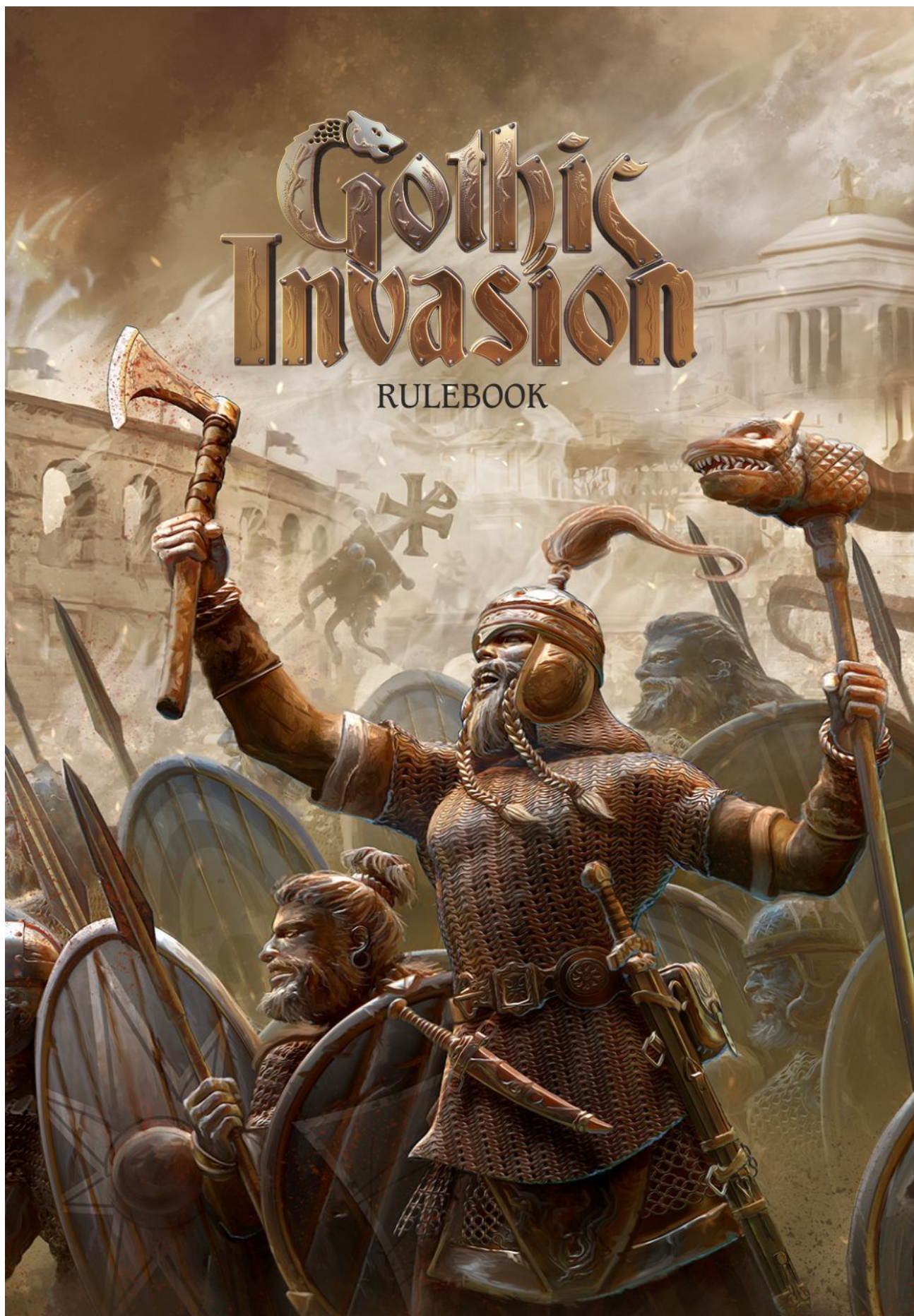


Gothic Invasion

RULEBOOK



Gothic Invasion

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90'-120'



2-5



12+

INTRODUCTION

Gothic Invasion is a card-driven wargame, recreating the gothic invasions in the eastern Roman Empire, from 377AD to 382AD. Two to five players take on the roles of the two Roman and three Goth leaders, with each faction having their own personal objective. The Goths have to plunder nine predefined empire cities, before spring of 382AD and at the same time, the Romans try to prevent the Gothic Invasion. The game ends in 382AD because that's when peace was made with favorable terms for the Goths.

