ANNALS OF ROME

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NOTE: ANNALS OF ROME will be best understood if you read these instructions carefully before beginning the game.

ANNALS OF ROME IS PRODUCED UNDER LICENCE FROM
ROME SOFTWARE.

1. INTRODUCTION

The ANNALS OF ROME is a vast strategy game based on the rise and fall of the Roman Empire. Starting in the year 273 B.C., the date by which the Roman Republic had gained control of Italy, your role is that of the ruling power group in the Roman Senate, deploying Roman armies and commanders in successive foreign and civil wars.

YOUR PRIME OBJECTIVE IS . . . SURVIVAL.

At any time you will be faced with up to THIRTEEN independent hostile powers, each fighting to extend its own range form the incompetent GAULS to the deadly CARTHAGINIANS, and many more. If you survive the initial centuries of the game and establish an empire, be prepared . . . Beyond your northern frontiers on the RHINE and DANUBE are the teeming hordes of barbarians, including ALLEMANI, MARCOMANNI, FRANKS, GOTHS, DACIANS, HUNS, VANDALS, and more. In the south, your eatern frontier on the EUPRATES is constantly diputed by the PARTHIAN EMPIRE and later by the PERSIAN (SASSANID) EMPIRE.

To give you a military advantage, you have at your disposal the incomparable Roman Citizen LEGIONARIES, reinforced by mobile AUXILIARIES and static Garrison troops (LIMITANEI). In addition, you have up to 21 individual OFFICERS, of a wide range of ability and loyalty. If you deploy them and your armies intelligently you will usually beat the opposition. But beware . . . The cost of military failure is invasion and loss of territory, with consequent loss of popularity and confidence in your regime. If this becomes too serious some of your COMMANDERS may decide to rebel and attempt to seize power in Rome as DICTATOR, or even reach for the purple and become EMPEROR. This means CIVIL WAR, the consequences of which may be a disastrous weakening of the armed forces and withdrawal of legions from critical frontier regions.

NOTE : History rarely gives second chances. The only skill level in this game is ALL OR NOTHING.

2   LOADING INSTRUCTIONS

AMSTRAD CPC:

(A) Cassette Version — Ensure the tape is fully rewound and press the CTRL & Enter keys simultaneously and follow the screen prompts.
If you are loading a tape into a CPC 664 or CPC 6128 machine, type ¦TAPE/RETURN first.

(B) Disc Version — Type RUN ''DISC/RETURN. Note: The game will access the disc from time to time so keep it in the drive at all times other than when saving or loading an unfinished game.

SPECTRUM 48/128
Load in the normal way using the command LOAD '' ''.

AMSTRAD PCW 8256/8512
ATARI 520 ST
IBM PC COMPATIBLES
With the machine turned off place the disc in your boot drive (normally drive A) and turn on the machine. The disc will now load automatically.

COMMODORE 64/128
(A) Cassette Version — Ensure the tape is fully rewound and press the SHIFT & RUNSTOP keys. Now follow the screen prompts.
(B) Disc version — Type LOAD ''ANNALS'', 8,1 / RETURN followed by RUN when the READY prompt appears.

ANNALS OF ROME has finished laoding when you are asked to select NEW/OLD/SAVE or CONTINUE. If this is the first time of loading select the CONTINUE option.

3. GAME STRUCTURE
The game may continue indefinitely, or until it is obvious that the Empire has utterly collapsed and no more can be gained by going on.

The game is played as a sequence of GAME-TURNS, each GAME-TURN representing between one and 25 historical years. The actual dates corresponding to a given GAME-TURN are displayed in the top right-hand corner during most phases of the game. The random variation in GAME-TURN length reflects the essential unpredictability of historical events. For instance, several long periods of relative stability may be suddenly followed by a few short periods with a rapid alternation of fortune.

4. GAME-TURNS
A GAME-TURN consists of the following phases:

a) START-SAVE PHASE
b) ECONOMICS PHASE
c) PERSONNEL DISPLAY PHASE
d) PERSONNEL ASSIGNMENT PHASE (if allowed)
e) LOYALTY PHASE

f) CIVIL WAR (if necessary)
g) FOREIGN WARS

There are additional phases which occur automatically, beyond your immediate control, such as COLONISATION of Roman controlled regions and DECOLONISATION from lost territories. Also, some phases occur only under exceptional circustances, such as TRANSFER OF CAPITAL if ROME has been sacked, or IMPERIAL SUCCESSION if the current Emperor has died peacefully.

The various phases are explained in the following sections.

