

## The Valian Empire

The year is 841, dated from the founding of the mythic First League of Valia. For several centuries now, the Valian Empire has reigned over much of the known world. With the prosecution of a series of civil wars within the old confederacy, the Hegemons of the Valian League gradually transformed their position from an elected first-among-equals to a pseudo-hereditary absolute dictatorship. Then, it expanded. Rival leagues in storied Evvas, the fractious high kingdoms of the Tariae, and even once mighty foes in Aytak and Hateph across the sea: All succumbed to the Empire's legions.

The old patchwork of city states gradually transformed into a standardized collection of provinces and a few remaining league cities shorn of power, ruled by prefectural appointees from Valia or by governors chosen from a compliant, assimilated local elite. A League Senate for provincial delegates still exists, removed from the imperial capital of Saia to the purpose-built administrative birdcage of Caria, but for all intents and purposes the country is a military dictatorship, however enlightened imperial rule is claimed to be. Yet - such vast conquests have proved perpetually difficult to manage in an empire of such size, leading to emperors perpetually living their lives on campaign, quelling rebellions among local elites, guarding the vast frontiers, and occasionally waging new wars of conquest or retribution. An immense amount of energy and money is spent maintaining the frontier, and even then these borders are often porous, with barbarian groups penetrating deep into imperial territory in an effort to seize loot or to resettle their hungry populations.

To handle the burden of administration, three regional centers in the fertile western valleys of Taria, the rugged southern hills of Aytakos, and the far eastern Evvic fortress colonies gradually emerged as secondary capitals. (A fourth, in desert Hateph, was liquidated due to rebellion.) In these halls, local nobility, influential merchants, and petty kings came to style themselves as delegates, to be lavished with imperial patronage and participate in the pageantry of sacrifice to her many gods, to whom were added the natives' own. Valian art, architecture, and philosophy, influenced by ancient Evvic forms, have flourished widely.

Yet these subordinate power centers were a dual-edged sword, as such delegations created breeding grounds for ambitious men to rise, and potentially to plot disunity within the Empire. While overseen by watchful legions and loyal imperial prefects, such systems could only function with a competent head. Until that head was cut off.

### The First Crisis - 831-841 FA (Federal Annum)

Ten years ago, the Valian Empire's rival, Ashrai, exploited a great rebellion in Hateph to strike - led by a charismatic priest-general who captured a half-dozen legionary banners, much of the Empire's east and south was lost or besieged in a devastating war. The Emperor Carian, a man of great finesse but advanced in age, used skillful diplomacy to turn the Ashrai priestly class against their general, resulting in a civil war. Then, he sent his more martial son and heir on campaign into Ashrai itself to finish them.

The legend is that the priest-general of Ashrai cursed the emperor and his line, for on the same day, under a red star, (or so they say), a great earthquake in Saia killed the emperor in his sleep, and thousands of miles away, his son fell ill after a slight battlefield wound, never to recover. With this, an enduring imperial dynasty has fallen. The Valian Forum (a term for the Senate at Carias, the priestly colleges at Saia, and the League cities) has considered acclaiming one of its own in Caria, but damage to the temples in Saia has delayed the necessary religious rituals (as has, some murmur, the cowardice of the delegates).

For the first time in generations, the stage is set for ambitious men from obscurity in the provinces to make their claim on total hegemony. Not simply the opportunity for personal glory, but the reform of the Empire's decline itself lies on the table. Yet as they do, from deep in the northern forests, across the southern deserts, over the eastern mountains, and beyond the western seas - there are rumblings, as the Empire's neighbors and servants alike, consider the laurel.

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### **Gameplay Structure**

TNES VII - Consider the Laurel is a strategic simulator of imperial crisis. The goal of this game is to flow in an Interesting - Boring - Interesting Time format, with "rounds" of civil war and invasion leading to the empire's restoration, division, or collapse. The winner or winners of the civil war may become emperor, may broadly change many things in the Empire, and decide the fate of the other surviving players, before the next round.

All important stats exist on the map - the location of your units, the gold and food supplies of the provinces, the player's reputation, and the loyalty of provinces and armies under banners (coalitions of players) and to the individual players themselves (the player's color above the unit). There are five relevant stats:

1. **Soldiers.** Soldiers are a mostly fixed resource, organized into legions of 10-12 cohorts, barbarian hordes, or smaller detachments. Each unit is a cohort of roughly 500 men. You may sway soldiers that exist on the map to your cause, but you cannot generally train or create new units during the crisis. The player character is represented by an elite guard, or comitatus, unit. Soldiers come from regions, and are loyal to individual players, even if these players join multiplayer factions.
2. **Loyalty.** Players begin with a loyal legion or horde, and some have additional units depending on their origin. Most legions and provinces at the game start are "neutral," and may be swayed by a character. Loyalty can be swayed with gold, glory, negotiation, intimidation, or any combination of these. Units loyal to one player can also be swayed to another's control by loyalty checks. Generally, units like to be on the winning side and avoid hopeless fights, but a player's Glory can influence their willingness to die.

