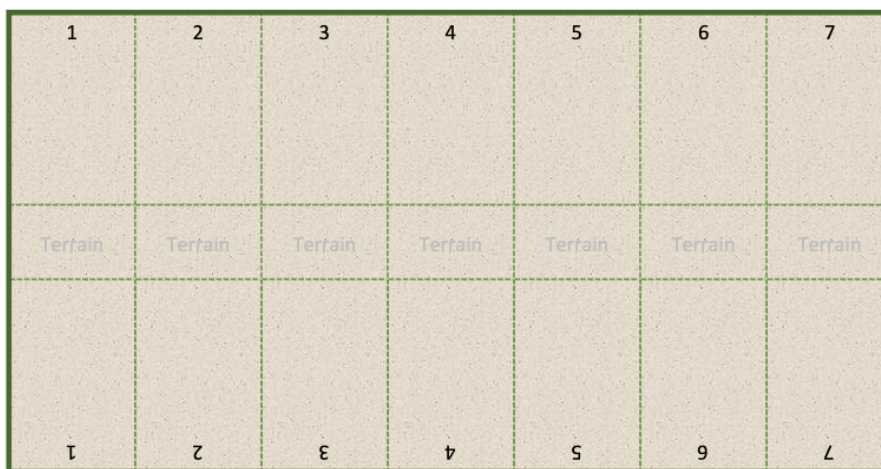


BattlePlay

CONCEPT & CONTENTS

Welcome to **BattlePlay Extension** for **Total War: Rome the Board Game**. This is the equivalent of hitting "play battle" in the computer game. You will now fight a battle where you deploy your army on a **battleboard** that represents a battlefield and fight a battle in around 15 minutes. The system uses exactly the same troop cards as the core game battle system. The difference is in how the battle is played. Indeed, you are now part way to a tabletop wargame, and you can even refight some of the big battles of history with BattlePlay. If you want to you can even double the size of the battle by putting two of these together with a few minor rule changes covered at the end. In this box you will find:

- A **battleboard** that sets out a battlefield as seven **files**. As an army has a maximum of 6 **main battle cards** you will always have at least one file free of such troops. The board has a **deployment zone** for each army and a centre section in which you place **terrain tiles**.



- 2 sets of 12 **terrain tiles** - one with green backs and one with brown backs. The green set has 9 **woods** and 3 **hills** and the brown set 9 **rocky ground** and 3 **hills**. On their front they each have a 1-7 number on them and carry an image of the terrain. These are used to make some of the files into **difficult terrain**, while others remain **good going**. There is a single major **waterway** – representing river or sea.
- A deck of 55 **Tactica** cards, which are used to give the better **generals** a greater chance of winning a battle. These are in addition to any **special effects** on **action cards** that can be played during a **battle**.
- A punchboard with set of **wound markers**.