4a). START — SAVE PHASE
After loading and at the start of each game turn, the computer asks you to select either a NEW game, LOAD and OLD game, SAVE the game at its current postion or CONTINUE.

1. NEW GAME: This option allows you to abandon the current game and restart from 273 BC. Press N for this option.
2. LOAD AN OLD GAME: To continue playing a previosly saved game, place the tape or disc with that game into the player/drive and press L.
3. SAVE GAME: To save the game at its present postion insert a blank tape or disk for each saved game.
4. CONTINUE: Simply press ENTER/RETURN to continue with the current game.

4b). ECONOMICS PHASE
In this phase the computer calculates revenue, population growth and army recruitment for each nation, based on populations in regions under control. Rome (ie you) only has the option of increasing revenue at will. This occurs during the TAXATION SUB-PHASE, when the computer asks < TAX RATE (1-2)>.

If you are confident that you can survive on the lowest income rate (1) type <1> and press ENTER. Otherwise, type in a suitable number, such as 1.5, between 1 and 2. A rate of 2 effectively DOUBLES your income for the current game-turn.

WARNING
It is recommended that you use the lowest tax rate of 1 as much as possible. A high tax rate has the following undesirable side-effects, apart from the immediate benefit of an increased revenue:

i) In the subsequent game-turn, the RATE OF INFLATION (displayed) increases, with a corresonding devaluation of your currency. This means

that you will pay later for increased revenue now.

ii) Your POPULATION may cease to grow and start to decline, because resources are being withdrawn from it.

iii) Your POPULARITY may drop, possibly by such an amount that CIVIL WAR breaks out, and you may lose more than the initial benefits from the increased revenue.

The best times to use a high tax-rate are when
a) Your popularity is high and you have used a low tax rate in the previous game-turn, or
b) Your popularity index is already very low and there is a definite frontier crisis calling for more expenditure on the army.

Apart from the tax-rate, all other aspects of ECONOMICS are dealt with automatically and are beyond your immediate control. These include:

i) POPULATION GROWTH or DECLINE (limited by available land.)

ii) ARMY RECRUITMENT. Generally, the army is no more than one tenth of the total population. Note that only one branch of the armed forces (ie LEGIONARY, AUXILLIARY or LIMITANEI) can be recruited in any given Roman controlled region. Details are given in TABLE 1.

Although only one nation can control a given region at any time, there may be several different national populations present in that region at that time, reflecting recent historical circumstances. This is because indigenous populations do not in general disappear on conquest, but decline over perhaps several centuries as the successful invaders establish themselves. During decline, certain conquered populations in their homeland regions may provide a source of resistance to the conquerors. Armies recruited in this way come free of recruitment cost.

HISTORICAL NOTE

POPULATION and ARMY size is always in units of ONE THOUSAND. ROMAN population would be much higher, but is not a factor in this game.

ROMAN army size is based on the historically known size of the Roman and Auxiliary armed forces. Although this fluctuates according to circumstances, the army will total several hundred thousand at the height of empire, with less than half mobile legionaries.

Note that on the map, figures on non-Roman controlled territories are in units of TEN THOUSAND soldiers. For Roman controlled territories, the figures are in LEGION units, ie FIVE THOUSAND soldiers. Because of superior training, one Roman Legion is usually comparable with most non-Roman ten-thousand soldier units. However, there are important exceptions, notably with the advent of cavalry based barbarian armies in the late third century and onwards, when the traditional Roman Legion became obsolete. Details of military capability are given in TABLE 2.

4c). PERSONNEL DISPLAY PHASE

This display shows the current status of the 21 Senators and Commanders after the previous game-turn. Some or all may have died,been killed, or retired, etc. The rest will have aged accordingly, and their current ages and official status is displayed. A typical example is:

IT D JULIUS MAXIMUS 34 56 COMMANDER 22

EXPLANATION: The first two letters denote the office's current location, in this case Italia. Each individual is assigned an identifying PERSONAL LETTER (from A to U), in this case D, which you must use when moving that particular individual. This is followed by the individual's full name, in this case JULIUS MAXIMUS. Note that in certain displays only the second (family) name is used. The two digits following the name are:

 i) the individual's command ABILITY, ranging from 0 to 5 and

ii) the individual's LOYALTY, ranging from 0 to 5.

In each case, 0 represents the worse and 5 the best value from your point of view. In the example, JULIUS MAXIMUS has an ability of 3 (reasonable) and a loyalty of 4 (good) to the current regime.