3. **Food.** Provinces support a fixed number of legions based on their food production, indicated by the number of wheat stalks next to the provincial capital. The food status of a province is Plentiful (green), Strained (red), or Desolate (black). If a province's food supply is exceeded by the armies present, it becomes Strained, but can recover if armies leave, or if food is purchased or taken from neighboring provinces. If the province's food supply is further exceeded, it becomes Desolate. It will not generate any additional food for the rest of the crisis, and soldiers stationed in a Desolate province without supply will take damage from starvation, be forced to loot local cities, or will lose Loyalty and leave. Food, if transported from neighboring provinces, travels with a baggage train unit.
4. **Gold.** Gold is present in locations (cities and temples) on the map, and when removed from these locations, it is carried by your comitatus, or if there is too much to carry, by baggage trains. Most locations have gold that can be "taxed," but additional gold can be gained by looting, at the cost of permanent damage and angering provinces you loot. Soldiers expect plentiful gold to reward them for risking their lives in your service, or they will find another way to obtain it. Gold is also important to win the loyalty of provincial governors and delegates.
5. **Glory.** Glory is a statistic that belongs to characters (and sometimes, the banner of a legion.) Glory is a mixture of the respect and fear that the Empire and its neighbors have for a commander, based on their actions, and represents the likelihood of this character to be accepted as Emperor. Two main purposes of Glory are to modify attempts to gain the loyalty of provinces and troops, and as a modifier to the performance of troops in battle, with soldiers fighting harder for a glorious commander. Obtaining Glory generally makes your job easier, but can strain player coalitions, as soldiers may declare a glorious subordinate character to be emperor, shattering the coalition.

## I. **Consider the Start:**

Imperial - (9-12 players max)

All imperial players start with a legion of approx. 10 imperial infantry and 2 imperial cavalry cohorts, and one elite comitatus. Imperial players may apply alone or in teams. Imperial teams may contain up to 3 players at start. Each imperial team may only have one imperial claimant and one or two subordinate commanders. (Subordinate commanders can claim imperium themselves at any time, but this would break the alliance.)

Legionary - Your character, whether noble or common, has a storied background serving the Empire at war. You begin with the benefit of 25 Glory, improving your soldiers' loyalty and performance, and making it easier to sway neutrals and even enemies to your cause.

Governor - You begin with the loyalty of a province and its local garrison forces. This grants you an additional force equivalent to a second legion (in size, if not quality) in dispersed garrison forces and local elites across your province.

Delegate - You are a master of relationships, having climbed the ladder of fortune to build a network of wealth and influence. You begin with 15 gold (and 2 baggage trains to carry what you cannot.) You may loan your gold to obtain interest at a 5% rate/turn.

Players may have any personal background, but these categories provide their starting resources.

Non-Imperial - (4 players max)

Foreigner - You begin with the equivalent of 2 legions (23 units) loyal to the government of a foreign nation that has chosen you to invade the Valian Empire, and one comitatus-equivalent. The composition of your army may vary by origin, but will be mostly imperial infantry/cavalry.

Barbarian - The chiefs have spoken, and now is the time for glory. You begin with 32 warbands (equivalent to cohorts) of tribal infantry, 3 bands of tribal cavalry, and one champion (equivalent to comitatus), amassed into the horde of an entire people on the move.

## II. Consider the Salary:

Gold exists in settlements and temples on the map and is carried by comitatus and supply train units when an army is on the move. There are two levels of gold extraction – taxing, and looting. To “tax” a location, your troops simply need to occupy or move through it. Its stack of gold coins, reflecting its public treasury, then changes to an empty silhouette. Settlements do not exactly love having their treasury emptied, but they can’t do much about it. Over time, this empty stack slowly regenerates as new tax funds or temple donations come in, or if players donate their gold to locations. (Taxing too hard will affect loyalty checks in the region.)

You may also choose to loot a location, either as punishment for defiance, or to raise excess funds. It may also occur as a result of insufficient pay for your troops or a failed Loyalty check. If a location is looted, empty coin silhouettes turn black, reflecting permanent destruction to immovable wealth that is stripped from the location, as well as the enslavement and sale of some of its people. Wealth does not regenerate from this location, and it may disappear or decline in tax-base after the crisis.

Looting a city or temple is usually considered a crime that hurts Glory, but if a city was involved in active defiance, looting it is considered a just punishment which grants Glory. For this reason, many cities will open their doors to the nearest imperial commander with the most forces to avoid being looted.

Civilized Forces Will Expect:

- 1-2 gold per legion (or 10-12 units) per turn when marching on campaign
- 3-5 gold per legion after a major battle
- Periodic bonuses if casualties are taken to allow wounded veterans to retire
- A general distribution of gold if a major city is captured to prevent looting

You do not need to pay your legions these bonuses, but if you ask them to fight and die without paying these bonuses, their Loyalty will suffer, and they may suffer a Loyalty check to independently loot provinces they march through to recoup their costs. Equally so, give them gold beyond what they expect, and they will reward your munificence with greater Loyalty.