GAME COMPONENTS

1x Gameboard 55x36cm



3x Gothic Individual Leaders



9x Tiles
Gothic Markers

4x Roman Individual Leaders Boards



6x Tiles
Roman Markers



3x Tiles 18mm
Roman Garrisons



2x Tiles 18mm
Time Markers



15x Tiles 18mm
Plunder Markers

25x Gothic
Action Cards



22x Roman
Action Cards



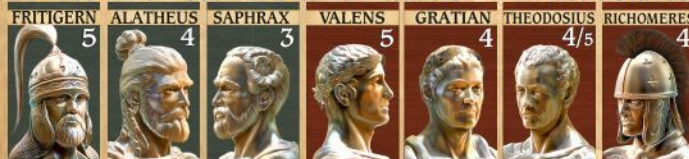
5x Objective Cards



6x Annual
Event Cards



7x Tiles 4x2cm Goth and Roman Leaders + 7x Plastic Stands



1x Roman Battle



1x Gothic Battle Dice



1x Gothic Plunder

GAME SETUP

- Shuffle the Annual Event cards, and place them face down on the upper side of the gameboard.
- The Goth player shuffles his objective cards and draw one without showing it to the other faction players.

- The Roman player begins the game with the Leaders Valens and Richomeres already on the map. He uses the two individual Leader boards with their parameters.



On these boards the player must mark each Leader's Army size, its Training and its Morale, by putting the markers on the red dot starting positions (e.g. Valens begins the game with an Army of 12.000, Training 0 and Morale 0). Finally Valens is placed in Constantinopolis.

- The Roman player sets his three Roman Garrisons: one in Marcianopolis, one in Anchialus and the last one in Durostorum. 🏰

- The Goth player takes his own Leaders Fritigern, Alatheus and Saphrax, he marks the starting Army, Morale and Training parameters for each Leader (just like the Romans did) and afterwards he places Fritigern in Tyras, Alatheus in Noviodunum and Saphrax in Troesmis. Each Leader's individual board, also states his unique trait and the amount of cards he draws every season.

- Place the time marker in the year 377A.D. and the other time marker in **Summer** season. 🕒
The game is ready to begin and you will notice that on the board are only eight moving pieces.



OVERVIEW

The game covers a period of six years, with each one consisting of four seasons. At the beginning of each season the players draw action cards for each of their Leaders, based on their draw capacity. Each action card includes up to three actions (orders/events). Each player chooses one of the card's actions, and then the card is discarded on the appropriate faction discard pile.

The player whose banner stands in the current season, plays first. In particular, the Goths play first in Spring and Summer and the Romans play first only in Autumn. In Winter, none of the players draw cards, because this is the season when the Leaders remove their casualties (-1.000 men due to diseases, desertions, unexpected events etc.) from their individual boards.

The number of action cards the players draws differs from season to season:

In Spring the Romans draw the maximum number of cards (e.g. if they have Valens and Richomeres they get five and four cards respectively) while the Goths draw three cards for each one of their leaders.

In Summer the Goths and the Romans each draw the maximum number of cards they can.

In Autumn, the Romans draw three cards for each one of their leaders, while the Goths draw the maximum amount of cards they can.

When the game is played with more than two players (cooperative) the Leaders are distributed as described below:

Three players game: The first player takes Valens and Richomeres, the second player takes Fritigern and the third player takes Alatheus and Saphrax.

Four players game: The first player takes Valens the second player takes Richomeres, the third player takes Fritigern and the fourth player takes Alatheus and Saphrax.

Five players game: All players take one leader.

The game ends immediately if the Goth player manages to plunder all the cities on his objective card. The Roman wins if the time runs out (Spring of 382AD), before the Goths succeed in completing their objective. One last situation that triggers the game's end is the death of one side's Leaders.

PLAYING THE GAME

Here is an example of the first round:

The game begins in Summer of 377AD (except for the first year, each following year begins with the resolution of the annual event card). In the Summer both sides' Leaders gain the maximum amount of cards and the Goths play first. The player chooses one of his Leaders and plays a card (e.g. using the Order Action "RECRUITMENT", so he adds 1.000 men to his board track display, then the card is discarded in the Gothic common discard pile). The Roman player plays next choosing one of his Leaders, and a card Action to resolve with. The players may use the same Leader in each turn or a different one. The game continues this way, until both sides have used all of their cards, then the season ends.

When a Season ends, the season marker moves to the next season (round). New cards are dealt and the game proceeds until the time marker goes to winter. **In Winter** 1.000 men are removed from each Leader's Army and the players do not draw action cards.