An individual's ability can never change, but his loyalty can change, depending on STATUS changes due to promotion or demotion. The lowest status is that of SENATOR, as the SENATE is the recruitment pool for army officers. This is followed by TRIBUNE (junior offices), LEGATE (General) and finally COMMANDER (Regional Governor). Note that once a commander has been proclaimed DICTATOR by the Senate or IMPERATOR by his troops his new status cannot be altered except by his death.

The two digits following the ability and loyalty give the officer's current age. In the above example, JULIUS MAXIMUS is currently 56. NOTE that the older a regional commander is, the more likely he is to consider seizing power.

The age is followed by the individual's current status, in this case JULIUS MAXIMUS is a COMMANDER. Any COMMANDER status is followed by the EFFECTIVE REGIONAL COMBAT STRENGTH under his command. In the example, JULIUS MAXIMUS commands and effective force of 22 (thousand) in ITalia. In this display LEGIONAIRIES AND LIMITANEI are counted with a combat factor of 2 and AUXILIARIES with a factor of 1.

4d) PERSONNEL ASSIGNMENT PHASE

This phase will not occur if only one region is under Roman control or if the POPULARITY INDEX is below zero. The latter condition reflects the loss of organizational control which occurs when a regime is in disarray (as reflected by a negative popularity index). In such a case the next section follows on immediately.

In this phase you have the opportunity to reassign all or none of your available officers to regions under Roman control. On the right hand side there is a table of all regions. A number indicates the effective Roman army

strength. An asterisk (*) indicates that there is a COMMANDER currently assigned to that region. A dash (-) indicates that there is at least one non-commanding officer, such as LEGATE or TRIBUNE, in that region.

Note that REGIONS must be referred to by their initial two letters and all officers referred to by their PERSONAL LETTER. There is no need to press ENTER after each personal letter is a group of officers is being moved to a given region.

Note also that it is advisable to ensure large armies have strong commanders (ie high ABILITY factors). Armies CANNOT be moved during this phase.

4e).LOYALTY PHASE
In this phase the display is similar to the PERSONNEL DISPLAY PHASE, section c. Now, however, the objective is to show which regional commanders (if any) are plotting rebellion. In such a case, the entry for the commander concerned will be in reverse field.

The number of commanders who plan to rebel in the next phase is affected mainly by the current POPULARITY INDEX, which ranges from − 5 (extremely unpopular) to + 5 (very popular). Additional factors which contribute to disloyalty are

i) A commander with a low LOYALTY INDEX, perhaps due to demotion,
ii) A commander with a large LEGIONARY component under his command. This gives him more confidence in a successful rebellion. Note that only LEGIONARIES can rebel with their commander and march on Rome. Therefore, in this section, the numbers following a COMMANDER status are LEGIONARIES only, counted with a factor of one. AUXILIARIES and LIMITANEI play no role in CIVIL WAR. AUXILIARIES are non-Roman in origin and have no interest in Roman Power struggles, remaining in provinces to safeguard them. Similarly LIMITANEI are fixed garrison troops recruited locally, with no interest or motivation to move beyond their home regions. Both sorts of troops will immediately accept any change in the ruling regime in the capitol.

In this phase there are two ways in which you may attempt to pre-empt or eliminate a rebellion:

i) You may try to bribe the army to remain loyal. The computer asks <HOW MUCH TO THE TROOPS?>.

You can allocate up to 5000 talents to the troops, if the display shows that any commander is contemplating rebellion. This money is distributed to ALL soldiers in the Empire. Note that you may find yourself in debt (ie the TREASURY INDEX drops below zero). This will cost you resources in the next game-turn. Moreover the troops may take the money and still rebel.

Clearly, if all commanders plan to remain loyal, there is no need of largesse

to the troops and you can just type ENTER.

ii) The command of Rome is decisive. If the Capital Commander rebels successfully, he will automatically take over and become DICTATOR or EMPEROR. To prevent this, you have the ability to appoint another commander in his place in the Capital. This is possible in Rome only, because the Senate, being based in Rome is less likely to lose control of the situation there than in other regions. Note that a replacement commander may also decide to rebel, so it is important to consider the LOYALTY INDEX of prospective Commanders. Also, a commander is committed to rebel only if the current regime is in power at the start of the next phase, CIVIL WAR. If reports are received by the Senate that several commanders in the field are likely to rebel, it is possible that some of them will not do so if the current regime is replaced by a popular leader BEFORE they have declared themselves publicly in the next phase and actually implemented their revolt. Note that the sequence in which commanders may rebel is chosen randomly.