Legions also suffer a Loyalty penalty if their home region is looted and prefer to loot places far from home. If forces are simply sitting on defense in a quiet province, that province will (assuming sufficient Food) feed and supply them, and the legion will not expect gold, as their regular needs are met by the provincial infrastructure.

#### Salary Appendix I: Tax Base Recovery

A city or settlement which has been taxed will undergo a roll to regenerate a portion of its tax base each turn. The formula for this is  $(\text{tax base} \times 10)\%$  per turn. So, a city with a tax base of 4 will have a 40% chance to recover 1 coin of tax base each turn. Temples regenerate slower and undergo this calculation every 4 turns, with winter festivals.

(Looting can always gain additional gold from unlooted areas, and looted areas do not regenerate tax.)

#### Salary Appendix II: Tribal Payments

Tribal forces cost a third of civilized forces to sway, so they only require 1-2 gold per "legion" of tribals after a battle, and no march bonus. They will, however, randomly request additional funds, and may leave your service if this money is not provided.

### **III. Consider the Loyalty:**

Loyalty checks can occur at various points in the game. The most common causes are:

- The player attempts to sway neutral forces, such as legions, barbarians, and provincial troops.
- The player attempts to sway forces that are loyal to other players.

- Environmental stresses (a battlefield defeat, a lack of food, an unpaid army) cause forces loyal to a player to potentially revolt to neutral status or to join another player.
- Political reasons (stripping a local garrison, neglecting a diplomatic promise made) cause forces loyal to a player to potentially revolt to neutral status or to join another player. (A warning will be given if a player decision could cause this to occur.)

In all loyalty checks, there is a requestor and a targeted party. With the exception of a revolt, the requestor must have forces in the vicinity of the targeted party (even if just a single unit acting as a messenger) to perform a loyalty check.

A loyalty check occurs in a fashion much similar to a clash on the battlefield: Two d10 dice are rolled, modifiers are added, and if the requestor has a higher roll, it wins the Loyalty of the target. Loyalty checks are widely modified by circumstantial factors that can make it near-impossible to win or fail a loyalty check. (Unlike battlefield rolls, there are no automatic fails and successes on 1 and 10.)

If a provincial governor is swayed, all of the local garrison forces currently in the province are included (unless portions of the province are not loyal to the governor). Multiple attempts to win loyalty in a turn from the same target are possible, however any gold used on a failed attempt is lost, subsequent attempts suffer a loyalty check penalty, and a rejected offer that is not punished with battle suffers a -20 Glory penalty the following turn.

#### Loyalty Check Factors:

*When the factor says "requestor" that modifies the 1d10 roll of the requesting party. When the factor says "targeted party" that modifies the 1d10 roll of the targeted party. When the factor says "commander" it could modify the roll of either or both parties.*

#### *Positive Modifiers*

Requestor is a Local - +1 (target must be from the same region)  
 Commander is Trustworthy - +1 (stacks per promises kept)  
 Commander Invested in Our Region - +2 (same region only)  
 Requestor Threatening With Force - +2 (legion or greater)  
 Requestor Threatening With Overwhelming Force - +5 (3:1 or greater)  
 Targeted Party Pledged to Another Player - +2  
 Requestor's Relative Glory - +3/rank (or -3 if lesser) (neutrals have 0 Glory unless noted)  
 Commander Acclaimed in Regional Capital - +3 (same region only)  
 Requestor Offers Gold - +3 (1 gold bribes 2 imperial or 6 tribal units) (3-8 gold bribes a provincial governor, dependent on province wealth) (stacks)

Commander Punished His Enemies - +3  
Commander Was Generous - +3 (stacks)  
Requestor Just Won a Battle against Targeted Party - +3  
Requestor is Besieging (3:1 or greater) - +3  
Targeted Party Has Nearby Legion - +3  
Targeted Party is Well Fortified - +3  
Commander Comitatus is Here - +4  
Commander Controls the Imperial Province - +4

### *Negative Modifiers*

Requestor is Swaying a Provincial Capital - (-1)  
Targeted Party Has No Fortifications - (-1) (non-legion only)  
Commander Supported Our Local Rival - (-1) (stacks)  
Commander Failed to Keep His Promises - (-2) (stacks)  
Requestor's Offer Rejected Previously - (-2) (stacks)  
Requestor is a Foreigner/Barbarian - (-2)  
Commander Underpaid Us! - (-3) (stacks)  
Requestor Has No Legion Nearby - (-3)  
Commander Impoverished Our Cities - (-1) (stacks) (took >50% of city tax w/o defiance)  
(same region troops only)  
Commander Ransacked Our Region - (-3) (stacks per province) (took >50% of province tax  
base or looted w/o defiance) (same region troops only)  
Commander Devastated Our Region - (-3) (stacks per province) (same region troops only)  
Requestor is Swaying a Legion - (-4)  
Requestor is Proscribed! - (-5)  
Commander Let Us Starve! - (-5)  
Requestor is Swaying a League City - (-5)  
Requestor is Swaying a Regional Capital - (-5)  
Requestor Swaying the Imperial Province - (-7)

Many provinces or legions may have special requests to gain their Loyalty, which will generally grant additional +2-4 circumstance bonuses when applied.