When a Year ends, the year marker moves to the next year, then the Annual Event Card is resolved. The players shuffle their factions discard pile and new action cards are dealt. If at any point during a season change, cards needed to be distributed and the faction's deck is empty, reshuffle it and proceed as normal.

Important: In the event of the Roman player having fewer cards than the Goth player, during the season, he can pass his turn, permitting in this way a second turn for the Goth player. This can happen many times in a row, until the Goth player's cards match the Roman's. Then the Roman player **MUST** play a card on his turn. The same happens for the Goth player, if he has fewer cards than the Roman player. A player who doesn't want to play any action card, can pass his turn by discarding a card without using it.

ACTION CARD ANALYSIS

Each action card includes orders and events that the players can use i.e. to move their armies or block the opponents from using their own action cards.

Each card has two to three different actions. The upper part of each card indicates the Order Actions, the middle part, always has the Battle Actions and finally, in the lower part there are some events and/or Cancellation Actions.



The available actions (each action is described in detail, later on) are:

ORDER ACTIONS: Orders that are used upon the player's own Leaders (e.g. with the Order Action "ARMY MOVEMENT", you can move one Leader by one space, while with "REGROUP" two Leaders can trade cards).

BATTLE ACTIONS: Actions that can be distinguished by the shield/sword symbols, and can only be used during battles (e.g. with the Battle Action "REINFORCEMENTS +1" you can improve your winning chances, while with "AMBUSH" the opponent can remove your "REINFORCEMENTS +1"). These Actions must be played only by the battling Leaders hands.

CANCELLATION ACTIONS: Actions with a flash symbol. This is the only kind of action that can be played even when the player is not the Active player by any Leader's hand, as long as its conditions are met (e.g. with "ROUGH SEA" you can cancel your opponents "NAVAL TRANSPORT" order action).

ACTION CARDS IN DETAIL

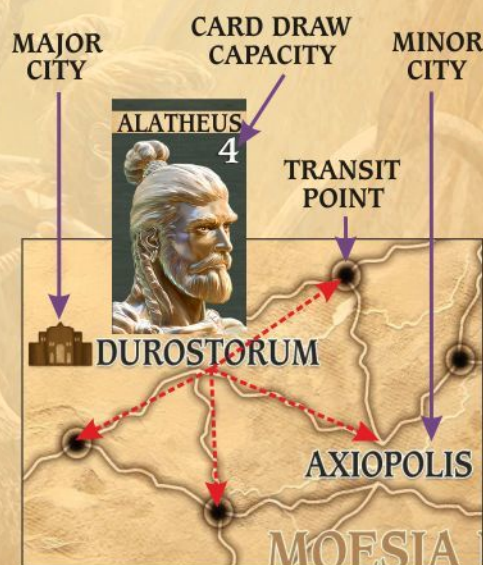
GOthic ACTIONS

The Goths have 25 cards, with the following Actions:

ARMY MOVEMENT: The Goth Leader can move to any adjacent city (major/minor) or transit point, as long there is no other Leader (Goth or Roman) or Roman Garrison there. The same action can be used by any Leader, if he discards two cards from his hand.

Army Movement example:

Alatheus is on Durostorum, and he can move to Axiopolis or to any other adjacent transit point showed by the red arrows.



FORCED MARCH: A Goth Leader can move twice. For example, if Alatheus stands in Larisa he can move to Athens, if there is no Roman Leader or Roman Garrison on the movement path (*he may pass through another Goth leader*).

BATTLE: The Goth Leader can attack a Roman Leader or Garrison, in an adjacent city (major/minor) or transit point. For example Gratian stands in Thessalonica and Alatheus in Larisa. In this case the Goth Leader can use the "BATTLE" action to attack the Roman Leader.

RECRUITMENT: A Goth Leader can increase his Army by 1.000 men.

TRAINING: The Goth Leader performing this action, gains +1 in his Training Track.

DYSENTERY: The Goth player chooses a Roman Leader and reduces his Army by 1.000 men.

PLUNDER: A Goth Leader can try to plunder the city where he currently stands by using the black die.

At a defending **Minor city** the plunder is successful with a roll of **3 to 6**.

At a defending **Major city**, the plunder is successful with a roll of **4 to 6**.

If the plunder succeeds the Goth marks the city with the corresponding plunder marker (*plundering certain cities is a necessary winning condition*).

RAID: Successful immediate plunder a major or a minor city, without a die roll. The Goth Leader has to be in the city that is being plundered.