FROM THE MAP TO THE BATTLEFIELD

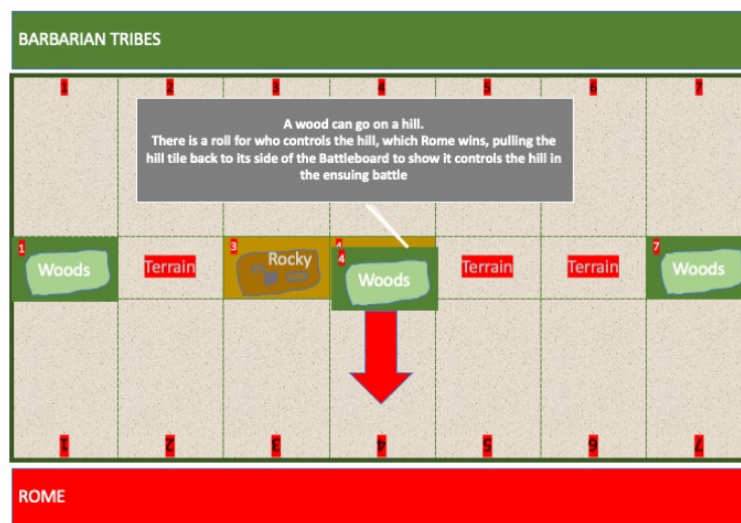
- Look at the map **region** and determine how many **tree symbols** and **mountain symbols** are shown. If either player uses **prepared battlefield** cards to reduce or increase the amount of **difficult terrain**, they may choose whether to adjust **trees** or **mountains**.
- If the battle is fought in a **region** with a **coastline** or with a **river** along its edge, the defending general may choose place to the **major waterway** in file 1 or 7.
- Mix up the **brown set** and draw one **terrain tile** at random for each **mountain symbol**. Place them in the centre of the indicated file in the **terrain section**. A **hill** and **rocky ground** can stack; discard any duplicates and do not redraw.
- Mix up the **green set** and draw one for each **tree symbol** and place them. A **wood** replaces a **rocky ground** and goes on top of a **hill**; discard any duplicates and do not redraw.
- For each hill that is on the table roll the CCC dice on general's card used for assaults, and if without leadership roll a **BLACK**. A higher symbol (**Skull > X > S > Blank**) allows the **general** to take control of the hill - pull it back onto your board edge keeping it in the file. On a draw and the hill stays in the centre and has no benefit to either player.

You now have a battlefield of seven files with some of them having *woods* or *rocky ground* in the centre and possibly some hills pulled to the back, and potentially with the *major waterway* or a flank. Any fighting in files with *woods* or *rocky ground* will use the *in-terrain dice* on cards, and any *hills* that are controlled will lower the colour of the CCC dice of attacking enemy cards. You will find you get a vast variety of battlefields to play on.

EXAMPLE

A battle is to be fought between **Romans** and the **Barbarian Tribes** in **Vicus Gothi** where the *region* has three *tree symbols*. The Barbarian Tribe player has cunningly kept a *prepared battlefield* event card ready for this battle, plays it now, and increases the number of *mountain symbols* from 0 to 2. So, we now have 3 tree and 2 mountains.

The players draw two brown tiles - they get Hill 4 and Rocky Ground 3 and place them on the **battleboard**. They then draw three tiles green tiles. They get Woods 1, Woods 7 and Woods 4 and place these with the wood going on the hill in *file 4*.



The Roman player has a *talented 4* general* and the barbarians only a *mediocre 2**. The Roman player rolls a **YELLOW** and the Barbarian a **WHITE** die and a **Skull** vs. a **Blank** wins the hill for the Romans. Hill 4 is pulled to them to show they control it on the battlefield. We now have a unique a battlefield that reflects the terrain rich *region* in which it is being fought.

The Barbarians are happy as they have a lot of terrain; while the Romans take some comfort that at least they have occupied the hill.

DEPLOYMENT

The player with the lower quality general must deploy one troop card face up for each star different in quality. Then the lower grade deploys all remaining troop cards and their general face down; the higher graded one then does the same. If equal, alternately deploy cards until all cards are deployed starting with the defender

. Cards can be *deployed* in *files* or kept as **reserves** at the back of the board (and are placed in the centre turned sideways). There are some conditions that must be met as you deploy cards:

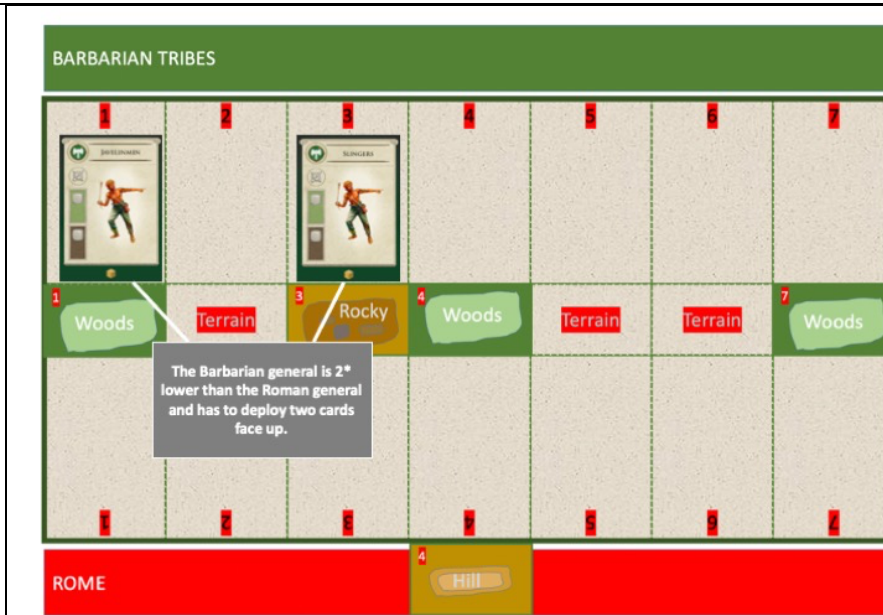
1. You can only have 1 *main battle card* per file.
2. *Artillery* and *elephants* cannot go in the outer 2 files and *artillery* must be stacked with an *infantry main battle card*.

3. infantry *skirmishers* can stack with infantry *main battle cards*; or be deployed alone in *woods* or *rocky ground*.
4. If files 1 and 7 have no terrain, then only cavalry or chariot cards can be deployed in them.
5. *Cavalry skirmishers* can be stacked with cavalry or chariots; or be deployed alone on files 1 or 7 if they have no *terrain*.
6. Each player may keep up to 2 *troop cards* in *reserve*.

Once complete turn all cards over except *reserves*.

EXAMPLE

The Roman player has a 4* general to the Barbarian Tribes player's 2*: the barbarians must place two *troop cards* face up before any other *deployment*. They place two *skirmishers*: Slingers in file 3 and a Javelinmen in file 1.



Example

This is our deployment once all cards are turned over. Rome has kept a reserve card.



So, we now have a battlefield and a deployment.

FIGHTING THE BATTLE

We now play the battle in two *phases*, the first being until the armies hit each other and the second what happens thereafter. Each phase has sub-phases to order actions in a realistic manner:

Phase 1: The Impact: 1.1 Artillery, 1.2 Bowfire, 1.3 Skirmishers, 1.4 Charge Combat,
Phase 2: The Grind: 2.1 Exploitation, 2.2 Melee Combat.

Universal rules

- An *army* is **routed** immediately if it drops to a single *main battle card* on the battlefield - any *reserves* run with it (two if playing a double-sized *battle*). The battle ends immediately, and their entire *army* and *general* is lost.
- Cards roll their **good going dice** against opponents unless in a file with *woods* or *rocky ground* in which case they use their **difficult terrain dice**.
- *Artillery*, *skirmishers* or *bowmen* are all missile shooting and in a file with **woods** drop all CCC dice down one level on the CCC colour spectrum to represent the cover given to enemy troops.
- **Hills** cause any troops attacking them to drop their all dice one colour. In addition, *artillery* or *bowmen* shooting from hills can **reroll** their dice.
- A **general** can opt to join a *combat* in their file and adds the dice on their card used for an assault to the roll, but they are killed if a *main battle card* in the same file is destroyed. They are replaced by a *general* one grade lower (or if already a 2* *general* not at all).
- If at any time a **general** is the only card left in a file, they relocate to the *reserve* pile.
- **X** wounds are treated differently to the core game. They go onto the card by placing a *wound marker* and if the card suffers a further *wound* later it is then destroyed.
- *Artillery* is destroyed if the *main battle card* they are with is destroyed.
- When rolling in each *sub-phase of battle*, the better *general* chooses the first file to fight, then the opponent, and so on until all *combats* have rolled. Where generals are equal, the invading general (i.e., whose turn it is on the map) chooses first. The same ordering applies to all moves made in **2.1 exploitation**.