### Loyalty Appendix I: Tribal Loyalty

When initially swayed, tribal forces will march under their own banners, and may organize their own formations in battle. After a period of time (and money,) tribal forces may eventually march directly under a player's banner.

## Loyalty Appendix II: Politically Important Cities

Many large, urbanized provinces have prefects or archons who are effectively independent of central control, due to local laws, networks of aristocratic influence, and rights & privileges issued by previous emperors. These cities are marked by an open scroll on the map, and can offer loyalty separate from the local governor. (The provincial capital is indicated by a scroll with laurels for distinction.)

### **IV. Consider the Glory:**

On the map, a player's current level of Glory is indicated by the number of laurels next to their comitatus banner.

#### Levels of Glory

(-100) - (-51)	Barbaric	(-III)
(-50) - (-25)	Accursed	(-II)
(-24) - (0)	Disgraced	(-I)
(0) - 24	Obscure	(0)
25 - 49	Dignified	(I)
50 - 74	Prominent	(II)
75 - 99	Magisterial	(III)
100 - 149	August	(IV)
150 - 199	Hegemonic	(V)
200+	Divine	(VI)

Each level of Glory grants a +3 bonus to all Loyalty checks, and a +1 bonus to combat rolls in the commander's legion.

#### Gaining and Losing Glory

The following actions indicate the bonus or penalty to Glory given by many choices. (Glory affects both offensive and defensive Loyalty checks, and battlefield performance for non-barbarian units.)

Secure the loyalty of a League City - +2-5

Defeat a small enemy force - +5

Fulfill a promise - (+5-20)

Keep a region peaceful - +5/turn  
Secure the loyalty of a province - +5  
Secure the loyalty of a legion - +10  
Control Saia and Caria - +10/turn  
Invest in civic improvements - +5 (-5 gold)  
Punish a defiant enemy city/legion - +15  
Protect a client state - +15  
Receive the acclaim of a secondary imperial capital - +20  
Secure the loyalty of a player - +20  
Capture a legionary standard - +25  
Destroy a barbarian horde - +25  
Execute a rival imperial claimant - +25  
Defeat a foreign army (10+ enemy units) - +25  
Erect a temple to your divine personage - +35 (-20 gold) (4x turns duration) (10 is stored in the temple)  
Receive the acclaim of the Valian Forum - +40  
Assemble a grand treasury - +50 (-40 gold) (must remain in treasury or Glory refunded)  
Construct a wonder of the earth - +100 (-75 gold) (4x turns duration) (refunded if sacked)  
Win a great battle (50+ combined units involved) - +50  
Be proscribed by the Valian Forum - +20/turn you survive (Valians only)  
Kill a proscribed rebel - (+20/level of glory or negative glory owned by victim)

Lose a province - (-10)  
Desolate a "civilized" province - (-10/provincial supply)  
Loyalty offer refused - (-20) (refunded if defiance punished)  
Loyalty offer refused (delivered personally) - (-25) (refunded if defiance punished)  
Fail to fulfill a promise - (-5) - (-20)  
Lose a province to barbarians/foreigners - (-15)  
Sack an innocent city (4-7 Gold) - (-10)  
Sack an innocent great city (8+ Gold) - (-25)  
Sack a "civilized" temple - (-20)  
Fail to punish a defiant province, city, or army - (-20)  
Fail to give battle when offered - (-25)  
Betray an ally - (-25)  
Ally with barbarians/foreigners - (-25)  
Surrender to a rival candidate - (-30)  
Sack a Valian capital - (-50)

Some additional actions not listed here may carry bonuses or penalties to Glory. Foreigners and barbarians may gain and lose glory from different actions than the default.

#### Glory Appendix I: Proscription

The power to proscribe a rival may be enacted by an emperor candidate who has received the acclaim of the Valian Forum (controlling the Imperial Province, Saia and Caria). The proscribed rival receives Glory each turn they survive, but anyone who defeats them receives a major Glory bonus. The proscribed character also suffers a major penalty to loyalty check requests.

#### Glory Appendix II: Independent Acclamation

The chance for a character to be independently acclaimed as Emperor by their troops is 10%/level of Glory per turn. If in a coalition, this is reduced by 5%/each level of Glory gained by other players in the coalition.

### **V. Consider the Battle:**

The battle phase occurs between updates, when rival forces exist within the same province.