DEFECTION: A Goth Leader can plunder a major or a minor city without rolling a die, from zero to two spaces away from his position, if there is no Roman Leader or Garrison there or through the 'defection path'. For example, Alatheus is in Larisa. He can use a "DEFECTION" card to plunder a city (Athens or Naupactus) because nobody stands between the two spaces. (*The people of these cities understand that there is no way they can defend themselves against the Gothic horde, so they surrender to the Goths*). This action can be used only once, and after its use, this action card is out of the game.

NAVAL TRANSPORT: A Leader can move between two cities with anchors of the same color. For example if Alatheus is in Thessaloniki he can move to any city that has the same anchor as Thessaloniki. In particular, he can move to Athens, Corinth, Phillipi, Pergamon and Ephesus, as long there is no other Leader, or Garrison in the destination city. The Goths can't use the red anchor, which is used only by the Romans.

SEA LANDING: A Goth Leader can be transported by sea and start a battle at the city of his destination, if a Roman Leader or Roman Garrison is there. If the Goth Leader is defeated and doesn't have a spare "NAVAL TRANSPORT" card, so he can move back to the city of departure, his fleet sinks and the Leader is immediately out of the game (that is the **only situation** where an order card can be played after the battle). This action order can't be used as a simple "NAVAL TRANSPORT" and the opponent cannot play "WITHDRAW" and "MISLEADING".

SIEGE: The Roman Garrisons can't move and fight for this season.

TREACHERY: The Goth player can choose a Roman Leader and inspect all of his cards.

REGROUP: Two Goth Leaders can trade a card. The Goth Leader plays his "REGROUP" card and chooses another from his cards to trade with a Goth Leader. Note that each Leader has to give one of his cards for the trade action (*3 cards are played in total*), so a Leader with no cards in his hand can't participate in such an action.

ESPIONAGE: The Goth player chooses a Roman Leader, draws two random cards from his hand and after looking at them discards one and returns the other.

DIPLOMACY: The Goth player chooses a Roman Leader and discards all the cards with the action "ARMY MOVEMENT" in his hand (exception the "FORCED MARCH").

CEASE FIRE: The Goth player chooses a Roman Leader who discards all the cards with the action "BATTLE" in his hand (exception the "SEA LANDING").

PATROL: The Goth player can use this order to discard all the "ESPIONAGE" cards from all Roman Leaders hands.

GOTHS CANCELLATION ACTIONS

SABOTAGE: The Roman "RECRUITMENT" attempt is cancelled. When the Roman player uses "RECRUITMENT" the Goth player can immediately use the Cancellation action of the "SABOTAGE" card, by discarding it from one of his Leaders' hands.

ROUGH SEA: The "NAVAL TRANSPORT" and "SEA LANDING" orders are cancelled. This Action is used the same way as the above action.

ALTAR OF SACRIFICE: A Roman Cancellation card gets cancelled. For example, the Goth player uses the order "PLUNDER", but the Roman player tries to narrow his chances by using the event "FORTIFICATIONS". Then the Goth player can use the "ALTAR OF SACRIFICE" cancelling the effects of the "FORTIFICATIONS" event.

ROMAN ACTIONS

The Romans have 22 cards, with the following Actions:

ARMY MOVEMENT: The Roman Leader can move to any adjacent city (major/minor) or transit point, as long there is no other Leader (Goth or Roman) or Roman Garrison there. The same action can be used by any Leader, if he discards two cards from his hand. (*You have to make sacrifices to gain more speed*).

FORCED MARCH: A Roman Leader or Roman Garrison can move twice. For example, if Richomeres stands in Larisa he can move to Athens, if there is no Goth Leader on the movement path (*he may pass through another Roman leader or garrison*).

BATTLE: The Roman Leader can attack a Goth Leader in an adjacent city or transit point. For example Valens stands in Constantinople and Fritigern in Adrianopolis. In this case the Roman Leader can use the "BATTLE" action to attack the Goth Leader.

TRAINING: The Roman Leader performing this Action, gains +1 in his Training Track.

PROPHECY: A Roman Leader can increase his morale by +1.

RECRUITMENT: A Roman Leader can increase his Army by 1.000 men.

MERCENARIES: A Roman Leader can increase his Army by 1.000 men, but he must play the "MERCENARIES" card and discard another card from his hand. If there is no extra card for discarding, then "MERCENARIES" can't be played.

ORACLE: The Roman Leader can play the "ORACLE" card so he can draw another card from his unused actions deck.

