

# ANNALS™ OF ROME



Taken from Amiga-Manuals-Website

THE PLAYERS GUIDE

**WARGAMERS**  
SERIES



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## PROLOGUE

273 B.C. and a nation stands upon the threshold of an empire. Rome is, at last, unchallenged mistress of all Italy south of the Arnus River, and the citizens of Rome gaze about with hungry eyes. Who will lead them — to the very edge of the known world, to write the bright name of Rome upon the pages of history . . . could it be you?

In the role of the Senate's ruling body you must lead the armies of Rome against the enemies that surround her; to the north, the numerous, but inept Gauls, to the east, the countrymen of Alexander the Great, the Macedonians, and to the south, the Carthaginians, led by Hannibal, 'the father of strategy'.

Your weapons are the famed Legionaries, and the officers who lead them. But beware, for there, even success has its perils. Should your commanders grow too powerful, and your popularity fall too low, Civil War brews with every moment, a costly conflict likely to weaken the empire and open the doors to invasion by growing hordes of barbarians that wait to force open the gates of Rome itself.

Shrewd political manoeuvring, and bold military strategy will be needed if you are to forge an empire. Even if you succeed in this, the inevitable enemy of all empires awaits . . . Time. For 'Annals Of Rome' is a game spanning the course of centuries — and beyond the fall of Rome, for those with the skill to survive. Watch as successive generations emerge to challenge the Empire, from the ferocious Dacians to the marauding Huns; and on, to the coming of the Arabs and the Turks. In great waves, these barbarian hordes will come to assail your walls. You must try to survive them all.

Annals Of Rome is not merely a wargame; but a struggle with history itself.

### **(i) LOADING THE GAME**

A reference card containing instructions for loading ANNALS OF ROME has been supplied. Please follow these instructions to load the game.

### **(ii) STARTING THE GAME**

Once the game has loaded, the initial positions of enemy nations will appear across the Map display. At the beginning of the game you control only one country, Italia.

To the right of the Map Display you will see the following abbreviations, followed by various numbers:

- PLN: Population size in 1000 man units
- LEG: No. of Roman Legionaries serving in the Army
- AUX: No. of Foreign Auxiliaries
- LIM: No. of Foreign Limitanei recruits (these cannot move)



- POP: Popularity of the current leadership  
 TRE: Treasury  
 SCO: Score to date  
 INF: Rate of inflation directly related to Tax Rate

The meaning and relevance of the above will become clearer as you read through these rules.

At the bottom of the screen the message New/Old/Save/Cont? will appear. Press Enter/Return to (Cont)inue and the game will begin.

You will first be asked to input a Tax Rate from 1-2. You are advised to press 1.

The various nations will begin their struggles for expansion as a cursor appears at various points on the map, signifying activity at that place. At some point you may find yourself under attack and you will also be given the opportunity to attack, by typing in the first two letters of the country you wish to move into, the corresponding letter of the officer you wish to be in command, and the number of legions you wish to move.

### **(iii) PLAYING THE GAME**

The game progresses in a series of TURNS. Each TURN equals a period of time ranging between 1 and 25 years. The number of years is determined by the computer. There are approximately 8 TURNS to a century. The date is displayed in the top right hand corner and will indicate how many years the current TURN represents.

The length of a TURN is randomised by the computer to represent the unpredictability of historical events, and the way in which periods of stability can be suddenly interrupted by short periods of change.

When playing the game a TURN is divided into 7 possible phases. These are:—

1. Start/Save Phase
2. Economics Phase
3. Personnel Display
4. Personnel Assignment (if possible)
5. Loyalty Phase
6. Civil War (if possible)
7. Foreign Wars

#### **Start/Save Phase**

At the start of each TURN, the computer asks you to take one of the following options, by pressing the appropriate key:

N = New Game Pressing N allows you to abandon your current position and restart the game.

O = Old Game This option allows you to load a previously saved game.

S = Save Game Saves the current state of the game.

Pressing Enter/Return will allow you to continue the game.



## Economics Phase

Under the heading of Current Status, the size of the treasuries, populations, and armies of the nations, is displayed at the bottom of the screen. More detailed information about Rome is shown in the right hand column.

You are now asked to enter your desired TAX RATE for the coming TURN, by typing in a number from 1 to 2 (i.e. 1.3, 1.5 etc). Choosing a tax rate of 2 will effectively **double** your income for that TURN. You must decide. Other than increasing your income for the relevant TURN, a higher TAX RATE is likely to have a number of undesirable consequences. These are:—

- a) **Inflation:** In subsequent TURNS, your rate of Inflation displayed at the beginning of the following Economics Phases. This will devalue your currency, meaning that you will pay later for increased revenue now.
- b) **Popularity Loss:** The citizens of Rome are likely to react unfavourably to high rates of taxation. Public opinion could fall low enough to start a civil war.
- c) **Population Loss:** High taxation will increase poverty, throughout the empire, causing a subsequent rise in mortality rates.

For more information on when to use a higher Tax Rate, see the Advice section.

Each of the regions on the Map Display yields different rates of income e.g. Italy 1000, Africa 750 etc., (see table 1 or enclosed reference card). On the basis of populations in regions controlled by the various nations, the computer now calculates the revenue, population growth and army recruitment for each nation, and your results will appear on the right hand side of the screen.

## Personnel Display Phase

There are 21 officers available in the senate to command the armies of Rome. At the start of the Personnel Display Phase, the status of each of these officers will be displayed after the previous TURN (obviously this does not apply to your first turn). Some may have died, from natural causes, or have been killed in battle or, if they are lucky, will have simply retired. Their status will be displayed in the following way:—

### Column

- 1 Current Location . . . . two letters identifying the name of the region.
- 2 Identifying Letter . . . . a letter from A - U which you must use when moving that officer.
- 3 Name . . . . . the officer's full name. In some displays, only the surname, or family name, is used.



- 4. Ability ..... military ability, rated from 0 - 5. This number is added to the fighting effectiveness of the army under command.
- 5. Loyalty ..... a measure of loyalty to the current leader of Rome, rated from 0 - 5.
- 6. Age ..... the officer's age. The older an officer, the more likely he is to attempt to seize power.
- 7. Rank ..... the officer's current rank, ranging from the lowest, Senator, through Tribune (junior officer), Legate (general), to Commander (regional governor).
- 8. Army Size ..... a number that only follows the rank of a commander placed in command of an army in a region. This number is the effective regional combat strength under his command. Remember that it will only appear after an officer with a rank of Commander.

Here is a typical example of an officer's Personnel Display:

IT D JULIUS MAXIMUS 3 4 56 COMMANDER 22

We find Julius Maximus in his Current Location of Italia(IT). His Identifying Letter of D is the one to be input should we wish to move him. Julius has a military Ability of 3 (average), and a Loyalty to the current leader of Rome of 4 (good). He is 56 years old, and is likely to be quite ambitious. Since he has the Rank of Commander, we find the number 22, which is the effective military force (22 thousand) in ITalia.

### **Personnel Assignment Phase**

If the popularity of the current individual commanding Rome is below zero, this phase will not occur. It reflects the loss of control that accompanies an unpopular leadership.

If the current leadership still has control of Rome, a table will now appear headed 'Assignment'.

There are two columns on the left of the table running from top to bottom. The first lists the letters A - U. These letters correspond to the identifying codes of each available officer, the letters used to move officers. Next come the numbers indicating their ability and loyalty values.

Along the top of the table are the initial letters identifying each of the 28 regions (i.e. AF = Africa).

The far right of the table is headed 'Garrisons'. Here, there are two columns listing the initial letters of each of the 28 regions. If Rome controls any of these regions a number will appear along side. This number is equal to the effective



Roman army strength in that region. If that number is followed by an asterisk (\*), there is a Commander in control in that region. A dash (-) means that a non-commanding officer, such as a Tribune or a Legate is present. Obviously, if neither of these marks follows a number, then no officer is present.

During this phase, the message 'Posting To Which Region?' appears. You have the option of assigning officers to the control of the regions already under Rome's control by first pressing the letters identifying a region's number, followed by a letter from A - U, which will assign the corresponding officer to that region.

## Loyalty Phase

The personnel display will now appear. If any of your Commanders are plotting rebellion, their names and details will be highlighted on the display.