- 1) Strategic phase - Given in player orders, armies and units are maneuvered between provinces or overseas. (Travel note: In one seasonal turn, unopposed soldiers can typically march a maximum distance of 1.5-2 provinces over mixed terrain, or 3 provinces over roads.) If orders indicate non-allied forces will be present in the same province, an operational phase begins.
- 2) Operational phase - Players maneuver their units within the territory of the province and offer diplomacy or battle. (Maneuvers occur in 6-7 increments of 2 weeks.) If one player offers battle, the second player has the opportunity to accept, or decline and withdraw from the province, taking a penalty in Glory. (Assuming at least 1 legion present.)
- 3) Battlefield phase - Units organize into lines and trade hits until one commander orders a retreat or until all of one side's field units reach 0 morale. (See Rules of Battle.)
- 4) Cleanup phase - Units are damaged, destroyed, and switch loyalties. Surviving routed units retreat in an organized fashion or scatter, depending on the army's overall condition.

### **VI. Consider the Field:**

Units are organized into formations on a grid, which attack the enemy unit in front of them. If there is an unoccupied square in front of them, a unit may move into this space and attack a unit to the left or right of

them, aka flanking. (The reserve and camp is considered adjacent to the rear rank of battle for movement purposes.) The camp contains any Food or Gold the army has brought, and reserves left to defend it.

Imperials are organized into a default 5x2 legion block, with up to 2 additional auxiliary units that may extend the line as desired. This line is duplicated for additional legions. Sub-legion sized units may occupy any 1 or 2-line formation up to 5. (i.e. 1x2, 2x2, 1x4, etc.) Tribals may have single, double, or triple line formations without respect to width.

1. Commanders deploy field forces, and array reserves (in camp) behind the lines. Cavalry missions (flank, interdict enemy cavalry, strike enemy camp) are set.
2. Units attack ahead of them, or left/right of them if in a flanking position. All attacking units roll a 1d10, with any modifiers (glory, terrain, flanking, and special bonuses). These rolls are then compared (with critical successes or failures at 10 and 1), and the higher rolling unit deals 1 damage to the morale of the opposed unit. (A tie damages both.) (A flanked unit targets one attacker, but its roll defends vs. all of them.) (A crit. success vs. a higher modified total damages both.) (Saving throws and similar effects are rolled after all attacks are rolled)
3. Following damage, if a unit reaches 0 morale, failing any saving throw, it is routed from the field. This opens an empty space as this unit leaves the battlefield. Units with 1 morale left, right, and behind a routed unit take 25% morale checks to rout. (If for any reason a unit reaches -1 morale it is immediately destroyed.)
4. Units may move, if not engaged, or if a special ability allows it. (Imperials, barring cavalry and unattached or flanking units, may not move left or right.) It is possible to move into a previously enemy occupied space, and if two opposing units attempt this, a clash occurs with the higher roll taking the space and the loser taking 1 morale damage. This may trigger a rout check if one reaches 0 morale. (Movements from one row behind the front line may fill front line gaps.)
5. Commanders may return troops to their reserve, advance units from reserve to the back line, or retreat. Other large-scale movements, like those of unopposed formations, occur during this time.
6. Steps 2-5 are repeated until all of one side's field units are reduced to 0 morale or a retreat is ordered.

During a retreat, a disengagement round occurs, with opposing line infantry making 1 additional attack, and any of the victor's unengaged cavalry making 2 additional attacks on retreating enemies of their choice. (Retreater's cavalry, if on the field, may take these attacks.)

After the battle, casualties will be assigned based on the number of routed units, the difference in glory between the surviving factions, and the difference in size as well as proximity to other reinforcements, as well as whether or not any commanders or claimants fell in battle. A good rule of thumb is that

approximately 25-50% of the defeated units will either switch sides, be damaged, or be fully destroyed. In some cases the entire defeated army can defect or disperse. Damaged units can be immediately consolidated into 1 full strength unit, or left for a turn of inactivity in a Plentiful province to recover.

### Standard Unit Types:

Local Infantry - 1 Morale

Ability - Volley - If in the second rank, the front rank unit has a 20% chance of dealing a bonus hit.

Ability - Ethos Rusticus - If operating outside their region, hits have a 25% chance to turn into a miss.

*Kitted with bows, javelins, or slings, as well as light armor, these auxiliary troops support heavy fighters.*

Imperial Infantry - 2 Morale

Ability - Echelon Drill - May swap positions with a second rank Imperial Infantry at any time. The replacing unit may attack if the replaced unit has not.

Ability - Valor - Upon reaching 0 Morale, receive a 10% saving throw. Increased by 5% for every tier of commander Glory.

*While varying by region, the Valian legion serves as a model for heavy infantry across the world.*

Imperial Horsemen - 2 Morale

Ability - Campus Titis - If not blocked by enemy cavalry, may attack enemy camp, reserves, or back rank units from behind.

Ability - Charge - Once per battle, +3 attack.

*Drawn from local elites or barbarian auxiliaries, armed riders provide versatile options in battle.*

Comitatus - 3 Morale (1x/player)

Ability - Auctoritas - All units in the legion gain +1 attack for each rank of glory of the commander.

(Players may gain unique comitatus abilities. Comitatus/champion may also act as cavalry.)