There may well be occasions when you (representing the ruling power group in the Senate) will decide to abandon an unpopular leader and support one of the rebel commanders. In such a case you should appoint a commander in Rome with a low Popularity index, making his disloyalty to the current leader more likely.

4f). CIVIL WAR

If any commanders rebel as a result of the previous phase they will first attempt to induce their LEGIONARIES to join them. If any legionaries or non-commanding officers remain loyal to the current regime there is an initial conflict subphase to determine the regional status. If the loyalists win, the region will remain loyal and all rebels will be executed. Otherwise, the successful rebel commander will march on Rome with his legions.

You will then have to decide whether to fight a CIVIL WAR, with the objective of elimination of all rebel forces, or whether to manoeuver your forces to avoid conflict with possibly superior rebel armies. The main objective should be to minimise losses in conflict during this phase, as the Empire can be disastrously weakened by prolonged civil war. Rebel Commanders will attack each other as well as loyal troops. They are able to move through non-Roman controlled territory at will, but once they have done so loyal armies will be able to follow. If a rebel army enters a loyal region without a commander, the loyal troops desert to the rebels.

When a rebel seizes power, he becomes head of the new regime, and you are now considered to be the ruling power group in the Senate supporting him. A new popularity index is assigned, between 0 and 5. If he is relatively unpopular, you may be able to replace him with a better candidate by further intrigue and Civil War.

4g). FOREIGN WARS

The final phase of the game-turn involves foreign wars between any of the power blocks currently on the map. All 28 regions are dealt with in a random sequence, and during the early years of the game when Rome controls only a few regions, you will just have to sit back and watch developments between other power blocks. This occurs automatically, and the results will be reflected by changing patterns on the map.

Note that you may decide to do nothing aggressive in this phase, but you will find yourself under constant attack nevertheless.

When a Roman controlled region has its turn, you will be able to decide where to send your troops (if any), which officers will lead them, and how many troops (LEGIONARY or AUXILIARY) will go. For example, ITalia cannot be reached directly from ILlyricum, because invaders have generally taken the land route to the north.

Once you have sent the Senate's instructions to the regional Commander they are implemented immediately. Conflict occurs automatically and is out of your hands at this stage. Consequently, you should only send commanders with high ability, as this greatly aids in battle. If a garrison without a current commander is attacked by an invader it defends with a leadership factor of zero.

Conflict takes into account the following factors:
 i) the size of the armies concerned,
 ii) the technological level of the armies,
 iii) the leadership ability,
 iv) the inevitable random element.

Conflict takes place as a sequence of BATTLES, the number of which is equal to the length of the game-turn in years. A report of the result of a battle involving Roman forces is displayed as soon as it is resolved, In some cases, control of a region is not decided completely, particularly if the game-turn corresponds to only a few years. In such a case, the map will display a lightly mottled region, indicating UNRESOLVED CONFLICT.

Note that conflict ceases only when ALL opposstion is eliminated, that there is no retreat, and there is a small ATTRITION RATE suffered by all parties involved.

5. PLAYING THE GAME

On average, there are about eight GAME-TURNS per century. It should be noted that the whole game has been structured on an accurate historical basis, and consequently, there are long term trends which may take several centuries to run their course. These include the following:

i) The initial centuries of the REPUBLIC, during which time the CARTHAGINIAN EMPIRE and the GAULS must be defeated and the foundation for Empire established.

ii) This is followed by a period of instability, during which time various DICTATORS may arise following CIVIL WARS. In the East, Rome will come into contact with the SELEUCID EMPIRE, one of the remaining splinters of the empire of ALEXANDER THE GREAT.

iii) Eventually, a stable regime will emerge and the EMPIRE under a series of popular EMPERORS will expand to its greatest extent during the first centuries A.D. In the east, Rome will find itself in conflict with the PARTHIAN EMPIRE, which has supplanted the collapsed Seleucid Empire.

iv) Barbarian invasions from the North will put pressure on Rome during the first two centuries. This will lead to further instability in the Empire, with frequent civil wars and changes of Emperor.

v) A successful defence in the early centuries A.D. will probably require a stagnating policy of high taxation and static defence, culminating in the epic struggle with new Barbarian invasions in the late fourth and fifth centuries.

vi) Survival beyond this time will probably leave Rome sacked, the Western Empire lost, and the Capital in a new region, possibly in Asia (C = CONSTANTINOPLE). Overall populations, standing armies, and territories will be greatly reduced. In the east, Rome will be locked in conflict with the PERSIAN (SASSANID) EMPIRE, the successor to the Parthian empire.

vii) Reconquest of the Western Empire will prove difficult and frustrating, particularly when the ARABS appear in the MIDDLE EAST in the early seventh century.

viii) Survival as the BYZANTINE EMPIRE, based in Asia, is possible for several centuries, but the advent of the TURKS in the eleventh century from the EAST makes continuation beyond that date problematical.