A Commander's decision to rebel is mainly affected by the popularity of the current leadership. However, a low Loyalty rating would also be a contributory factor and importantly, a Commander in control of a large number of Legionaries is likely to feel more confident about rebelling if he has a great deal of military might at his disposal.

The Popularity of a regime ranges from -5 (highly unpopular) to +5 (very popular), and is vital in determining the likelihood of rebellion. The Popularity of a leader is affected by the following factors:

1 Region Gained	+1
1 Region Lost	-2
Officer killed in battle	-0.1
1 troop unit lost	-0.01
Tax rate	variable effect
Age of Dictator/Emperor	proportionate drop in popularity
Imperial Succession	variable effect

A Commander who succeeds in his rebellion will be appointed as the new leader of Rome; as Dictator in the early stages of the game, or as Emperor, later on. This may, or may not be a desirable thing, depending on the Popularity achieved by the new ruler and whether a Civil War might severely weaken the military strength of the Empire.

Note that a Commander who rebels may only march on Rome with Legionaries. Auxiliaries and Limitanei, considered as foreign troops, play no role in civil war. For this reason, the numbers following the rank of Commander are Legionaries only, counted with a factor of 1.

There are two ways in which you may attempt to prevent a rebellion. The first opportunity is with the prompt that appears at the bottom of the screen during this phase asking:—

### How Much To Troops?

You have the option to bribe the army to remain loyal. The maximum amount of this bribe is 5,000. Bear in mind that this money comes from the Treasury, and



that your troops may take the money and rebel anyway. If you do not wish to attempt a bribe, press Enter.

The second method is by changing the current commander in the capital, Rome. The reasons you may have for doing this are:

- a) You wish to prevent the rebellion of the current capital Commander or,
- b) You wish to appoint a Commander with a low loyalty to the current leadership in the hopes that he might rebel. If he succeeds, and his regime is popular enough, there is a chance that Commanders out in the field will not rebel.

A Commander is committed to his suspected rebellion only if the regime to which he is opposed is still in power at the beginning of the next phase (Civil War).

## Civil War

Obviously, this phase only occurs if you have failed to prevent the rebellion of highlighted Commanders from the Loyalty Phase.

This phase will begin with a return to the Map Display, a message stating where a rebellion has occurred, and the name of the Commander responsible. If any Legionaries, or lower ranking officers remain loyal to the current leadership (perhaps as the result of a bribe), there will be a battle between the Rebels and the Loyalists. If the Rebels win, they will proclaim their victorious Commander as 'Imperator' and stand ready to march on Rome. This process will continue until all other rebellions (if any) have been resolved.

You will then be told the Rebel Dispositions and the strength of the Legionaries under the rebel Commander's control. Now comes the option to move all Roman Legionaries. A cursor will appear at random throughout the Map Display. If the cursor appears in a region where a Loyalist officer occupies a region with 1 or more Legionaries, you will have the option of moving them. If the cursor appears in a region where there is a rebel Commander, he will begin to march against Rome. Rebel Commanders will attack each other as well as Loyalist troops. They are also able to move through non-Roman regions but, once they have done so, Loyalist Armies will be able to follow. If a rebel army enters a loyal region without a Commander, the loyal troops will desert to the rebels, adding to the size of that rebel army.

You must decide whether to fight out the Civil War, and attempt to eliminate rebel forces, or whether it would be best to manoeuvre your forces to avoid conflict. Whatever your decision, you should make it with the objective of minimising losses. A prolonged Civil War could potentially bring the empire to its knees.

If a Rebel succeeds in reaching Rome, and seizes power, he becomes the new leader of Rome. As the ruling power group of the Senate, **you** must now switch your support to him in your continuing attempts to manipulate the empire of Rome.



In this way the game continues, even if you have failed to thwart a rebel leader — such is politics!

The new regime is now assigned a new popularity, between 0 and 5. If you are not satisfied with this popularity rating, you may wish to replace the new leader by initiating further intrigue and Civil War. But, **beware!** the barbarians still wait for a chink in the Roman Empire. Once all Civil Wars have been resolved, the final phase of the TURN awaits... Foreign Wars.

## Foreign Wars

This phase begins with various messages appearing below the Map Display, warning of invasions by various armies and barbarians, and the regions which they are invading e.g.

'Franks Invading Belgica'

Any uprisings against Rome by the inhabitants of newly invaded regions will be similarly announced, as will appeals to Rome from 'Romanised' citizens (see section entitled Colonisation) of foreign regions recently lost by Rome.

A cursor will appear at random in one of the 28 regions on the Map Display. Occupants of that region will attempt to invade a neighbouring region. In the early stages of the game, when it is unlikely that Rome will control many regions, there will be little for you to do but sit back and watch the various powers fight it out. From time to time you will find yourself under attack.

When the cursor appears in a region under Roman control, you will have the chance to send either your Legionaries or Auxiliaries (if you have them) against neighbouring regions. Using an identifying letter (A - U) you must select which officer(s) will lead them, and how many troops you will send. Remember that Limitanei are fixed troops that cannot move. (see The Roman Army)

Should you decide to move into a foreign province, or a foreign power attempt to move into a Roman province, conflict will occur automatically. Roman Troops in a province without a commanding officer will fight as Garrison troops with a zero leadership factor.

When considering whether to launch an attack, you are advised to consider the following factors:

1. The strength of your forces and the size of the enemy army.
2. The combat value of the enemy troop type as listed in Table 2.
3. The leadership Ability of the officer leading your own force.
4. The likelihood of your troops holding on to the region you are invading till the end of the phase.
5. The variable 'chance' factor used by the computer to resolve all battles.

A Conflict consists of a sequence of Battles equal in number to the length of the TURN in years. A report of a Battle involving Roman forces is displayed as



soon as it is resolved. Sometimes, control of a region is not completely decided — particularly if the TURN is quite short. The result may, in this case, be an 'Unresolved Conflict'. And the region concerned will turn a lighter shade on the Map Display.

Conflict only ceases when all opposition is eliminated.

Once this phase is completed, the TURN ends, and you are returned to Phase 1 — Start/Save Phase of the next TURN.

#### **(iv) END OF THE GAME**

In theory, the game can continue indefinitely. In that sense, it is not possible to 'win' the game outright. The challenge of the game is the length of time your empire can survive for. After the period of relative stability in the early centuries A.D. this will **always** be difficult.

The game ends with the collapse of the empire, and loss of the capital. It is possible to continue for a while without a Capital, but the end is almost inevitable should this happen. However, the loss of Rome is not necessarily the end of the game since, if you own another region it is possible to Transfer Capital, if prompted by the computer (see section entitled, The Homelands).

In order then, to gauge your relative success in ANNALS OF ROME, you are advised to use the Date at which you lost your very last region.

A guide to how well you have managed the Empire can be found in the Score.

### **SCORE**

The computer adds or subtracts points for the following reasons:

Each Region under Roman control per year	+ 1
28 Regions 'under Roman control at end of TURN	+ 1000
Imperial Succession	+ 100
Each officer killed in battle	- 1
Sack of Capital	- 5000
New Dictator or Emperor	- 25

The Score is only a subjective estimate of the relative importance of various events.

#### **(v) ASPECTS OF THE GAME**

It is quite possible to play the game with just the information so far. The following are the rulings covering more detailed game factors that players may find useful when considering the strategy and tactics of play. Later on in this booklet, there is an Advice section which players may find useful.



## The Roman Army

There are three troop types available to Rome. The Legionaries, Auxiliaries, and Limitanei.

The backbone of the empire are the Roman Citizen Legionaries. With a combat factor of 10 they are, on a man for man basis, equal to any enemy soldier you will encounter in the game, and usually, far superior.

Next are the foreign Auxiliaries; non-Roman soldiers recruited from conquered provinces and led by Roman officers, acting as support for the main Roman legions. With a Combat Value of 5, they are not as effective as Roman Legionaries in combat. However, as foreigners, they do not become involved in rebellions and Civil Wars. They are then, particularly useful for holding onto regions that would otherwise be left empty and undefended by a legionary army's march upon Rome.

The third troop type are Limitanei. These are fixed garrison troops and, as such, are static troops that cannot move. Roughly equivalent to Auxiliaries, their Combat Value of 7.5 reflects the advantage given by their fixed fortifications and defence works.