*These hand-picked elites are sworn to die for their commander, and are among his most trusted associates.*

Tribal Infantry - 1 Morale

Ability - War Chant - +2 to hit for allied units in front of this one. At 0 Morale, 20% saving throw.

*What they lack in training, they make up for in numbers and ferocity.*

Tribal Horsemen - 1 Morale

Ability - False Retreat - Upon reaching 0 morale, 25% chance to return to the field the following round. Also receives Campus Titus and Charge.

*Horseback raiders are a great nuisance to the Empire for their mobility.*

Tribal Champions - 3 Morale (1x/player)

Ability - Great King - All units in the horde gain +1 to attack for each 5 Gold carried by the horde.

Ability - Scourge - Gain Glory for sack and desolation-related actions equivalent to the normal penalty.

*The most well-equipped and ferocious fighters surround their tribal king.*

### Special Unit Types:

War Elephants - 2 Morale

Ability - The Trumpet - +2 to hit. Upon dealing a hit, adjacent units have a 25% chance to take a hit.

Ability - Rampage - Upon taking a hit, there is a 50% chance that adjacent units may take a hit.

*These giant beasts of the wild are a terrifying sight, dangerous to enemies and handlers alike.*

Camel Cavalry - 1 Morale

Ability - Dreaded Dromedaries - +3 to hit against opposing tribal or imperial horse, and -1 to imperial horse morale. Also gains Campus Titis.

*These strange creatures of the desert move with surprising speed, and are ridden by some as raiders.*

Engineering Cohort - 1 Morale

Ability - Hypotenuse Squared - May build bridges, roads, walls (with time) and legion field fortifications. +2 to imperial infantry siege assault attack/defense.

Ability - A Dirty Job, But - May undermine a wall square in a siege, opening a breach to impose a 50% morale check to adjacent units and removing fortification bonus for defenders occupying the square, also preventing lateral reinforcement. Can be countered by a defensive engineering cohort.

*Battlefield engineers often give utility and flexibility to the movement and tactics of the legion.*

Siege Cohort - 1 Morale

Ability - Taker of Cities - 20% chance to damage each besieged (or besieging) unit during siege rounds.

Ability - Bombardment - May attack from second rank. +3 to attack. +2 to siege assault attack & defense.

Ability - Some Assembly Required - Must assemble siege weapons in a set location prior to battle.

*While many cohorts have small scorpions, this unit assembles large caliber ballistae and mangonels.*

Baggage Train - 1 Morale\* (does not attack)

Ability - On Its Stomach - Exists in reserve for each battle. May carry up to 5 gold or 1 legion's worth of food.

Auto-generating based on carried supplies. If undefended, captured when attacked.

*Everything from camp followers, to medics, to bursars and quartermasters can be found here.*

Other special units may be added as the world changes...

### Battle Appendix I: Naval Movement and Combat

Ferry services are available to transport smaller units over major rivers, across straits and between islands for free. Each tax base of a loyal coastal city supplies 1 cohort of free shipping per turn. You may split your forces up to rely on the shipping capabilities of several cities. For larger expeditions, civilian fleets can be assembled at most major ports for a fixed cost in gold - generally 3 gold per transported legion (12 units) per turn. Powered by oars, civilian fleets can generally travel much of the central sea in one turn of transport.

In the event that two transport fleets with loaded armies maneuver into the same sea area, an operational phase will determine if the players wish to board the enemy fleet. If these fleets clash, a naval boarding battle will be held with similar rules to land combat, and cohort units being represented by the polyreme carrying them. (Units may break formation in these combats.)

Dedicated war fleet participation and naval battle mechanics may arise in later rounds.

### Battle Appendix II: Combat Modifiers

Whenever combat leaves theory and arrives at a battlefield, there may be combat modifiers that reflect the specific challenges and opportunities available. Not all modifiers are interchangeable, but some are common enough to be aware of.

- Barricades - Less resilient than fully built defenses, quick barricades on favorable terrain can sometimes offer a +1 to the defender, until they are broken down by combat, or the battleline has pushed past them.
- Flanking - When a unit is targeted by enemy units from 2 directions, all units attacking it gain a +1 to their combat roll. The unit can only target one enemy in return, but their roll will defend against all attacks.
- Double-Flanking - When a unit is targeted by enemy units from 3 or 4 directions, all units attacking it gain a +2 to their combat roll. The unit can only target one enemy in return, but their roll will defend against all attacks.

### Battle Appendix III: Siege Battles

Most battles in Valia occur outside of cities thanks to the protection the legions have afforded the borders of the Empire through centuries of peace. Nonetheless, on the borderlands of the Empire, fortresses and fortified cities are more common, and certain fortifications can be constructed in the field. Siege battles modify the formation of the defender to occupy a hollow square of walls, with any reserves inside it. Attackers operationally deploy their forces in 1 or 2-rank siege formations on the 4 sides of the square.

Attackers may assault wall formations as per a normal battle, with one exception - Defenders may laterally reinforce empty wall spaces during the movement step of the battlefield phase, allowing for increased

flexibility in plugging gaps. Routed attackers provide a 25% morale check to allies behind as well as on either side. Attackers gain no flanking bonus unless they capture a wall segment.