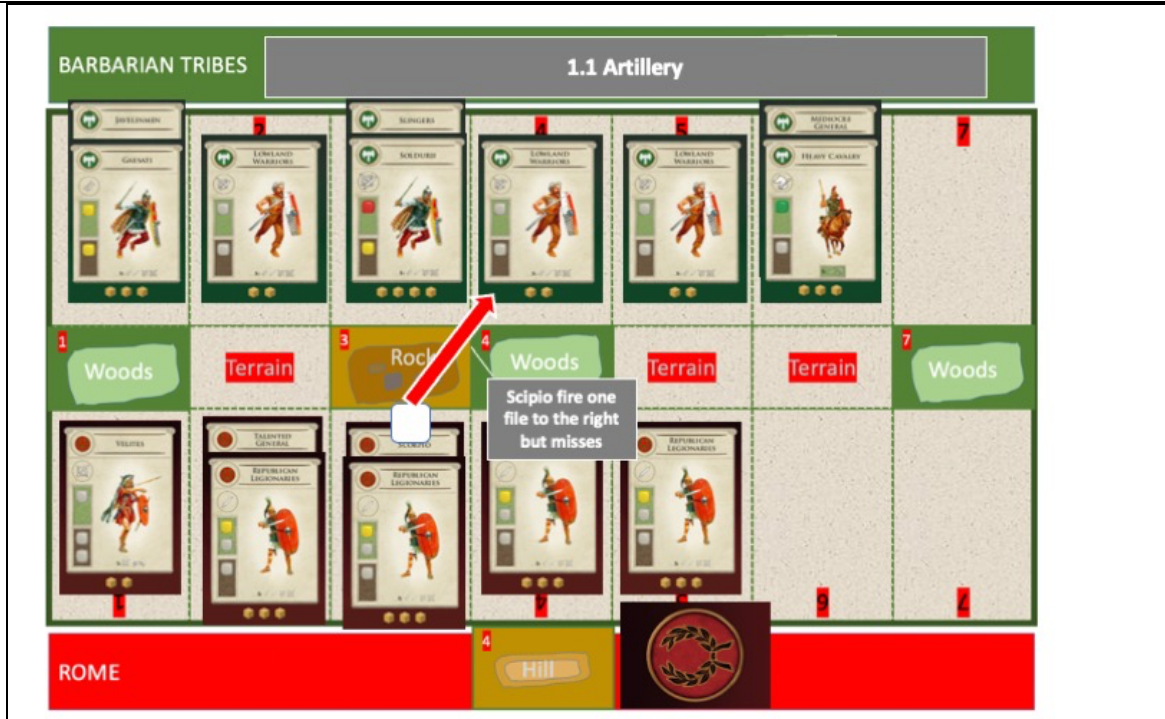
1.1 Artillery

- *Artillery* can choose to shoot at any enemy directly ahead of them, or one *file* to the side.

- If there are *skirmishers* in the targeted file, they must shoot the *skirmishers*.
- The shooter may *re-roll* the dice if shooting from a *hill*.
- Dice are reduced if firing at a file with *woods*.

EXAMPLE

Our battle begins as the Romans fire their Scorio – ‘Unleash Hell’. If firing ahead they have to shoot the skirmishers, so they choose to shoot one file right to get a better target. Alas they get a **Blank** from their **WHITE** die.



1.2 Bowfire

- *Bowmen* fire at any enemy directly ahead of them
- *Bowmen* that are in a *file* with *woods*, reduce their dice a colour.
- Where a target *file* has *skirmishers*, the *bowmen* must fire at these.
- *Bowmen* may *re-roll* their dice if shooting from a *hill*.

As there here are no **bowmen** on this battlefield, we have no dice rolling.

1.3 Skirmishers

This represents skirmishers fighting against each other or harassing enemy troops as they approach before the main impact.