NAVAL TRANSPORT: A Roman Leader can move between two cities with anchors of the same color. For example if Valens is in Thessalonica he can move to any city that has the same anchor as Thessalonica. In particular, he can move to Athens, Corinth, Philippi, Pergamum, Ephesus and Constantinopolis (red color anchor), as long there is no other Leader, or Garrison in the city of his choice.

SEA LANDING: A Roman Leader can be transported by sea and start a battle at the city of his destination, if a Goth Leader is there. If the Roman Leader is defeated and doesn't have a spare "NAVAL TRANSPORT" card, so he can move back to the city of departure, his fleet sinks and the Leader is immediately out of the game (that is the **only situation** where an order card can be played after the battle). This Action order can't be used as a simple "NAVAL TRANSPORT" and the opponent cannot play "WITHDRAW" and "MISLEADING".

REGROUP: Two Roman Leaders can trade a card. The Roman Leader play his "REGROUP" card and chooses another from his cards to trade, with a Roman Leader. Note that each Leader has to give one of his cards for the trade action (*Three cards are played in total, which can be very costly for the Romans*), so a Leader with no cards in his hand can't participate in such a trade.

SUPPLY: The Roman Leader can play the "SUPPLY" card so that he can choose any card from the other Leader hand.

BETRAYAL: The Roman player can choose a Goth Leader and inspect all of his cards.

ESPIONAGE: The Roman player chooses a Goth Leader, draws two random cards from his hand and after looking at them discards one and returns the other.

BRIBERY: The Roman player chooses a Goth Leader, who must discard all cards with the action "PLUNDER" in his hand (exceptions the "RAID" and "DEFECTION").

DIPLOMACY: The Roman player chooses a Goth Leader and discards all of his cards with the action "MOVE" in his hand (exception the "FORCED MARCH").

CEASE FIRE: The Roman player chooses a Goth Leader who discards all the cards with the action "BATTLE" in his hand (exception the "SEA LANDING").

PATROL: The Roman player can use this order to discard all the "ESPIONAGE" cards from all the opposing Goth Leaders hands.

ROMAN CANCELLATION ACTIONS

SABOTAGE: The Gothic "RECRUITMENT" is cancelled. When the Goth player uses "RECRUITMENT" the Roman player can immediately use the Cancellation action of the "SABOTAGE" card, by discarding from one of his Leaders' hands.

ROUGH SEA: The "NAVAL TRANSPORT" and "SEA LANDING" orders are cancelled. This Action is used the same way as the above action.

ALTAR OF SACRIFICE: A Goth Cancellation card gets cancelled. For example, the Roman player uses the order "NAVAL TRANSPORT" but the Goth player tries to stop him by using "ROUGH SEA", then the Roman player uses his "ALTAR OF SACRIFICE" cancelling the effects of the "ROUGH SEA" event and completing his "NAVAL TRANSPORT" normally.

NEGOTIATIONS: Skip this season. This action can be used only once per game, and after its use the card is out of the game.

RESISTANCE: As soon as the Goth player uses the "PLUNDER" order, the Roman player can respond with the "RESISTANCE" action, cancelling his opponent order (exception the 'RAID' and 'DEFECTION')

FORTIFICATIONS: If the Goth player tries to use the "PLUNDER" order on a **minor city** (not a major city), the Roman player can reduce his chances of success by playing the "FORTIFICATIONS" event and applying a -1 modifier to the Gothic plunder die roll.

LEADER ELIMINATION

Each Leader begins the game with three parameters:

his **Army**, its **Morale** and its **Training**. If all those parameters are reduced, then the Leader is removed from the game (see image). In a situation, when a Leader has to lose 1.000 men, while his marker is on 5.000 men and either his Training or Morale is at least 1, his Army marker doesn't move on the Skull space and the player chooses if he will lose Morale or Training. The Army marker moves on the Skull space, only if both of the other markers are already on the Skull space as well.



The reason that the Leaders' soldiers drop from 5.000 to zero is the instability of the situation, where the soldiers lose faith on their Leader and flee to protect themselves, abandoning him.

When a Roman Leader is eliminated, a new one enters the game in the following season. On the other hand, if a Goth Leader is removed, the game continues only with those that are still alive. The eliminated Leaders' cards are lost and can't be given to other Leaders.

If, during the game Valens' army is destroyed, Theodosius enters the game in Constantinopolis, the following season, with an Army of 7.000, Training 0 and Morale 0. If his Annual event card is drawn, then draw again and resolve the next annual event card.