## Recruitment

Recruitment occurs during the Economic Phase of a TURN. Generally, the army is no more than one tenth of the total Population. Only **one** of the three different troop types (Legionaries, Auxiliaries or Limitanei) is available to a region, e.g. Auxiliaries are recruited in Thracia, Limitanei in Aegyptus etc. Details of recruitment for all regions are given in Table 1 or the enclosed reference card. Note that in a number of regions, no recruitment is possible at all, i.e. Germania.

## Army Size

Army Size is always in units of 1000, and is based on the historically known size of the Roman and Auxiliary armed forces. The entire army will total several hundred thousand at the height of the Empire, less than half being Legionaries. This number is, of course, subject to numerous fluctuations.

While figures for non-Roman controlled territories are in units of 10,000 on the Map Display, Roman controlled territories' figures are in 5000 man units representing Legions.

The Personnel and Assignment Displays show the effective Roman army size. This takes into account the enhanced Combat Value of Legionaries and Limitanei, and is given by the formula:

$$\text{EFFECTIVE STRENGTH} = 2 \text{ LEG} + \text{AUX} + 1.5 \text{ LIM}$$

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

The Loyalty phase displays Legionaries strengths directly because only Legionaries are involved in Civil War.



## **Retirement**

All armies age according to the length of a TURN, and veterans are retired at a corresponding rate. Roman Veterans retire after 25 years of service. Non-Romans retire after a longer period, reflecting the semi-professional nature of many national armies. Additionally, Roman Veterans must be pensioned off, which creates a slight drain on the Treasury.

## **Combat**

During Conflicts, there is no advantage for attackers or defenders, since the action usually takes place over a number of years. On such a scale, defenders and attackers would be fighting on more or less equal terms, apart from the advantages of military technology for instance, the fixed fortifications of Roman Limitanei. Generally, Barbarian Armies have the advantage of large numbers. The Romans have the high leadership abilities of some of their officers which can greatly enhance the fighting efficiency of their troops.

## **Enemy Armies**

As was previously mentioned, non-Roman armies are in 10,000 man units. The number 4, appearing on the Map Display could mean 46000 Gauls. If such an army is below 10,000 in strength, its national code letters are displayed, in this case GA. GA could mean up to 9000 Gauls.

## **Colonisation**

All Armies are accompanied by civilians, camp followers, colonists and traders. When the Romans successfully invade a region, a nucleus of Roman population will be established in that region, and will gradually grow over a period of years, provided that Rome is able to maintain control over that region. You must have at least 1 unit of troops (1000 men) in a region to maintain control.

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

A process which we shall call 'Romanisation' will occur in regions that you continue to control for long periods, whereby native populations slowly become Roman in nature. Conversely, de-Romanisation occurs in lost regions, but at a faster rate, reflecting the difficulty of establishing and maintaining a superior Roman civilization.



## **Homelands**

Each nation has a Homeland which it has an absolute priority to recover if lost. You will be able to divert potential invasions of your territory if you capture and keep an invader's Homeland. Their armies will have no option but to turn back and try to reclaim their lost Homeland. The immediate benefit of the capture of an enemy Homeland is that you also capture entire current treasury. This will hinder their ability to recruit armies in the next phase, and greatly help you, especially, in the early stages of the game.

Relevant information on the Homelands of the different nations can be found in Table 2.

The Roman Homeland is Italia. If Rome is lost the computer will ask:

'Transfer Capital To?'

You have the option to transfer the capital to another region within the empire by entering the initial letters of another region (e.g. AS = Asia).

If you do not Transfer the Capital, there will be a national 'Uprising' at the beginning of the next TURN, and you will receive a number of Legionaries who will attempt to reclaim Rome.

If the Capital has been transferred there will be no Uprising in Italia. If Rome is sacked in the later centuries A.D., a Transfer of the Capital is recommended since the entire Treasury is lost when the current Capital is lost.

## **Imperial Succession**

All leaders age and die, either of natural causes, or from being deposed. If a Dictator dies naturally, the Republic is restored. When an Emperor dies naturally, he is succeeded by his son and heir, who is given a new Popularity ranging from -5 to +5. If the imperial heir is unacceptable to the army, there is an immediate Loyalty Phase, including the possibility of Civil War, over and above the normal run of the game.

## **Tables**

The following are the tables referred to in this guide.

In addition to details of recruitment types and income to be gained from the various regions, Table 1 includes the extent of the available land space in each region. The number listed is a guide to the limiting factors on Population size for that region.

Table 2 includes, in addition to the combat values of the various army types, a list of the periods at which various nations appeared and approximate dates of the time of their decline. Also included is a list of Invasion Routes. If a nation's homeland is occupied by a hostile power, a nation's armies will appear in these regions. All nationalities may revolt in their homeland if it is occupied by a hostile



power and there is a non-zero population.

An A5 reference card has been supplied containing this information for quick reference during play.

For your reference, there is also an A3 map, corresponding to the Map Display in the game.

**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	1000	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	Auxiliaries	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	Legionaries	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

**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 homeland 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.



## 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	250AD-325AD	TH
Gepids	2	Dacia	300AD-450AD	DA
Visigoths	10	Hispania	350AD-475AD	TH
Ostrogoths	10	Italia	400AD-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



## **BACKGROUND & HISTORY**

### **Background**

The following is a summary of the history of the Roman Empire, and the way in which this computer simulation attempts to incorporate the rise and fall of one of history's most significant civilisations.

Ambitious? Certainly — if only for the colossal passage of time involved, for the recorded history of the Roman Empire spans many centuries, from the founding of Rome, in 753 B.C. to the fall of Constantinople in 1453 A.D. Consequently, it should be appreciated that no simulation, film, or book can do full justice to the story of Rome and the remarkable Romans.

Furthermore, the history of Rome amounts to very much more than the tales of war and conquest which ANNALS OF ROME necessarily presents. For in that history, the full spectrum of human emotions and ambitions played out their fateful course as very real people pursued very real struggles. The game was not designed to trivialise Roman history, but to present Rome as an important subject for contemporary analysis.

The interested reader, hopefully inspired by this game, to discover more about this epic tale is advised to consult the accounts written by the Romans themselves. The writings of such notables as Caesar, Tacitus, Livy and Dio give a candid, and only slightly biased view of Roman times and translate amazingly well into contemporary language.

To gain the most out of ANNALS OF ROME, it is suggested that it be played with reference to the maps presented in the Penguin Atlas of Ancient History and the Penguin Atlas of Medieval History, by Colin McEvedy. You will then be able to compare the progress of the game you are playing with what actually happened in History.

### **Birth Of The Republic**

South of the River Tiber, there was once a region called Latium, a small group of villages inhabited by the Latins; tribes of Indo-European stock gathered about the city of Alba Longa. Around the year 753 B.C. they were overrun by their powerful northern neighbours, the Etruscans. Under the rule of the Etruscans the villages in the vicinity of the Palatine Hill gradually merged into the city state of Rome founded, according to legend, in 753 B.C. by the equally legendary figure of Romulus.

It was not until 250 years later, around 500 B.C., when the Etruscans were engaged with a Celtic people known as the Gauls, in the north, that the Latins drove their Etruscan King, Tarquinius Superbus out of Rome, establishing a Republic in 510 B.C. (traditional date).

Over the next 250 years, the Romans sought domination over all Italy. The military unit of this time was the legion or levy, literally a 'gathering of clans' recruited from the original founding tribes of Rome who alone, had the right to



bear arms. Service in war was the only way to achieve civic honours and it was the hereditary valour of these warriors that shaped the character of the Roman people.

The first of their great struggles was under the leadership of Rome's first great general, Marcus Furius Camillus, appointed Dictator for the first of five times to end a 9 year siege of the Etruscan city of Veii, 10 miles Northwest of Rome. In 396 B.C. he achieved complete victory after sending a party of men through a tunnel dug under the city walls to strike at the defenders while he distracted attention with an external attack. When Veii fell its people were absorbed by Rome and the Roman Republic became the leading state of central Italy.

Disaster loomed when, in 391 B.C. the Gauls invaded, defeating a Roman army at the Battle of the Allia and moving on to burn an as yet unwalled Rome in 390 B.C. Again appointed Dictator, Furius Camillus got rid of the Gauls by paying a large tribute. The citadel on Capitoline Hill was the only line of defence to have held out. Wearying of besieging it, the Gauls took the gold and departed north.