Note that the course of the development of the Roman Empire, is determined by two factors. The most important one involves historical events such as the barbarian invasions and the appearance of hostile empires. There is nothing you can do to prevent these. However, you retain at all times the ability to mould your strategic response to fit changing circumstances, and this will allow you to explore possible alternative historic paths. Consequently, some of the trends outlined above may not need to occur.

6. MISCELLANEOUS COMMENTS ON THE GAME.

1. CONTROL OF A REGION is assigned to an army only if there are no other armies (of any size) in that region.

2. If you control a region and plan to move on, you must leave AT LEAST

one thousand (ie one unit of) Legionaries, Auxiliaries, or Limitanei in that region to maintain control.

3. All armies age according to the length of the game turn, and veterans are retired at a corresponding rate. Roman veterans retire after 25 years service and do not re-enter the recruitment pool, (the POPULATION), whereas non-Romans retire after a longer period, reflecting the semi-professional nature of many national armies. In addition, non-roman veterans do re-enter their recruitment pools. Moreover, Roman veterans have to be pensioned off. This creates a drain on the Roman Treasury.

4. All armies tend to be acompanied by civilians, reflecting camp followers, colonists and traders. Accordingly, when the Romans successfully invade a region there will atuomatically be established in initial nucleus of Roman population in that region which will subsequently grow to the natural limiting size for that region over a period of years.

5. There is a constant process of population movement. In addition to COLONISATION to controlled regions, there is DECOLONISATION from lost territories, and a process of ROMANISATION, whereby native populations slowly become Roman in nature. There is a corresponding process of de-ROMANISATION in lost regions. This latter process occurs at a faster rate than ROMANISATION, reflecting the difficulty of establishing and maintaining a superior Roman civilization.

6. ATTACK and DEFENCE are not differentiated. The action takes place over a time-scale measured in years. On such a scale, both invaders and defenders would be fighting more or less on equal terms, apart from the advantages of superior military technology. For instance, Roman LIMITANEI have an enhanced combat factor reflecting the fixed fortifications built up in certain strategic frontier regions. Generally, barbarian armies have the advantage of large numbers.

7. The Roman Homeland is always ITalia. If ITalia is lost, there will be a national UPRISING by the Romans in ITalia ONLY if Rome is the Capital. If the Capital has been transferred, there is no uprising in ITalia. Moreover, if the new Capital is lost, there is no uprising in that region.

8. TRANSFER OF CAPITAL if Rome is sacked in the late centuries is recommended, since the entire treasury is lost when the current Capital is sacked. During the fourth century onwards, ITalia becomes a frequent target for Barbarian armies, and transfer to ASia is a good move, if possible. ASia will provide an excellent prospect for reviving the empire, at least in the EAST, and with CAppadocia, provides rich source of revenue, population, and Legionary recruitment. Alternative sites for the Capital remain for you to investigate.

9. The unit of ARMY SIZE appears to change from phase to phase, but the program always works in the basic integer unit of one tousand men, ie 1 = 1000 men. However, various display work in other units as follows:

i) ON THE MAP, non-Roman armies are in 10,000 man units. For example, 4 could mean 46000 Huns. This display size was chosen for several reasons, the most important being that the region display window can accommodate two digits only. If such an army is below this unit in strength, the national code letters are displayed. For example, HU could mean up to 9000 men.

ii) ON THE MAP Roman armies are in 5,000 man units, representing LEGIONS. Historicaly, individual legions existed for extended periods and many had their own historical identities. This feature is NOT incorporated in this game, due to memory limitations.

iii) The PERSONNEL STATUS and PERSONNEL ASSIGNMENT displays give EFFECTIVE ROMAN ARMY SIZE. This takes into account the enhanced combat value of LEGIONARIES AND LIMITANEI, and is given by the formula

EFFECTIVE STRENGTH = $2*LEG + AUX + 1.5*LIM$

This formula is used because when assigning officers to regions, it is important to know the exact fighting strength in a given region.

iv) The LOYALTY PHASE displays LEGIONARY strengths directly, as only legionaries are involved in CIVIL WAR.