If Valens is removed through the annual event card and a Goth leader stands in Constantinople, then Theodosius will enter the game via Thessalonica or Pergamum (Roman player's choice).

If, another Roman army is destroyed (Richomeres or Theodosius) before Gratian arrives (by the annual event card), then Gratian enters the game in Dyrrachium, the following season, with an Army of 7.000, Training 1 and Morale 0.

In the event that Gratian entering the game rather early (a Leader has been eliminated in battle) and his annual event card is drawn, then draw again and resolve the next annual event card.

In the event of Richomeres being replaced by Gratian, then he is available as reinforcement if Theodosius or Gratian have been removed, and he is placed in Thessalonica with an Army of 6.000, Training 1 and Morale 0.

If Gratian has to enter the game, through the Annual Event or rather early, while Dyrrachium is occupied by a Goth Leader, then he can enter in Risinium or Nicopolis. In an extremely rare occasion that all three ports are occupied by the Goth Leaders, he enters the game in Constantinopolis or Thessalonica (Roman player's choice). Gratian's starting parameters are: 10.000 men, Training 1 and Morale 0.

LEADERS TRAITS (always available)

FRITIGERN: + 1 modifier to the plunder die roll.

ALATHEUS: May keep 1 action card (not in the change phase of the year).

SAPHRAX: May play 2 action cards in his turn.

VALENS: - 1 modifier to the battle die roll.

RICHOMERES: May reroll the battle die once.

THEODOSIUS: Draws + 1 action card and then discards 1 action card at the beginning of each season.

GRATIAN: Always draws 4 cards each season.

ROMAN GARRISONS

The Roman player also has **three Garrison tiles**, (*thematically speaking these garrisons represents local militia forces united from multiple cities with poor leadership*), at his disposal. Those garrisons can be used during the game, with the orders "ARMY MOVEMENT", "NAVAL TRANSPORT", "FORCED MARCH" and "BATTLE" from any Roman Leaders hand. In case of a Battle, the Roman player rolls the die to indicate the enemy loses (1 = 1.000 men, 2 = 2.000 men, 3 = 3.000 men), and then the Garrison is permanently out of the game.

If a Roman Garrison attacks a Goth Leader who uses "WITHDRAW", the Goth Leader loses 1.000 men and can retreat in any adjacent space he wants, while the Roman Garrison is removed out of the game. If the Goth player uses "MISLEADING" then there is no battle and the Roman Garrison remains on its space.

If a Goth Leader attacks a Roman Garrison, then the latter is immediately destroyed without a die roll. Note that the Roman player cannot use any action card such as "WITHDRAW" or "MISLEADING" for his Garrisons.

CONSTANTINOPOLIS

Constantinopolis, was impregnable, throughout history, so there isn't among the Goths' objective cities, while it offers naval facilities only to the Romans. If a Roman Leader is in Constantinople, he can attack to adjacent Goth (as usual). If a Goth, on the other hand, attempts to attack a Roman Leader in Constantinopolis, he can do it, but the Roman Leader gains a +2 modifier for this battle. If the Roman Leader loses the battle, he doesn't draw back, but he hides within the city walls, if he desires to. If he decides to retreat, he chooses where he goes (*this is the only exception in the battle rules*). If Constantinople's space is empty (no Roman Leader/garrison), then a Goth Leader may pass through/move there as any other space on the board. In case a Roman Garrison stands in Constantinopolis and the Goth Leader attacks it then it is destroyed as usual.

(Design note: this tends to keep things easy).

BATTLE RULES

ACTIONS PLAYED DURING THE BATTLE:

MISLEADING: Cancels a battle (it is played immediately after the battle is declared).

WITHDRAW: Cancels a battle, but the player loses 1.000 men and retreats to any adjacent city or transit point he wants (it is played immediately after the battle is declared).

REINFORCEMENTS +1 or +2: Variable for a temporary army increase.

DESERTION: The Roman or Goth Leader loses one Reinforcement card in battle (can be played even if more than one Reinforcement card has been used and always applies to the highest number).

AMBUSH: The opponent loses ALL of his Reinforcement cards, played in the current battle.

SCOUTS: This order can cancel the "AMBUSH" order.

MANEUVER: The Roman or Goth who uses this order chooses the battlefield.

DENSE FOG: It cancels all the Leader's parameters (Army, Morale, Training), Reinforcements and the Battlefield drops to zero, then the battle is resolved only by the dice rolls.

SUPERIOR TACTICS: The battle is resolved without dice, just by comparing the Leaders' parameters (Army, Morale, Training), Reinforcements and the Battlefield.