Recovering from the sack of Rome with astonishing speed, the Romans began to steadily expand in all directions. Many conquered cities were accepted as allies in a Latin confederacy ruled by Rome. There were to be many uprisings by the Latins, but Rome's mixture of firmness and leniency after the Battle of Trifanum in 338 B.C. ensured their loyalty from then on. Rome came into increasing conflict with the Etruscans, the Gauls and the Samnites, a warlike hill tribe. These forces would, at times, ally themselves against Rome, along with the Umbrians, Picentini and Marsians, peoples inhabiting the southeast slopes of the Appenines.

In 295 B.C. a force of Etruscans, Samnites, Gauls and Umbrians fought against the Romans at the decisive Battle Of Sentinum. Under the leadership of Publius Decius Mus, Rome was victorious. Decius deliberately sacrificed his life when the battle began to go against the Romans. The Roman army rallied, nevertheless to win an overwhelming victory. The Gauls, Umbrians and Etruscans made peace, but the Samnites continued to fight until defeated at the Battle Of Aquilonia in 293 B.C. In recognition of their bravery, the Samnites were allowed into the Roman Confederation as allies rather than subjects.

A revolt by Gauls and Etruscans in 285 B.C. was defeated by Cornelius Dolabella at Lake Vadimo in 283 B.C. and final resistance by the Etruscans was smashed a year later at Populonia. Roman expansion continued and, alarmed by their far reaching movements in southern Italy, the Italian Greeks of Tarentum declared war in 281 B.C.

The Tarentines called for assistance to Pyrrhus, King of Epirus, and a kinsman of Alexander the Great. He was a leading soldier of his day and, landing in Italy in 280 B.C., he defeated the Romans in two battles, at Heraclea and Asculum. Despite his triumph at Heraclea, Pyrrhus sustained heavy losses remarking: 'One more such victory and I am lost'. The Epirote King was equally dissatisfied with his hard won victory at Asculum and derived from Heraclea and Asculum is the term 'Pyrrhic victory'.



In 275 B.C. Pyrrhus gave battle to Curius Dentatus at Beneventum. Near to defeat once more, driven back by Pyrrhus' effective use of War Elephants, the Romans were able to rally and turned the elephants back into Pyrrhus' own forces. A swift Roman advance left Pyrrhus badly beaten. He withdrew to Epirus exclaiming: 'What a fine field of battle I leave here for Rome and Carthage'.

It was a true prediction as, one by one, the Greek cities of southern Italy fell until, with the fall of Rhegium, Rome stood facing the Carthaginians who now occupied the isle of Sicily across the straits of Messina. ANNALS OF ROME begins in 273 B.C. on the eve of Rome's final triumph over all Italy.

## **Rise Of The Roman Empire**

Rome's expansion throughout the whole of Italy was perhaps, inevitable given that the object of any young, growing nation is the achievement of unattackable frontiers, and considering the presence of hostile nations like the Etruscans and the Gauls when Rome was nothing more than a small city state. But when the horizons of Rome had expanded to the very edges of Italy, all they could see were more dangers and, once more, expansion as the way of eliminating them.

At the beginning of ANNALS OF ROME there are several power blocks challenging the Romans. To the north are the vast dominions of the Celtic peoples referred to in the game as Gauls. These ranged throughout much of central Europe. However, they lacked the political cohesion with which to form an empire. In the east, in nearby Macedonia, the successors of Pyrrhus still posed a military threat. South lay the extensive commercial and military empire of Carthage which posed the greatest threat to Rome by far.

It was the conflicts in Sicily that were the trigger for the first Punic War. The Mamertines of Messina, engaged in a war with Hiero II of Syracuse, and finding themselves hard pressed, appealed to Carthage and to Rome at the same time. Both answered the call and, in 264 B.C. the first Punic war began. At its conclusion, in 241 B.C. Rome retained control of Sicily, her first overseas province, and a convenient platform to launch attacks into Carthage.

In 238 B.C. when a group of Carthaginian mercenaries mutinied in Sardinia, Rome seized the opportunity to intervene. They spent many years subduing the wild tribes of Sardinia, but finally it was theirs.

In 235 B.C. an unusual phenomenon occurred in the Roman history — peace. For the first time in recorded history the doors of the Temple of Janus, always open when Rome was at war, were closed.

Between 229 - 219 B.C. the Romans were engaged in a grim frontier war with the Gauls in northern Italy. They also engaged in the First Illyrian war, coming into diplomatic contact with the Greeks for the first time. This roused the fears of Phillip V of Macedonia, who from then on took up a hostile attitude to Rome.

Now, the imperial urge was on Rome and, when Carthage attempted to make up for her losses in the Mediterranean by expanding into Spain, Rome tried to limit the growth of Carthage with a treaty. But a new Carthaginian leader had emerged, and one who wished to avenge his father's earlier losses in the First Punic War. His name was Hannibal.



In 219 B.C. Hannibal demanded the submission of Saguntum, a Greek city and Roman ally in the only place in Spain not under Carthaginian control. Saguntum refused, and Hannibal attacked, taking the city after an eight month siege. In March of the following year the Romans sent envoys to Carthage demanding the surrender of Hannibal. Their demands were rejected and war was declared.

There ensued a conflict of 16 years, in which Hannibal, using the unforeseen land route to Italy from Spain and across the Alps, inflicted defeat after defeat, including the Battle of Cannae in 216 B.C. in which the Romans are reported to have lost upward of 50,000 men.

In ANNALS OF ROME, there is scope for the conflict with Carthage to take on many forms. Occasionally, the historical sequence of Hannibal's invasion will occur, but frequently it will not. This reflects the rare genius of Hannibal, not predicted by the Romans.

The close of the Second Punic War is one heard before. Despite huge losses, the Roman State endured. In 204 B.C. Rome sent Scipio to invade Africa. He inflicted heavy losses and Carthage was forced to recall Hannibal. In 202 B.C., Hannibal marched inland from Carthage towards Zama, apparently with the intention of drawing Scipio away from the area around Carthage which the Romans were devastating.

The ensuing battle was one which would decide who would rule the western Mediterranean. As the Roman historian Livy said: 'Before nightfall they would know whether Rome or Carthage should give laws to the nations . . . For not Africa . . . or Italy, but the whole world would be the reward of victory.'

The Romans were triumphant and a vast extension of her power resulted. The years that followed the Battle of Zama saw Rome carve out an empire in ceaseless, and sometimes senseless war. Because the Macedonians had sided with Hannibal, the Romans punished them with invasion, though the Macedonians were not fully defeated until 168 B.C., after the Battle of Pydna. Other wars broke out with the Seleucids, a separate group that had survived the end of the empire of Alexander the Great, and continued against the ever present Gauls, still threatening Italy's northern borders.

Victory over foreign foes brought its own internal strife. As the 1st Century B.C. approached there were struggles in Rome which were transforming her from a viable Republic into an Empire.

## **Decline Of The Republic**

The Roman Republic was destined to fall, if only because of its own success. Large armies, far from Rome often gave more allegiance to their Commanders than to politicians in the Capital. When these Commanders differed with the Senate, their armies would be prepared to side with the men they served — men such as Marius, Sulla, Pompey, and Julius Caesar.

Marius, came to prominence in 106 B.C. when he superseded his commander, Metelleus. Metelleus had recently made great inroads toward ending a dynastic



struggle in Numidia between Jugurtha and Adherbal and in which Rome was involved. Though the victor, Jugurtha was denied his kingdom, which Rome decreed should be shared between them. This was a judgment that Jugurtha had refused to obey.

By a combination of his own energy and political skill, Marius' subordinate, Sulla, captured Jugurtha and brought the war to an end. Different stories of the roles played by Marius and Sulla gave rise to a jealous rivalry between them.

After disastrous defeats of Roman armies in the Alps by Celtic tribes in the north, Marius initiated sweeping reforms of the Roman military system before dealing with these barbarian incursions. In *ANNALS OF ROME*, these are represented by the Germans, this term meaning peoples living east of the Rhine in the area called Germania.

At this time, two factions were emerging in Rome, the Aristocrats and the Democrats. Because of his growing popularity, the Senate demoted the non-aristocratic Marius in favour of Sulla. By this time, two other conflicts started. First, Mithridates, a king of Pontus in Asia Minor started a power block, and second, Italian allies rebelled because they had been denied Roman citizenship. In both wars Sulla was given precedence over Marius and, in 88 B.C. rebellious democrats, led by Sulpicus Rufus, with the support of Marius were destroyed by Sulla who was called back from his campaigns in the east, forcing Marius to flee to Africa.