10. Various symbols appearing in certain displays have the following meanings:

PLN: POPULATION SIZE in 1000 man units
ARM: ARMY SIZE
POP: POPULARITY
TRE: TREASURY
SCO: SCORE
INF: INFLATION RATE

11. All leaders age and die, either in bed or by being deposed. When a DICTATOR dies naturally, the REPUBLIC is resumed. When an EMPEROR dies peacefully he is succeeded by his son, with a new popularity index, ranging between − 5 and + 5. There is an immediate LOYALTY PHASE with the possibility of CIVIL WAR, over and above the normal run of the game, if the imperial heir is unacceptable to the army.

12. POPULARITY

This ranges from − 5 (highly unpopular) to + 5 (very popular), and reflects attitudes of army officers to the current regime. This index is important in determining the likelyhood of a regional rebellion. The game starts in 273 B.C. with a popularity of + 5.

Factors altering the populartiy index are:
  i) gain of a region : + 1
  ii) loss of a region : − 2
  iii) Officer killed in battle : − 0.1
  iv) each army unit (one thousand men) lost: − 0.01

v) Tax rate : variable effect

vi) age of Dictator or Emperor : proportional drop in popularity

vii) New Dictator or Emperor : reset between 0 and + 5

viii) Imperial Succession (Emperor dies peacefully and replaced by heir) : reset between − 5 and + 5.

13. SCORE

The score reflects how well you have managed the Empire to date. You may well end up with a negative score.

Factors changing the score are :

i) Each region under Roman control per year : + 1

ii) All 28 regions under control at the end the the conflict phase : + 1000

iii) Each officer killed in battle : − 1

iv) Sack of Capital : − 5000

v) New Dictator or Emperor : − 25

vi) Imperial Succession (Emperor dies peacfully) : + 100

   Clearly, the SCORE is a subjective estimate of the relative importance of various events. Possibly, a better indicator of success is simply the DATE when the very last region is lost to you.

14. HOMELANDS

   Each nation has a HOMELAND assigned to it which it has an absolute PRIORITY to recover if lost. The only exception is ROME. If you lose ITalia, you may decide to TRANSFER YOUR CPITAL to a new region (one under your control), and it will be your new centre of operations.

   You will be able to divert potential invasions of your territory if you launch a successful raid and capture the invader's homeland. Their armies will have no option but to abort their current campaigns and return home as quickly as possible. The relevant information is displayed in TABLE 2. An immediate benefit of the capture of an enemy homeland is that you also capture their entire current treasury. This will severely affect their ability to recruit armies in the next phase, and greatly aid you. In the initial part of the game you may consider rapid strategic knockout blows aimed at capturing the Carthagininan homeland of AFrica, the Aacedonian homeland in GRaecia, and the Gaul's homeland in GAllia.

15. THE MELTING POT OF HISTORY

In certain ways, nations are like organisms; they grow, mature, and decay, sometimes disappearing from history for ever. In this simulation, certain races will disappear spontaneously at predetermined time, reflecting internal dissentions, etc, and other races will appear in their place. Details are given in TABLE 2. After you have played the game several times you will be able to plan ahead to anticipate the arrival of powerful new nations. You may find that your anticipation of developing situations has not greatly helped you, particularly if your fine but obsolete imperial army has been placed in the path of an invading steamroller and been flattened. The ultimate question in this game is :

WAS THE FALL OF ROME INEVITABLE GIVEN THE CIRCUMSTANCES AT THE TIME?

7. TABLE 1

	Region	Land	Income	Recruitment	Neighbouring Regions				
IT	Italia	1000	1000	Legionaries	AL	SA	SI	GR	
AF	Africa	750	500	Auxiliaries	MA	SA	SI	CY	
GA	Gallia	750	500	Auxiliaries	BR	BE	AL	NA	
GE	Germania	1500	750		BE	RA	PA		
GR	Graecia	500	350	Auxiliaries	IT	IL	TH	CR	SI
AS	Asia	01000	750	Legionaires	TH	CA	CP	CR	
ME	Mesopotamia	500	350		AE	SY			
AE	Aegyptus	400	400	Limitanei	CY	CR	CP	JU	
JU	Judaea	250	100		AE	SY	CP		
DA	Dacia	1500	500		PA	IL	GR	AS	
HI	Hispania	500	300	Legionaries	NA	MA			
MA	Mauretania	250	150	Auxilliaries	HI	AF			
TH	Thracia	300	300	Auxiliaries	DA	IL	GR	AS	
PA	Pannonia	250	250	Limitanei	GE	RA	IL	DA	
RA	Raetia	250	200	Limitanei	GE	BE	AL	PA	
AL	Alpes	500	250	Legionaires	IT	NA	GA	BE	RA
BR	Britannia	200	100	Limitanei	BE	GA			
NA	Narbonensis	500	250	Legionaries	GA	AL	HI	SA	
CY	Cyrenaica	250	200	Auxiliaries	AF	SI	CR	AE	
SY	Syria	500	300	Limitanei	CA	ME	JU	CP	
AR	Armenia	250	150		CA	ME			
BE	Belgica	500	250	Limitanei	BR	GA	AL	RA	GE
CA	Cappadocia	750	500	Legionaries	AR	SY	AS	ME	
IL	Illyricum	300	250	Limitanei	PA	DA	TH	GR	
SI	Sicilia	100	100	Legionaries	IT	SA	AS	CY	GR
SA	Sardinia	100	100	Legionaries	NA	IT	SI	AF	
CR	Creta	100	50	Auxiliaries	GR	AS	AE	CY	CP
CP	Cyprus	100	50	Auxiliaries	AS	CR	EA	JU	SY