Field Rampart - Constructed by a legion in a season, these earthen berms offer a +1 fortification bonus. With an engineering cohort, palisades can be added to increase the bonus to +2. Contains whatever food the army has brought, and occupies a 4x4 square.

Legionary Fortress - These are fixed locations, typically the home of a single legion. Food is stored to feed two legions for one year. Legionary fortresses offer a +3 defensive bonus. A small legionary fortress offers a 4x4 square, and a large legionary fortress offers a 5x5 square with a 1x1 central +2 redoubt.

Fortified Cities - Fortified cities are mostly composed of two categories: League Cities representing ancient members of the Valian League that retained their walls, and imperial fortress-cities constructed more recently. Fortified cities feed up to 4 legions for one year of siege, longer if sea access is unimpeded. A League City's walls offer a bonus of +3 on a grid of 6x6, and the modern engineered battlements of an Imperial Fortress City offer a bonus of +5 on a grid of 6x6, as well as a 2x2 central citadel offering a bonus of +3. In a fortified city, a single defender unit may occupy two wall squares (as if it was two cohorts).

- 1) Operational Phase - The fortress is invested. Attackers have four operational rounds (representing roughly 2 weeks) to bombard the city with siege cohorts, mine the walls with engineering cohorts, advance a siege ramp, or negotiate. Negotiations for surrender occur along standard Loyalty rules. Attackers may choose to maintain the siege at the end of the rounds. Defender may attempt a sortie or breakout.
- 2) Battlefield Phase - The city is assaulted (if the attacker chooses). Troops construct ladders and rams ad hoc, aided by siege or engineering cohorts. Troops may break formation to exploit breaches.
- 3) Cleanup Phase - As per standard combat. If the siege is successful, surviving defenders may be imprisoned.

Operational Stratagems (Attacker):

Siege Bombardment - Each operational round, 20% to damage each defender per siege cohort.

Defenders damaged twice are destroyed. Damaged units suffer -3 attack penalty in assault.

Advance a Ramp - 2 squares wide, requires operational rounds equivalent to fortification bonus to complete. Uses labor of 5 cohorts, with 10% chance to damage each. Reduces defender bonus -2 in targeted squares when complete.

Undermine Walls - 50% chance of success per round per engineering cohort, reduced to 25% if an enemy engineering cohort is present. Immediately triggers assault if successful.

Operational Stratagems (Defender):

Sortie - Using any cavalry available, immediately begin a field battle with cavalry flanking the attacker's field positions (which are fixed around the city during the operational phase).

Breakout - Abandoning the fortress, a defender may attack (as sortie) an enemy flank as a field battle with their full force. If they are able to move past the enemy back rank, they may leave the map.

Counter-Bombardment - See Siege Bombardment.

Note: Enemies in siege positions around the walls may reinforce near wall positions after 2 rounds of combat, and far wall positions after 3 rounds of combat.

## VII. **Consider the Ending**

Congratulations, you have become a god. The state of the Empire at the moment of your victory, your level of Glory, and whether you rose alone or with the support of powerful allies, will determine the fate of the Empire going forward, as well as your dynasty's effectiveness and longevity. The crisis *may* end when there are no more rival coalitions contesting the imperial throne, or without one coalition's force seizing the province of another coalition, for two rounds.

As a victorious Emperor, you may decide:

1. The fate of your allies, and your surviving enemies. They may be executed, exiled, or assigned rewards, regardless of whether they served you or not. You must make this decision at the end of the crisis.
2. Imperial policy. Province borders may be redrawn, new fortresses, temples, roads, and cities built or torn down, legions created or disbanded. You may choose the path of war or peace with your neighbors.
3. Delegate or centralize power. The emperor may act to reduce or increase the surviving players' power bases.

In the event the Emperor seeks to execute a surviving player, a hidden check will be performed based on the Emperor's and target's power base and relative Glory to determine whether this succeeds, the crisis continues, or the target flees.

In the event the Emperor does not act against them, the remaining imperial players choose to *support* or *conspire against* the Emperor. If the proportion of spared players conspiring against the Emperor is greater than the proportion of players supporting the Emperor (including the Emperor), the Emperor is assassinated after a brief reign, and a new crisis begins with a similar board state. Otherwise, the Emperor has a long reign and his policy changes go into effect.

A claimant may also name a co-Emperor during the crisis. This must be accompanied by a specific (and public) plan to divide the imperial provinces. Unlike other relationships, neither co-Emperor is allowed to directly execute the other at the end of the crisis. co-Emperors may support or conspire against each other, and may assign “ownership” of any surviving players to either of the two imperial courts. co-Emperors must agree on the execution of players or the player (or their heir) will flee to the merciful co-Emperor’s court. Following the assignment of players, the support/conspire vote occurs for two courts, including the vote of the co-Emperor in each total.

Players that survive outside the Empire may pursue more limited policy objectives, dependent on their territory and resources.