- *Skirmishers* shoot at enemy *skirmishers* if they exist, otherwise get to shoot at *main battle cards* directly ahead of them.
- *Skirmishers* that are in a *file* with *woods*, reduce their dice a colour.

EXAMPLE

Returning to our battle, the Velites are *skirmishers* in *file* 1 roll their two **BLACK** dice (down a colour due to the wood) and get two **Blank**. The Slingers in *file* 3 get to roll a **WHITE** dice against the Legionaries, get an **X** and place a *wound marker* that *troop card*.



Charge Combat

This represents the initial impact between the main battle cards, so troops fight only against enemy that are directly opposite them. They roll against the enemy *main battle card* if there is one, or otherwise roll against any *skirmishers*.

EXAMPLE

Now for the big crunch! Impact!

COMBAT 1: The Roman player has the better *general*, so chooses which *file* to do first. He fears being overwhelmed on his left as his army is facing Naked Gaesatae and a Soldurii in *difficult terrain* and chooses *file 2* and leads from the front - throwing his general extra **YELLOW** dice. *File 2* is *good going* so he has **YELLOW & WHITE** from the Republican Legionaries plus the **YELLOW** for the Talented General. The Lowland Warriors get an **X** causing a *wound* on the legionaries. The Republican Legionaries get an **X** and a **Blank**. The *general* gets an **X**, and this destroys the opposing Lowland Warrior.

COMBAT 2: The Barbarian player chooses *file 3*. The Romans are in *difficult terrain* so only get a **WHITE** whereas the Soldurii have a **YELLOW**. The Soldurii get a **Skull** to a **Blank** back from the Romans - a bit of overkill as the slingers had wounded the Republican Legionaries already. The *artillery* is also destroyed as the *main battle card* it was with has been lost.

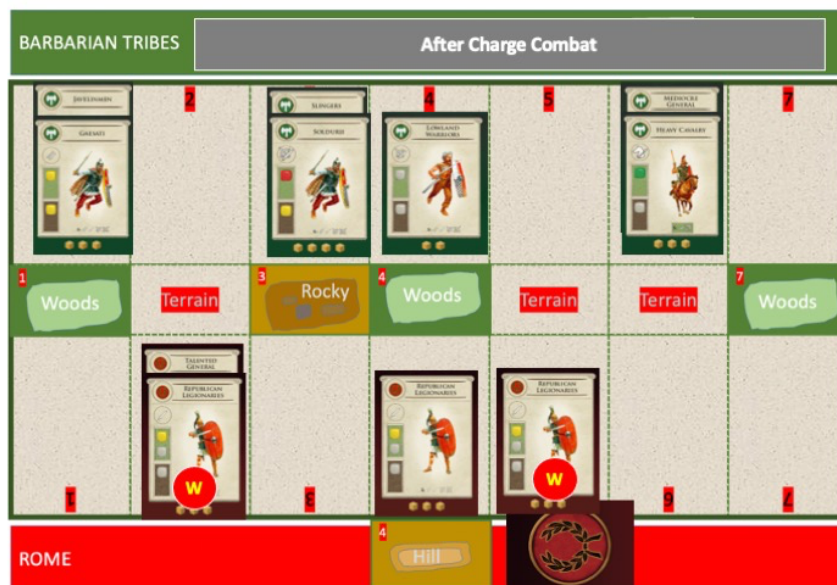
COMBAT 3: The Romans switch to *file 5* where they are strong. An **S** by them kills any opposing infantry in *good going*, so destroys the Lowland Warrior. The Lowland Warrior get an **X** and puts a *wound* the Republican Legionaries. The Romans get an **S** and do indeed destroy the Lowland Warrior.

COMBAT 4: The Barbarian does *file 4* where it is again a fight in *difficult terrain*, but the Romans are holding a hill. The Lowland Warriors drop down to a **BLACK** due to the hill. They each get a **Blank** and the scrap for the hill grinds to a halt.