When Sulla left once more, the democrats rose again, and Marius returned to Rome to begin a reign of terror, carried by his supporter, Cinna, after Marius' death in 86 B.C. Cinna was killed by a mutiny of his own troops in 84 B.C., but the regime continued for another two years.

Sulla returned in 83 B.C. and finally defeated the allied forces of the democrats and made himself dictator, restoring law and order after executing all his political opponents. He sent one of his subordinates, Pompey, to Sicily, and then to Africa to stamp out all other democratic dissension. Sulla then reformed the government and restored the authority of the Senate before retiring. He died the following year, in 78 B.C.

Sulla was followed by his lieutenant, Pompey, who consolidated the Senate's power and increased the Roman Empire in the east between 67–61 B.C. when he marched up the Euphrates to the Caspian Sea, entered Jerusalem and brought the Jews under Roman rule. But Pompey had become too successful, and the Senate tried to reduce his power. When it refused to reward his veterans for their eastern campaign, Pompey joined the anti-senatorial party. The result was the establishment of the Triumvirate in 60 B.C., consisting of Pompey, a rich banker named Crassus and Julius Caesar.

This was a violent period in Rome's history, with the Triumvirate attempting to use the chaos to its advantage. Each of them divided responsibility for control over the colonial wars of the empire and Julius Caesar was assigned the province of Gaul, soon to become the site of one of the greatest military achievements in history.



During the course of his campaigns in Gaul, from 58 – 51 B.C., Plutarch writes that Caesar: 'took by storm more than 800 cities, subdued 300 nations, and fought pitched battles at different times with 3 million men, of whom he slew 1 million in hand to hand fighting and took as many prisoner'.

Despite the obvious exaggeration of these figures, there can be no doubt that Caesar's achievements were considerable. Not only did he give Gaul to Rome, but its conquest made him a hero, and perhaps more importantly, master of Rome's most powerful army.

Crassus met his end in a defeat by the Parthians at Carrhae in 53 B.C., leaving Pompey in control of Rome. Caesar's growing reputation turned Pompey back to the Senate, and he became their champion. Civil War broke out, with Pompey leading the senatorial side against Caesar.

In 49 B.C., Caesar marched on Rome and began the last phase of his struggle for power with Pompey. The scene of Caesar's struggle was first in Dyrrhachium, in what is now known as Albania, and then in Thessaly in Greece. At the Battle Of Pharsalus Pompey was utterly defeated. He escaped to Egypt, and Caesar followed, only to discover that Pompey had been assassinated. Caesar remained long enough in Egypt to fight a small war for Queen Cleopatra, make her pregnant, and engage in a mopping up operation against the Pompeians. This took him through Syria, Africa and Spain, and he did not arrive in Rome until 45 B.C. In March of 44 B.C. he was assassinated at the foot of Pompey's statue in the Senate, a victim of Rome's profound aversion to kingship. Caesar's total power in Rome had convinced the Senate that he intended to take on this role.

With the death of Caesar more instability followed, a period during which Caesar's assassins were hunted down and killed. Caius Octavius (Octavian), designated as Caesar's heir formed an uneasy alliance with Mark Anthony, and together they destroyed Caesar's assassins. The leading conspirators, Brutus and Cassius took up positions in Philippi and Thrace, where they were defeated and executed in 42 B.C. Octavian and Mark Anthony preserved their alliance until 33 B.C. when Anthony fell in love with Cleopatra. He married her and proclaimed her son by Julius Caesar, Caesarion, 'King of Kings'.

Mark Anthony was a skilfull Commander and the Romans feared that Anthony intended to supplant Rome with Alexandria as the seat of power. Perhaps they were right. Regardless, their reaction was to rally to Octavian against Anthony. A naval battle took place, at Actium, in 31 B.C. Octavian was triumphant and landed in Egypt the following year. Anthony and Cleopatra committed suicide, and Octavian assumed the name of Augustus and became the first Roman Emperor.

In ANNALS OF ROME three Dictators must arise before an emperor can be installed. Often, you will find that this occurs close to the real time of Augustus, but it can vary greatly.

## **Imperial Rome**

The Empire of Augustus stretched from the Atlantic to the Euphrates and from the North Sea to the Sahara Desert. The problem Augustus set for himself was



the maintenance of peace within the Empire, and the establishment of secure frontiers beyond.

To enhance respect in the east he assumed the divine honours and titles of the Ptolemaic kings and, having outwardly restored the Republic, was given the semi-divine name of Augustus — the Consecrated, in 27 B.C. mindful of Julius Caesar's fate, a man who had lived and died by the sword, Augustus endeavoured to conceal the power that sword had earned him.

Retaining real control, he surrendered the outward show that surrounded power to the Senate. Though he had taken the name 'Imperator' as a first name, at his wish, men addressed him a 'Princeps' or First Citizen. Nevertheless, he gained for himself, the control of 60 Legions, the Praetorian Guard, whose sworn fealty was to him and him only.

Augustus' political skill worked well, and he died in bed after ruling from 27 B.C. to 14 A.D. as absolute ruler of the Roman World.

This then, was the beginning of the era known as the Pax Romana. It lasted beyond Augustus' death, probably ending in 162 (A.D.) during the reign of Marcus Aurelius with the beginning of the Eastern War. After Augustus, there came a succession of emperors who inherited a vast empire which, at its height, in the 3rd Century A.D. contained about 46 million people with an army over several hundred thousand strong.

Augustus had more or less defined the full extent of the empire having failed to push its boundaries beyond the Rhine. In 9 A.D., three legions were annihilated by Germans, and from then on, the Rhine and Danube rivers defined the permanent northern frontiers of the empire. One exception was in Dacia, just before the time of Emperor Trajan. The Romans occupied Dacia, with extreme difficulty from about 106 A.D. until abandoning it in 275 A.D.

Rome's eastern frontier was another river, the Euphrates. Across this divide the Parthians threatened, and later, the revived Persian Empire. Augustus established Syria as the pivot of his eastern defence, abandoning Armenia as a province that was difficult to hold and a potential source of dispute with Parthia which Augustus, the diplomat, was anxious to avoid.

The weakness underlying Imperial Rome was its system of succession which almost always depended on the will of the army — the Praetorian Guard in particular. The peace of Rome was only guaranteed by the long reign of strong leaders such as the Emperor Hadrian (117–138 A.D.). But, at times, the Empire was reduced to sheer anarchy, as in A.D. 69, the 'year of the four emperors'.

In the previous year the perversity of the cruel and murderous Emperor Nero had caused such widespread disgust that there was an uprising, and the Senate declared Nero to be an enemy of the people. A slave willingly helped Nero to commit suicide and Servius Sulphicius Galba, legate in Spain, was saluted as emperor by his own legions, and then by the Praetorian guards and the Senate.

But in Germany, the legate Aulus Vitellius claimed the throne with the support of his legionaries and marched against Rome. By then, the fickle Praetorian Guard had switched their support to Marcus Salvus Otho. Otho had Galba murdered and



took the throne before marching against Vitellius. Otho was defeated, at the First Battle of Bedriacum and committed suicide. Vitellius was recognized as Emperor, only to find that Antonius Primus, a legate of Pannonia had nominated Vespasian as emperor. Vitellius was defeated in battle (The Second Battle Of Bedriacum) and retreated back to Rome, where he was promptly killed in the fighting in the streets. The Senate consequently recognized Vespasian as Emperor who, fortunately for the empire, proved to be a capable, and enlightened leader.

The frontiers of the empire held for almost four centuries. Frequently ravaged by numerous barbarian invasions the empire always managed to recover, and in that, the old spirit of the Republic prevailed. Sometimes the barbarians wished to settle, as did the Visigoths — sometimes, entire Roman armies were annihilated, as they were by the Goths at Adrianople in 378 A.D.