BATTLE PHASES

1. The attacking player declares a battle, by playing the proper action card from his Leader's hand.
2. The defending player may WITHDRAW or MISLEADING.
3. The smaller army size chooses the battlefield.
4. The attacking player may use REINFORCEMENTS, by playing his cards face up.
5. The defending player may use REINFORCEMENTS, by playing his cards face up also.
6. The attacking player may play AMBUSH or DESERTION.
7. The defending player responds by playing SCOUTS, AMBUSH or DESERTION.
8. The attacking player may play SCOUTS / DENSE FOG / SUPERIOR TACTICS / MANEUVER.
9. The defending player responds by playing SUPERIOR TACTICS / DENSE FOG / MANEUVER.
10. The dice are rolled.

The defending player has the advantage in all of the above actions.

The players sum the numbers from Army Size + Training + Morale + Battlefield + Die Roll to determine the winner. The side that lost the battle loses also a number of men (in thousands), consult the "BATTLE LOSSES" table on the board.

The winner gains +1 Morale and moves the defeated army two spaces away (the retreated space can't be in the attacking range of the winner).

Important : If an Army loses a battle, and there is no valid retreat space (two spaces away), the defeated Leader moves to a one-space distance. If there is no such space then the Leader is eliminated (*bad tactics and careless must be punished*).

In case of a tie, both sides lose 1.000 men and no one moves.

In case of a tied battle through a "SEA LANDING" order, the invading army must retreat back to its starting port. This army loses additional 1.000 men but the defeated Leader doesn't have to use a "NAVAL TRANSPORT" card.

If the battle result is a tie but a Leader dies (through the battle losses) the +1 Morale still doesn't apply to the standing army.

BATTLE EXAMPLE:

Each Leader adds up all the variables, depending on his individual board parameters, as described below between Fritigern and Valens:

- Army Size

Fritigern has an army of 8.000 men, giving him a +2 (this is shown at the triangle).

Valens has an army of 10.000 men, giving him a +3.

- Training

Fritigern's Training is +2.

Valen's Training is +1.

- Morale

Fritigern's Morale is 0.

Valen's Morale is +1.

- Battlefield

Fritigern has an army of 8.000 men (smaller than Valens army), so he chooses the battlefield. He wants the battle to take place on the hills, where he gains +2.

Valens has an army of 10.000 men, so he gains +1 in the hills.



Battlefield hills +2



Battlefield hills +1

Leaders' Hands:

- Reinforcements

Fritigern uses no card.

Valens uses a +1 infantry and a +2 cavalry (two cards).

Fritigern uses his "DESERTION" card forcing the Romans to lose their cavalry.

Valens don't use any battle order action card.

- Battle Rolls

Each player rolls the die (the attacking player first)

Fritigern rolls a 1.

Valens rolls a 2, but has -1 modifier because of his trait, so he has 1.

The battle is over and the players sum up all the above for the final result.

Fritigern has accumulated 7 battle points, while Valens has reached 8 battle points.



Valens wins by 1-0 and in this case Fritigern loses 1.000 men (based on the Battle Losses Table) and the Roman player retreats the defeated Fritigern two spaces away. This space can't be in attacking range for any Roman Leader or Garrison. Valens gains +1 Morale for his win.

RULES CLARIFICATIONS

The discarded action cards pile cannot be inspected.

There can never be more than one Leader/Roman Garrison, in any space on the map.

Armies can't trade soldiers.

You don't have to plunder only the target cities when you control the Goth side. Plundering some of the other cities can confuse the Roman side and make them deflect from their basic strategy.

Morale and Training values are from 0 to +2, never more never less.

F.A.Q

I play with the Goths and my deck is depleted? What can I do?

Every time any deck is depleted, before the end of the year, the players should reshuffle the proper discard pile and draw normally the rest of the cards. At the end of the year the discard piles are reshuffled normally, as the rules request.

I play with the Goths and Leader Alatheus wants to move to Constantinopolis is this legal?

As long as no Roman garrison or leader stands there the Goths may move anywhere on the board.

When I use the order "FORCED MARCH" do I have to move two spaces, or I can stop while moving just one?

With this order you can move two, one or no spaces at all.

Can I move two Leaders one space each, instead of one Leader two spaces, when I use the "FORCED MARCH" order?

No, this is not allowed.

While playing with the Romans, can I move my Leader in an earlier plundered city?

Yes, the plunder marker is only an indicator.