COMBAT 5: The Naked Gaesatae get to roll against the Velites (no roll back as they rolled in *1.3 Skirmishers*) and destroy them with a **Skull**.



Here us the full set of results and the board with the killed cards removed ready for the second phase. The Roman general has held the left but is looking very vulnerable now. The Roman right is a little more solid but facing being swamped by the enemy Heavy Cavalry.



2.1 Exploitation

Cards can be moved to exploit successes from phase 1 or try to plug gaps in the line to stem the enemy breakthroughs.

- Pull all remaining foot skirmisher cards off the *battleboard* – they have done their job.
- Then, *Reserve troop* cards are *deployed* in the players side of any *file*.
- Then, any cards that do not have enemy *troop cards* to their front (including the *reserve cards*) can move and if space permits move into the opponent's side of the battlefield.
 - *Infantry, Elephants and Artillery* can move one forward or sideways
 - *Cavalry and Chariots* can move one forward, sideways, or diagonally

Outflanking: An *open flank* is defined as being side by side with an enemy card without having any enemy card to your front or your other side. If you achieve this position the card can *re-roll* its melee combat and rolls before frontal fights.

EXAMPLE

The Roman player has a *reserve card* - another Republican Legionary. He places it in file 6 to avoid any risk of the cavalry flanking his army there. The Romans decide to stand with their troops in *file 2* as moving either side puts them into *difficult terrain*. Moving forward leaves them flanked on both sides. The Barbarian player moves his Soldurii to face them and the Naked Gaesatae forward to flank the Romans. The Romans now have enemy ahead of every card except for file 5 and advancing it gains nothing, as it won't get an *open flank*. Here are the moves.



2,2 Melee

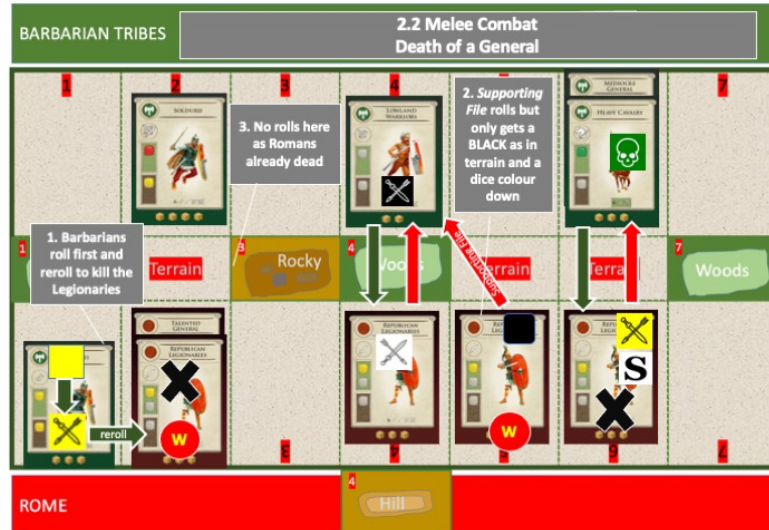
We now fight a further phase of *combat* as follows:

- *Main battle cards* on an *open flank* roll first, using *difficult terrain* dice if the file attacked has terrain, and *good going* dice otherwise.
- Any *troop card* that has no enemy to front can now be rolled at an enemy in an adjacent file, rolling the dice roll as if fighting the enemy to their front but with colours lowered by one level. This is called a **supporting file**.
- Roll for cards with enemy to their front with rolls being simultaneous for card in a single *file*.

EXAMPLE

MELEE COMBAT 1: The Naked Gaesatae get to roll first. They roll a **Blank** on **YELLOW** but get to reroll, getting an **X** and this kills the Republican legionary and the Talented General (who is replaced by a 3* Competent General placed in reserve). The Soldurii will now not need to roll and have no roll against them.