The empire was subject to far reaching changes in the late 3rd and early 4th Centuries. In particular, the reign of Diocletian saw the Roman Empire completely reorganized by a man comparable to Augustus in his talent for administration and diplomacy. Diocletian thought the vastness of the empire, and the threat of its enemies too great a burden for one man. His response was to divide the empire into east and west. The western capital, in Rome, stood on an equal footing with the eastern, whose capital was in Asia Minor. In 305 A.D., with the empire reorganized, and stable, Diocletian abdicated to initiate the peaceful system of succession he had devised. In the last eight years of his life, as a gentleman farmer in Salona, he lived long enough to realise that his dream of peaceful succession had been nothing but a dream.

The violent struggle for power ended in 324 A.D. with the victory of Constantine who, selecting Byzantium for his capital, began the story of Constantinople, the name with which the city was renamed. This is the period many historians regard as the beginning of Europe's Middle Ages. Constantine's death heralded the decline of the Roman Empire. After the disaster of Adrianople the pressure of the barbarian hordes, the Goths, the Vandals, Allemani, Huns, and many others became overwhelming.

In 406 a mixed horde took Gaul and in 408 the Visigoths, or western Goths, led by Alaric, attacked Rome. Then, they were turned away with the payment of a great tribute, only to return in 410. In the words of Orosius: 'Alaric appeared before trembling Rome, laid siege, spread confusion and broke into the city'. Rome had been sacked.

## **The End Of The West**

ANNALS OF ROME does not end with the sack of Rome, although this could be regarded as the logical end of the game. But, for a time, the eastern half of the Roman Empire, based in Constantinople, propped up the crippled western half, riddled as it was with barbarians of all descriptions. The advance of the Huns from the Volga had set in motion the countless Germanic tribes of the west and the story of Rome continued as the Byzantine Empire, which endured for another thousand years.



In the game, you have the option of transferring the capital from Rome to any region under your command, once Rome has been sacked. As we have seen, in reality, the centre of the empire had moved to Constantinople before Rome fell. The choice of Asia for the new Capital site is the best one, since it provides a convenient base to attempt a reconquest of the West. As in history, the Eastern Empire stands a good chance of recovering Italy and parts of Africa.

After the fall of the west, the character of the empire gradually changed, shifting from a Latin cultural base to a Greek one. It stood as a buffer between Europe and Islam facing, in the east, the Sassanid Persian Empire, which had replaced the Parthians in the 3rd Century. But with the coming of the Arabs in the 7th Century everything was to change, as the Persian Empire swiftly fell to them.

The Eastern Empire embarked on an ambitious attempt to recover western lands, now in the hands of Visigoths, Ostrogoths, Vandals, Franks, and other infant nations. With his great general, Belisarius, the Emperor Justinian (527–565) made spectacular reconquests. The empire returned to the shores of Africa, Spain, and Italy. Difficult as survival to this period is, and was — in ANNALS OF ROME, you will find this part one of the most exciting parts of the game as you attempt to regain the west.

Eventually, the Eastern Empire ran out of steam, and nine hundred years of decline ended in 1453, when the once mighty empire was just the city of Constantinople. Along the way, it was attacked on all sides, and one can only speculate on its fate if it had not been betrayed by the western (Latin) Christians.

The game has no obvious end. That is deliberate. At what stage Rome, the 'eternal city', disappeared as a concept, it is hard to tell. It is not so much that the Roman Empire fell, but rather, its light slowly dimmed, for over a thousand years. But for the chances and misfortunes of history, the future may have been different. In ANNALS OF ROME, the future is in your hands. Who knows where it could lead?

## **THE ENEMIES OF ROME**

Here are some descriptions of a selection of the many foes that Rome faced through the centuries and that you will face in ANNALS OF ROME.

### **THE CARTHAGINIANS**

Rome's primary enemy at the beginning of the game, the Carthaginians inflicted a number of defeats upon the Romans, mainly under the distinguished leadership of their general, Hannibal, whose military genius places him among the ranks of such notables as Alexander The Great and Napoleon.

Carthage was the principal city in Africa, first settled by Phoenician traders. It is from their Phoenician ancestry that we have the term 'Punic' Wars. The Carthaginian Empire was, principally, a trade and naval power, rather than a military one and for this reason the bulk of her armies consisted of foreign mercenaries.



The generals were drawn from the Carthaginian aristocracy who, despite this, were known to have been punished with crucifixion for military failure. Carthaginian citizens also provided the officer corps of the army and there was a citizen levy in most armies who, despite an occasional lack of experience were known to have fought with great courage.

The largest mercenary groups were subject Libyans who functioned as cavalry and infantry, and as skirmishers armed with their preferred weapon, the javelin. They are known to have shaved their heads, except for a plaited crest which would be worn in a number of varying and curious styles.

Other troops recruited by Carthage were the superb Numidian Cavalry, as well as Moors, the Spanish and a variety of men, drawn from most of the regions over which Carthage held dominion. A notable addition to the Carthaginian army, and one with which many are familiar, is the War Elephant, although these had been used with good effect against the Romans before, by Pyrrhus of Epirus.

## **THE GAULS**

"They rushed at their adversaries like wild beasts, full of rage and temperament, with no kind of training at all. . . the blind fury never left them while there was breath in their bodies. . . even with arrows and javelins sticking through them they were carried on by sheer spirit while their life lasted."

Such is an account of a Gallic attack at Thermopylai by a tribe of Galatians; one of many migratory tribes of continental Celts referred to in the game as Gauls.

Notable amongst Gaulish forces were the Gaseati, fanatical infantry known to have fought in the Gallic invasion of Italy in 224 B.C. These warriors, in the belief that they were invoking some divine force fought entirely nude, their hair stiffened with lime to make it stand out in a horrifying white mane.

## **THE MACEDONIANS**

The Macedonians grew to their most powerful under the leadership of Alexander The Great, who carved out a large, eastern empire. With his death, in 323 B.C., the Macedonians went into decline as his successors, known as the Diadochi, fell to warring with each other, eventually splitting this empire into fragments ruled by disparate groups that had once served together under Alexander's leadership. In 280 B.C. an invasion of Gauls reduced Macedon to chaos.

The Macedonian army was based along Greek lines, its chief weapon being the phalanx, a dense formation of armoured infantry armed with long spears, similar to pikes, and known as Hoplites. As a military weapon, the phalanx proved an outdated adversary for the mobile Roman legion.

## **THE SELEUCIDS**

The Seleucids, under their leader Seleucus had inherited the remnants of Alexander's Asian Empire and, inevitably, their armies were also based upon Greek lines. They were also noted for their large elephant forces. Around 273 B.C., the



Seleucid King Antiochus I defeated the same Galatian Gauls that had devastated Macedonia through the judicious use of his War Elephants, to which the Gauls were unused.

## **THE EGYPTIANS**

The Egyptians of this period were the Ptolemaic Egyptians, so named after Ptolemy, another of Alexander's lieutenants who took control of Egypt with Alexander's death. Ptolemy and his descendants ruled Egypt until the death of Queen Cleopatra in 30 B.C. Like the Seleucids, the army was based on Greek and Alexandrian lines, and consisted of many Macedonians. Native Egyptians fighting in the army were called the 'machimoi', an hereditary warrior class. By the 1st Century B.C., the Macedonian and native Egyptian soldiery were beginning to merge. The Ptolemaic kingdom included the provinces of Cyrenacia, Judea, and Cyprus.

## **THE GERMANS**

As a fighting body, the various German tribes that settled north of the Rhine around the 1st Century A.D. were superior to the Gauls in many respects, but particularly their ability to work and fight together in a democratic manner made them a more cohesive force than the Gauls. A distinguishing feature of German warriors was the 'Barritus', a chilling war cry that started with a low growl that rose in pitch to a high, screaming yell. One distinguished German victory was at the battle of Teutoberg Forest in 9 A.D.

While trying to expand his frontiers beyond the Rhine, the Emperor Augustus sent Legate Varus with 5 legions and a number of Auxiliary troops, one group of which was led by Arminius, a young German chieftain. As Varus led his army through the Teutoberg Forest to his winter quarters at Aliso, Arminius deserted and led a large German revolt against the Romans. The Roman historian Vellius tells us that 'hemmed in by forests and marshes and ambushes, the Roman army was exterminated almost to a man'. Those who were captured were crucified, buried alive, or offered as sacrifices to their gods. The long term consequence of this defeat was the permanent removal of an established Roman presence north of the Rhine.