8. TABLE 2

| Armies	Combat Value	Homeland	Period	Invasion Routes		
Legionaries	10					
Auxiliaries	5*					
Limitanei	7.5**					
Carthaginians	10	Africa	273BC-525AD			
Gauls	3	Gallia	273BC-200AD			
Macedonians	7	Graecia	273BC-250AD			
Phrygians	3	Cappadocia	273BC- 75BC	CA		
Seleucids	4	Mesopotamia	273BC-100BC	ME		
Egyptians	4	Aegyptus	273BC- 25AD			
Numidians	3	Mauretania	273BC- 25AD	MA		
Celtiberians	2	Hispania	273BC-200AD			
Illyrians	5	Illyricum	273BC-375AD			
Celts	3	Britannia	273BC-375AD	BR		
Greeks	4	Graecia	273BC- 0AD			
Germans	4	Germania	115BC-825AD	GE		
Dacians	4	Dacia	190BC-275AD	DA		
Parthians	5	Mesopotamia	75BC-225AD	ME		
Armenians	2	Armenia	50BC-150AD	AR		
Marcomanni	3	Alpes	AD-375AD	RA		
Berbers	2	Africa	50AD-	MA	AF	CY
Jews	2	Aegyptus	50AD-150AD	JU		
Alemanni	4	Raetia	225AD-450AD	RA		
Franks	5	Gallia	225AD-	BE		
Persians	5	Mesopotamia	250AD-640AD	ME		
Goths	5	Graecia	250-325AD	TH		
Gepids	2	Dacia	300AD-450AD	DA		
Visigoths	10	Hispania	350AD-475AD	TH		
Ostrogoths	10	Italia	400-563AD	PA		
Vandals	10	Mauretania	400AD-500AD	RA	BE	
Huns	10	Pannonia	400AD-475AD	PA	DA	
Slavs	2	Dacia	475AD	DA		
Saxons	4	Britannia	475AD	BR		
Lombards	7	Alps	500AD	PA		
Avars	3	Dacia	550AD-796AD	DA		
Arabs	10	Mauretania	625AD	JU		
Abbasids	5	Aegyptus	750AD-1000AD	ME		
Germans	10	Italia	850AD	GE		
Castilians	5	Hispania	1026AD	HI		
Turks	10	Asia	1075AD	AR		

FOOTNOTES:

* : AUXILIARIES are non-Roman soldiers led by Roman officers, acting as support for the main Roman Legions
** : LIMITANEI are garrison troops equivalent to auxiliaries. However, their fixed fortifications and defence works give them an advantage in combat, hence their enhanced combat value.
   Invasions occur through INVASION ROUTES if the homland is occupied by a hostile power. All nationalities may revolt in their homeland if it is occupied by a hostile power and there is a non-zero homeland population.