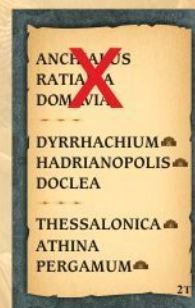
After a battle resolution, does the winning army move to the space where the losing army initially stand?

No. Thematically speaking, the spaces on the map could represent the camps of the two opposing sides. The battle is always taking place between those two spaces, so when the battle ends, everyone moves back to their camp.

FAST SCENARIO (approximately 60 minutes)

For players who want to play Gothic Invasion in a short time session we recommend the below setup:

- From the Gothic Objective Card the upper 3 cities doesn't count to victory conditions.
- Remove the Annual Event Card **No 3E**.
- Remove the Gothic Action Card **No 7G**.
- Remove the Roman Action Card **No 7R**.
- Remove Valens.
- Place Theodosius in Constantinople with an army 11.000 men, Training 0, and Morale 0.
- Place Gratian in Dyrrhachium with an army 9.000 men, Training 1 and Morale 0.
- Only one Roman Garrison will be placed anywhere on the cities of the map except the Asia Minor.
- The 3 Goth Leaders will be placed in Serdica, Naissos and Develtum in any order the Goth player wishes but before he draws his objective card. The only changes to their parameters are -1.000 men.
- The Game begins in Summer of 379 A.D.



GLOSSARY

HAND: All the action cards that each of the player's Leaders have.

ACTIVE PLAYER / LEADER: The Player who currently is on his turn and uses an Action card.

INACTIVE PLAYER: The Player who is currently not on his playing turn.

SPACE: There are three types of spaces on the map: minor cities, major cities and transit points. The playing pieces move from space to space and must always end their movement in a space.

HISTORICAL REFERENCE

In the autumn of 376AD, tens of thousands of displaced Goths and other tribes arrived on the Danube River, on the border of the Roman Empire, requesting asylum from the Huns. Fritigern, a leader of the Thervingi, appealed to the Roman emperor Valens to be allowed to settle with his people on the south bank of the Danube, where they hoped to find refuge from the Huns, who lacked the ability to cross the wide river in force. Valens permitted this, and even helped the Goths cross the river, probably at the fortress of Durostorum.

Valens promised the Goths farming land, grain rations, and protection under the Roman armies as *foederati*. His major reasons for quickly accepting the Goths into Roman territory were to increase the size of his army, and to gain a new tax base to increase his treasury. The selection of Goths that were allowed to cross the Danube was unforgiving: the weak, old, and sickly were left on the far bank to fend for themselves against the Huns. The ones that crossed were supposed to have their weapons confiscated, however, the Romans in charge accepted bribes to allow the Goths to retain their weapons.

With so many people in such a small area, famine struck the Goths, and Rome was unable to supply them with either the food they were promised or the land; they herded the Goths into a temporary holding area surrounded by an armed Roman garrison. There was only enough grain left for the Roman garrison, and so they simply let the Goths starve. The Romans provided a grim alternative: the trade of slaves (often children and young women) for dog meat. When Fritigern appealed to Valens for help, he was told that his people would find food and trade in the markets of the distant city of Marcianople. Having no alternative, some of the Goths trekked south in a death march, losing the sickly and old along the path.

When they finally reached Marcianople's gates, they were barred by the city's military garrison and denied entry; to add insult to injury, the Romans unsuccessfully tried to assassinate the Goth leaders during a banquet. Open revolt began. The main body of Goths spent the rest of 376AD and early 377AD near the Danube plundering food from the immediate region. Roman garrisons were able to defend isolated forts but most of the country was vulnerable to Gothic plunder.

In late winter 377AD war began in earnest and would last for six years before peace would be restored in 382AD. The remaining Goths moved south from the Danube to Marcianople, and next appeared near Adrianople. The Roman response was to send a force under Valens to meet and defeat the Goths. In 378AD Valens moved north from Constantinople and was defeated (and himself killed) at the Battle of Adrianople. The victory gave the Goths freedom to roam at will, plundering throughout Thrace for the rest of 378AD. In 379AD the Goths met only light Roman resistance and advanced north-west into Dacia, plundering that region.

In 380AD the Goths divided into Terving and Greuthung armies, in part because of the difficulty of keeping such a large number supplied. The Greuthungi moved north into Pannonia where they were defeated by western emperor Gratian. The Tervingi under Fritigern moved south and east to Macedonia, where they took "protection money" from towns and cities rather than sacking them outright. In 381AD, forces of the western Empire drove the Goths back to Thrace, where finally in 382AD, peace was made.

Source: Wikipedia.com

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