## **THE PARTHIANS**

Parthian forces were distinguished by their cavalry, notably their heavy cavalry, known as 'Cataphracts'. These were so completely covered in armour that they did not carry shields. Their principal weapon was a 12ft lance called a Kontos. The Kontos had a broad head capable of cutting off a man's head. The other main cavalry force were unarmoured horse archers who relied on the speed of their horses to keep them out of danger. Rome's first encounter with the Parthians was the disastrous Campaign in Carrhae (53 B.C.) in which Crassus, a member of the Triumvirate was treacherously killed during negotiations. Of the 39,000 Romans that started the campaign, only 5,000 returned.



## **THE DACIANS**

The Dacians were the northern kin of the ferocious Thracians. It was once remarked that the Thracians could have conquered the world if they could ever stop fighting one another for long enough. The Dacians were as equally fierce as their Thracian ancestors, and fanatical worshippers of their god, Zalmoxis, to whom they made human sacrifices. Such was their faith that they would earn a place in heaven through their accomplishments in battle, that warriors were known to commit suicide rather than surrender. Despite this, the Dacian culture was more advanced than other European barbarians. The Romans finally managed to subdue the Dacians around 105 B.C., though frequent insurrection made this a difficult task.

## **THE GOTHs**

The Goths were one of the most powerful of later German tribes of the early centuries A.D. They came from Scandinavia, and what is now northern Prussia. In the 3rd Century the Goths spread from Pomerania to the Carpathians, and on to the Black Sea. At first, the Romans subjected them to many defeats and, for a short time, paid them tribute to defend the empire's frontier. They came to be known as the Visigoths and the Ostrogoths, literally, the western and eastern Goths. The expansion of the Ostrogoths brought them into contact with a 'people of unusually ugly appearance', the Huns. With increasing frequency the Ostrogoths raided into eastern provinces of the Roman Empire. Driven on by the marauding Huns, these raids turned into full scale invasions. The Visigoths, led by their king, Alaric eventually sacked Rome, sealing the doom of the Western Empire.

There were other Germanic tribes, all fighting along similar lines at this time. These include The Franks, The Marcomanni, The Alemanni and The Vandals. All of these Germanic Barbarians had one thing in common, in that their increasing contact with Rome itself, had taught them how to defeat a Roman army that was diminishing in quality. The main problem of these later German armies for the Romans was the demoralising and devastating effect of their initial wedge shaped charges, inevitably accompanied by their 'savage and dismal howling'.

## **THE HUNS**

The Huns were nomadic peoples of Turanian descent who spent most of their time on horseback. A wandering people, civilization was all but unknown to them. The Goths believed that the Huns were the off-spring of sorceresses, that 'the unclean spirits who beheld them as they wandered through the wilderness, bestowing their embraces upon them and begat this savage race'.

The Hunnic army was known to form up in disorderly wedges with much savage yelling and shouting which would rush at surprising speed to loose volleys of arrows into their opponents. They would fight at a distance until their enemy was thoroughly demoralised before closing to fight with sword and a lasso that would tangle their enemy's attempts to counter.



They are famous through history for their leader Attila the Hun, who first appeared in the eastern empire in 441 A.D. when he invaded Illyricum. By 445 he was ruler of an empire that stretched from southern Germany on the west to the Ural river in the east, and from the Baltic to the Danube. He was a bold and fierce leader with an understanding of tactics and strategy.

These are just some of the enemies you will encounter in ANNALS OF ROME, and we leave the discovery of the later opponents, such as the Arabs, and the Turks to your own researches.

## PLAYING HINTS

### Game Chronology

The whole game has been structured on accurate historical events and consequently there are long term trends which may take several centuries to run their course. The course of the development of the Roman Empire is determined by two main factors. The most important is the various appearances of barbarians and hostile enemies. There is nothing you can do to prevent these. You must mould your response to fit changing circumstances, possibly exploring alternative paths. Consequently some of the trends outlined in the following section may not occur at all.

In the initial centuries of Republican Rome you must defeat the Carthaginian Empire, and the Gauls in order to establish a base for an empire.

There will follow a period of instability, during which there will be many Civil Wars and the rise of a series of Dictators. In the east Rome will face the Seleucid Empire.

Eventually, a stable regime will emerge and the empire, under a series of emperors will expand to its greatest extent during the first centuries A.D. In the east there will be conflict with the Parthian Empire.

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 more Civil War and changes of Emperor.

A successful defence in the early centuries A.D. will probably require a policy of static defence, culminating in the epic struggle with the new barbarian invasions in the 4th and 5th Centuries.

Survival beyond this time will probably see Rome sacked, the Western Empire lost, and the Capital in a new region. Asia is recommended since it yields a high income, and is capable of sustaining a relatively high population. Overall, populations, armies and territories will be greatly reduced. In the east, Rome will be locked in conflict with the Persian (Sassanid) Empire, the successor of the Parthian Empire.

Reconquest of the Western Empire will prove difficult and frustrating, particularly when the Arabs appear in the middle east in the early 7th Century.

Survival as the Byzantine Empire, based in Asia is possible for several centuries, but the advent of the Turks in the 11th Century makes continuation extremely difficult.



## Hints & Tips

This is a short description of some of the tricks that can be used when playing the game to play it well. They are based on experience of the game mechanics rather than any desire to play an historically accurate game. Some of the tactics available might be considered to be "cheating the system" but that is a major part of any strategy game. Some Roman emperors followed comparable policies to achieve their ends.

### 1 Getting Started

One of the main problems facing the new player is getting started. The first few games most people play consist of attempting to invade a major neighbouring power, getting thrashed and then losing the infant empire. A good starting strategy is to go for the money rather than for long standing additions to the empire. For example, at the start of the game Carthage is very rich. An attack on Africa via Sicily with 20 or so legions, leaving none to hold Sicily, will probably succeed, since most of the Carthaginians will probably be off fighting Egyptians. If you can hold Africa until the end of the turn, you will have sacked Carthage, and made off with their entire treasury. This will appear on your books during the next turn. The problem with doing this is that it upsets the Carthaginians, and the next turn there will be an enormous revolt against your occupying troops. They will lose, even if you sent 50 legions. So, having got the money, abandon Africa, transferring any good commanders out, and any you want to get rid of in. You won't get a chance to move out the legions (sad). Then, with your finances in excellent shape, you can tackle the Gauls, a much easier task.

### 2 Principles of Combat

There are a number of general principles involved in combat.

- a) Take a lot of notice of the army strength numbers on the map. If a number in an enemy territory is more than a couple higher than that of your own troops, you will lose if invaded. Different nations have different troop strengths (given at the back of the instruction manual). Take heed.
- b) The choice of route for an invading force can be predicted. A large enemy force will by preference invade a weak region than a strong one. If surrounded by its own regions, it will reinforce its weakest neighbour.
- c) If you are faced by an obviously superior force, retreat and regroup rather than wait for an assault. A strategic retreat can divert a large force away from Rome (or anywhere else) by presenting it with an easier option. An expert player will be able to use this technique to direct the attacks of two enemy nations against each other, losing few legions, and recapturing lost territories after the enemies have wiped each other out. This can cause popularity problems.
- d) "Suicide" attacks with small forces do not inflict significant damage on the target, and should not be attempted unless you want to lose (see below).



- e) Use your best leaders wisely. Decide where your "front lines" are and post the most able leaders there. Use loyal leaders to defend (set them to commanders in the personnel assignment phase) and disloyal but able leaders to attack (set them to commanders when the attack is made and decommand them in the personnel assignment phase). Try not to leave regions which may be attacked without a commander.
- f) Don't be afraid to move all of your legions out of an area as you will get a chance to move some back in later in the turn. Always send the maximum possible number of legions into an attack, since this minimises your casualties, but don't leave regions undefended if they have a hostile neighbour, and arrange to have troops in all your regions at the end of the turn.
- g) The imminent end of the turn can be used to allow you to sneak in a last minute attack which leaves a border state vulnerable, in the hope that the enemy will not get a chance to move in before the next turn. But note that you will be relying on the next moves recruitment in the region to defend it until reinforcements can be brought in.

