter from the Available pile and places it in any BIRA. If the die roll is anything else, move that number of Barbarian Force counters from the Available pile to any combination of BIRA.

5. Roman Movement Phase

The Roman player may move Legion counters and Roman Force counters from one Area to any other bordering Area (turn the Legion counter upside down to indicate that it has moved). Force counters may not move alone -- they must be stacked with and moved with at least one Legion counter. Roman Force counters may be dropped off and left in Areas stacked with a Fort or Wall counter, or in the Area containing Rome. However, they may not move from these Areas unless stacked with a Legion counter.

6. Barbarian Movement Phase

The Barbarian player may move Barbarian Force and Cavalry counters from any Area to any bordering Area. Cavalry counters may not move into an Area containing a Wall counter or a Mountain Area. Barbarian Force counters that start in an Area containing Roman Force counters may not leave that Area (Cavalry counters may).

7. Conflict Resolution Phase

Conflict occurs in any Area in which there are both Roman and Barbarian Force counters. Divide the number of Barbarian Force counters by the number of Roman Force counter and round down (2.5 becomes 2, etc.) . This is the Conflict Ratio Number (CRN). If there is a Roman Fort in the Area, subtract one from the CRN. If the Area is Mountains or Forest, add one to the CRN. If the Barbarian player has at least one Cavalry counter in the Area, add one to the CRN. Find the column that has the CRN at the top in the Conflict Resolution Table (CRT) below.

The Roman player rolls 1D6. Locate this number on the left side of the CRT and cross-index to the column determined earlier. If, at the end of the Conflict Resolution Round, there are both Roman and Barbarian Forces in the same Area, repeat the Conflict Resolution procedure until Forces of only one player, or no Forces, exist in the Area. However, do NOT adjust for Barbarian Cavalry or for being in Forest or Mountain Areas for any but the first round of Conflict.

If, at the end of a Conflict Resolution Phase, a Legion, Wall, or Fort counter remains in an Area which does not contain any Roman Force counters, the counter is removed from the map and placed in a Dead pile, separate from the Available pile. Once destroyed in this manner, Legion, Wall, and Fort counters cannot be purchased again during the game. After all Conflict Resolution is completed, any remaining Barbarian Cavalry counters may move from any Area into a bordering Area, as long as the Area moved into does not contain a Wall, a Roman Force counter, Rome itself, or is Mountains.

Conflict Resolution Table (CRT)

Die Roll	Conflict Ratio Number					
	<1	1	2	3	4	5
1	x/-	x/-	x/-	x/-	x/h	-/h
2	x/-	x/-	x/-	x/h	h/h	-/h
3	x/-	x/-	x/h	/h	h/h	-/h
4	x/-	x/h	x/h	h/h	-/h	-/x
5	x/-	x/h	h/h	h/h	-/h	-/x
6	x/h	x/h	h/h	h/x	-/x	-/x

KEY: (Barbarian results on the left of the "/", Roman results on the right)

x = all Force counters removed to the Available pile
h = half of the Force and/or Cavalry counters removed (round losses UP; 3 reduces to 2, 5 to 3, 1 remains 1, etc.)
- = no Force counters removed

Example: In a Forest Area, a Legion of four Roman Force counters is in conflict with six Barbarian Force counters and one Barbarian Cavalry counter. The ratio is 7:4, which rounds to a CRN of 1, which is then adjusted up +1 for the Cavalry counter and +1 for being in the Forest. The final CRN is 3. The Roman player rolls a "5" on 1D6. The result is "h/h" which means the Roman player removes two Force counters and the Barbarian removes three Force counters. Since there are still both Romans and Barbarians in the Area, another Conflict Resolution round is started. This time, the ratio is 2:1, which is a CRN of 2. No adjustment is made this time for Forest and Cavalry. The Roman player rolls a "4" and the result is "x/h". The Barbarian player removes all counters to the Available pile and the Roman player removes one, leaving the Legion intact but severely depleted.

8. End of Turn

If neither of the conditions described in HOW TO WIN are met, move the TURN counter one space to the right on the RRPT and start a new turn by going back to step 1.