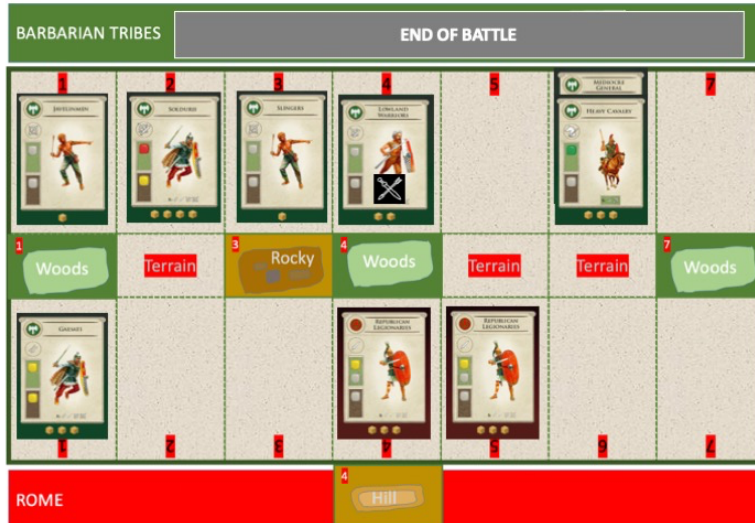
MELEE COMBAT 2: The Barbarian player has a *supporting file* and chooses to roll it to the left against infantry. They are attacking a *wood*, so their usual **WHITE** difficult terrain dice drops to a **BLACK**. They get a **Blank** and do no damage.



MELEE COMBAT 3: The Romans choose to roll file 4 where the hill drops the Lowland Warrior to a **BLACK**. Both sides roll and X and add *wound markers*.

MELEE COMBAT 4: The final file is 6 where the fresh Romans have blocked the Heavy Cavalry. The cavalry gets a **GREEN** Skull and ride down the Romans. The Romans get a **YELLOW** S, but alas the special **S** effect only applies to enemy *infantry* the *cavalry* survive.

This battle has been a very bloody affair indeed. Here are the final survivors. Each side lost 2 main battle cards, so the battle is a tie, and the attacker has to withdraw on the gameboard. All losses go into the reserve stack.



Return to the core game. The Roman commander is lost and a 3* general takes over the remains of the army.

SIEGE ASSAULTS

You can play an assault against a *garrisoned region* using BattlePlay as follows:

- Treat the centre line as the defences and there is no *terrain*.
- The defender gets 1 card per file, place any 7 cards face down.
- Only *artillery* and *infantry main battle cards* are used by the attacker and artillery must be in support of a *main battle card*.
- All *artillery* uses their *good going* dice rolls, and all others use their *terrain* dice.

- The *garrison* gets dice according to their garrison value on the map. **BLACK**, **WHITE**, **GREEN**, **YELLOW** for 1 to 4 RED dice in the core game. This garrison *dice* goes up one colour if they have the *walls* improvement. The garrison *bonus dice* goes down one colour if the attackers have *siegecraft* development.
- No special effects apply at all.
- Play exactly the same and reduce the attacker to two cards to break in and take the town.

TACTICA CARDS

The final twist is that we have a pack of cards to reflect the talent of each general in a battle: *Tactica Cards*. Generals get one *Tactica card* for each * rating of general. You get no cards if you are fighting without a general. See the pack of 55 cards for details of what they each allow. Play these at any time in the battle for some added 'fog of war'.

Double BattlePlay

Double the size of the armies involved by simply taking 2 cards for each card in the army in the strategic game.

- Simply put two BattlePlay mats side by side. D
- raw the terrain tiles for each half of the *battleboard* with this adjustment: For the left half any roll of 7 becomes a 2; and for the right half any toll of 1 becomes a 6. This drives the terrain out to the edges again like a single board.
- Add 1 extra Tactica cards for each general.
- Armies rout when they are reduced under 4 *main battle cards*.

That's all that is needed. Then just play the game following the normal BattlePlay rules and you will have a 30-45 minute decision-rich battle game to play that feels like a large army. For the battle we have just played it would look something like this at the beginning ...