### **3 Loyalty, Popularity, Leaders & Rebellion**

This is probably the most complex aspect of the game. Suggestions are:

- a) Dispose of useless leaders by sending them all to a region you know you are going to lose, or sending them in on a suicide attack. Get them killed off anyway. There is a popularity penalty for this, so don't do it if your popularity is getting low.
- b) Avoid letting your popularity get below zero. You will not get a personnel assignment phase if it does get below zero, and this will mean that you cannot decommand any disloyal leaders before they get a chance to rebel. Make sure all the leaders you leave in command at the end of the personnel assignment phase have a loyalty of 5 unless you want a rebellion.
- c) If your popularity looks like it is about to drop below zero, a controlled rebellion in Rome may be the answer. Set the tax rate to 2 to help the rebellion. Decommand all leaders and send them to Rome, choose the lowest loyalty leader as commander of Rome, and don't bribe the troops. This should produce a painless rebellion. If you are lucky, you will immediately get an assignment phase, and can redeploy your leaders. If the new government is unpopular, repeat the process. It can be useful to keep a few 0 loyalty leaders around for this purpose.
- d) Avoiding rebellions can be difficult. The ultimate solution, if you have a powerful and stable empire is to appoint no commanders at all. The loss to combat efficiency is made up for by the lack of rebellions. This technique can allow you to survive long periods of less than zero popularity, so long as no troop movements are required. If you must move troops, say to reinforce a border region, send the new (unwanted) leader on a suicide mission, thus decommanding him.



- e) Another method of maintaining a high popularity is to "ration" yourself when invading new regions. Each conquered region will add to your popularity, and this increase is wasted if your popularity is already 5. Wait until you need the popularity boost before invading (only if you have already built a stable empire).

#### **4 General Points**

- a) Keep out of the homelands of new tribes. These regions are easy to take but hard to hold. The rebellions which occupying forces will have to face will be punitive, and will lead to hordes of barbarians charging through your empire. At the start of the game, Dacia is the place to avoid. Later in the game the problem becomes unavoidable.
- b) When Rome is sacked, don't transfer your capital unless you have no chance of holding Rome for any length of time. If Rome is sacked and you don't transfer the capital, then there will be a large uprising in Rome in the next turn, and you will gain a large number of new legions. If you transfer, and subsequently lose the new capital, there will be no uprising, and you may well have lost the empire for ever. The machine can be provoked into an uprising in Italy without sacking if you move all troops and commanders out. There will then be no overall control in Italy, and the uprising will be triggered. While this does effectively recruit your extra legions, you will lose your treasury and some popularity, so it is not often a good strategy.

Using the information to be found in Table 2 and on your reference card you should be able to plan ahead, and anticipate the arrival of powerful new nations. However be warned — you may find that your anticipation of developing nations has not greatly helped you if you do not take into account the surprises that ANNALS OF ROME is able to come up with from time to time.



## **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 benefits of hindsight and safe distance.

### **REFERENCES**

- THE PENGUIN ATLAS OF ANCIENT HISTORY, Colin McEVEDY,  
PENGUIN BOOKS, (1984)
- ROME: THE STORY OF AN EMPIRE, J.P.V.D. BALSDON,  
WORLD UNIVERSITY LIBRARY, (1970)
- THE CIVIL WAR, J. CAESAR, translated by J.F. MITCHELL,  
PENGUIN BOOKS (1967)
- THE HISTORIES, C. TACITUS, translated by K. WELLESLY,  
PENGUIN BOOKS, (1972)
- THE ANNALS OF IMPERIAL ROME, C. TACITUS, translated by M. GRANT,  
PENGUIN BOOKS, (1977)

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 numerous 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) described 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.





*The Worlds Finest Strategy Games*



# ANNALS OF ROME™ REFERENCE CARD

## ALL VERSIONS

Loading: Commodore 64 — Load "Annals", 8,1 run  
 Atari St/Amiga — Insert Disc & Switch on.  
 IBM & Compatibles — Type "AOR" to run the game.

### Controls

All control is via the keyboard. You will be asked to enter 3 different items at various times.

1. Numbers e.g. the number of Legions to move to Gallia.
2. Countries — a 2 letter abbreviation, which is the first 2 letters of the country e.g. GA for Gallia.
3. Leaders — a 1 letter abbreviation is used to select a leader. They are listed beside the leader names in the leader list.

### Reference Data

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	1000	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	Auxiliaries	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	Legionaries	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



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	250AD – 325AD	TH
Gepids	2	Dacia	300AD – 450AD	DA
Visigoths	10	Hispania	350AD – 475AD	TH
Ostrogoths	10	Italia	400AD – 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:

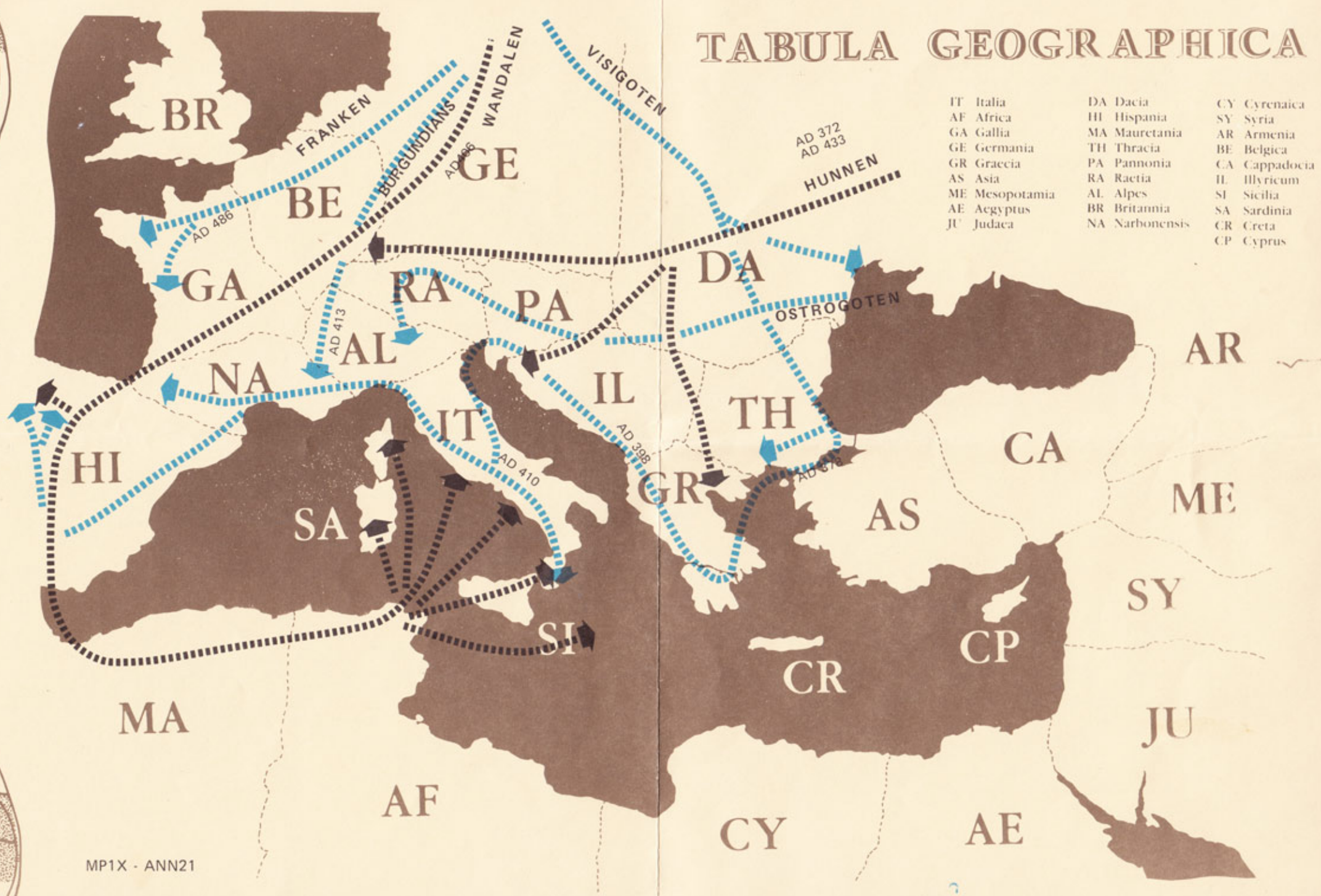
\*: AUXILIARIES are non-Roman soldiers led by Roman officers, acting as support for the main Roman Legions.

\*\* : 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 homeland 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.



# TABULA GEOGRAPHICA



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