MAP DISPLAY
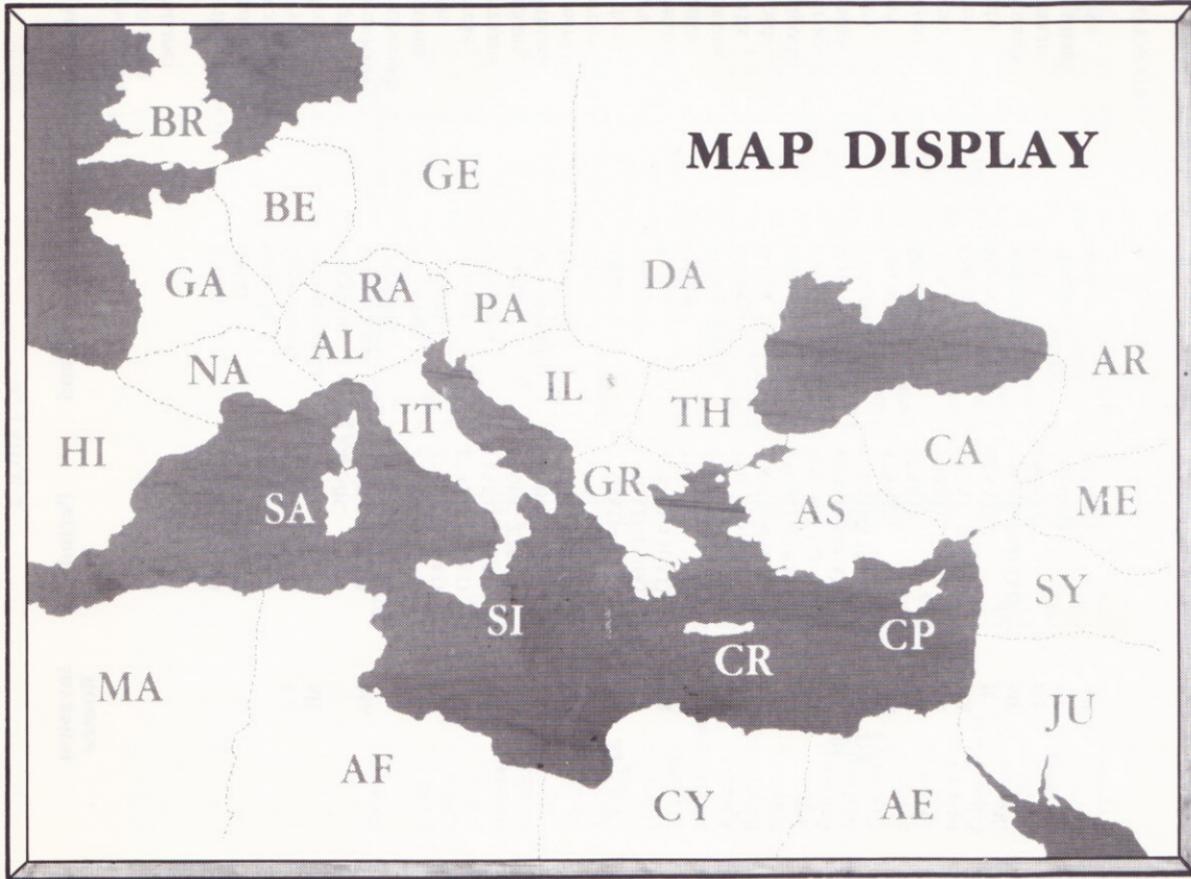
Regions

IT	Italia
AF	Africa
GA	Gallia
GE	Germania
GR	Graecia
AS	Asia
ME	Mesopotamia
AE	Aegyptus
JU	Judaea
DA	Dacia
HI	Hispania
MA	Mauretania
TH	Thracia
PA	Pannonia
RA	Raetia
AL	Alpes
BR	Britannia
NA	Narbonensis
CY	Cyrenaica
SY	Syria
AR	Armenia
BE	Belgica
CA	Cappadocia
IL	Illyricum
SI	Sicilia
SA	Sardinia
CR	Creta
CP	Cyprus

AUTHORS NOTES AND REFERENCES.
MORAL NOTE

Hopefully, this simulation will not be regarded as just a game, but provide some useful historical perspectives. Perhaps the most important lesson learned by the author is the ultimate futility of Imperialism, of one sort or another. To be fair, it should be pointed out that this simulation does not do justice to the positive benefits of the PAX ROMANA to many millions of humans over many centuries. Ultimately, YOU will have to judge the worth of the Roman Empire, with all the benfits of hindsight and safe distance.

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In addition, numerous other references were consulted to provide backup information for matters such as the Roman Army.

Note that in this game there will be mumerous and destructive foreign and civil wars, rebellions and depositions of Emperors by violence. Any cursory reading of history text on the period in question will show beyond doubt that there is little exaggeration, and if anything, the historical reality was more turbulent in some cases. For example, THE HISTORIES by Cornelius Tacitus (above) describes the events of just ONE YEAR, 69 A.D.,'THE YEAR OF THE FOUR EMPERORS', when truly amazing and turbulent events took place, The game will appear very violent merely because enormous spans of time are compressed into single game-turns. Undoubtedly, there was scope for some people to die peacefully in bed.

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