In the event that the empire is divided between rival coalitions in a stalemate, each coalition acts as its own empire with respect to player voting.

Addenda & Errata

Figure I.

Legend for Map Interpretation

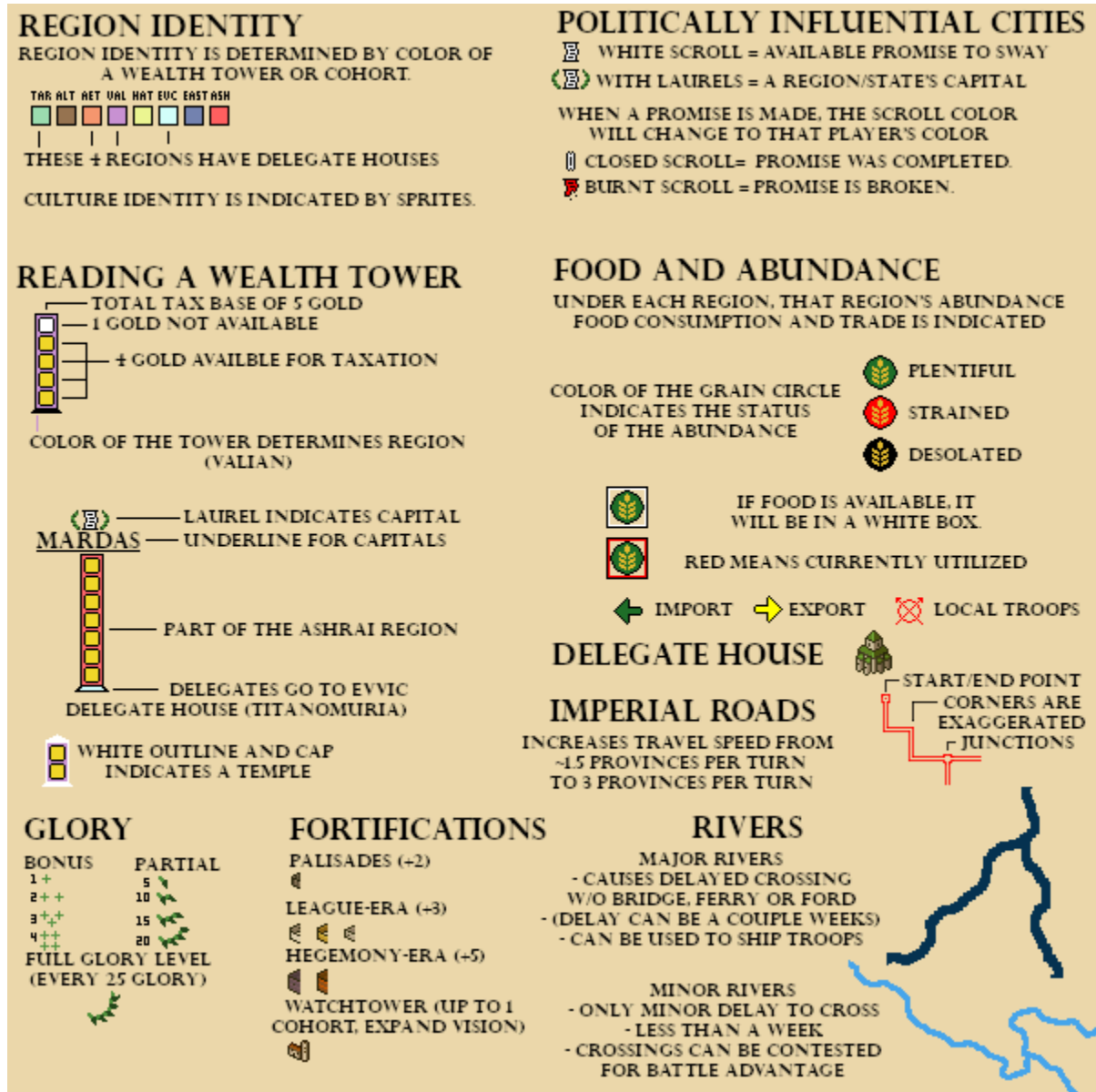


Figure II.

Legend for Unit Types

		TAR	ALT	AET	VAL	HAT	EUC	EAST	ASH
<u>BLOCK</u>									
<u>LOCAL</u>	INF.								
<u>IMPERIAL</u>	INF.								
<u>IMPERIAL</u>	HOR.								
<u>COMITATUS</u>									
<u>TRIBAL</u>	INF.								
<u>TRIBAL</u>	HOR.								
<u>TRIBAL</u>	INF.								
<u>TRIBAL</u>	HOR.								
<u>TRIBAL CHAMPION</u>									
<u>WAR ELEPHANTS</u>									
<u>CAMEL CAVALRY</u>									
<u>ENGINEERING COH.</u>									
<u>SIEGE</u>	COH.								
<u>BAGGAGE TRAIN</u>									

*"Usque adeone mori miserum est?" -Virgil*