SET-UP

Calabria is played on a 12-by-8 square board with 96 individual squares.

On one side of the board are 12 Roman Soldiers and one Commander, and opposite them on the other side of the board are 12 Gladiators and one Head Gladiator. The soldiers and gladiators shall be referred to as "*Game Pieces*" or "*Pieces*", with the commander and head gladiator referred to as "*Dux*."
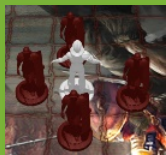

In addition to the game pieces, each player has in their possession, Four Barricades that can be played after attack commences – described later in these rules.

HOW TO WIN

To win the game, a player needs to capture all their opponents' pieces or surround their opponents' Dux on 4 sides (2, if in a corner of the board).

POSITIONING

Before actual play commences (starting with the Roman Soldier side), each player takes turns in strategically placing a game piece or Dux on any of the playing boards' empty squares. They can be placed between opposing pieces or in a tactical formation.


This preparation process is important to your game tactics, so select your squares carefully. In this phase, no captures are made. The individual pieces placed in this phase are called *Vagus* (plural *Vagi*) – meaning "Wandering" or "Roving."

Once the Dux and last game piece have been laid on the board, the game commences with the Roman Soldiers side attacking first.
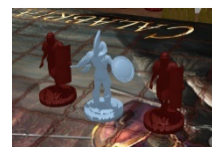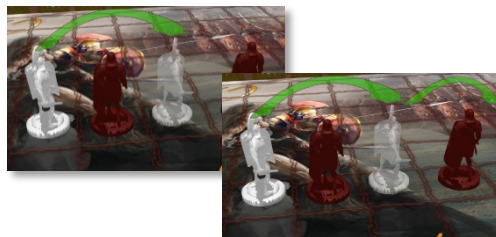
CALABRIA

HOW TO PLAY

In turns, each player moves 1 game piece through any number of empty play spaces, either horizontally or vertically, but not diagonally.

Game pieces

can only move onto empty play squares and cannot jump over other game pieces; however,
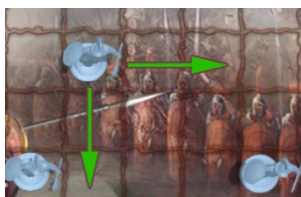
a **Dux** can also jump over one or more of their own pieces to an empty square.

In addition, a Dux can "**Chain**" their jumps over their own pieces (as in Checkers) provided there is no opponent along the path.

Game pieces are considered "**Captured**" when surrounded on 2 sides (left and right, or top and bottom) by their opponents' Game pieces and must be removed from the board immediately.

A **Dux** can only be trapped (Alligatus) and not removed from the board – that is, they cannot move until they are no longer in Alligatus or they position one of their own pieces next to one of the surrounding pieces, subsequently capturing it and removing it from the board – eliminating the Alligatus trap.

If a player moves their game piece or Dux between 2 of their opponent's pieces or an opponents' Dux and game piece, then it is considered **Alligatus** but not captured - and cannot be moved until their situation changes. Think of it as a suicidal or hidden-in-plain-sight move.

A **Dux** can only be captured if it is surrounded on 4 sides – signalling an end to the game.
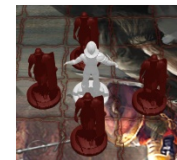
A **game piece** trapped in a corner of the board can also be captured when two opposing pieces are placed across the corner. Similarly, A **Dux** can be captured with this method, signalling the end of the game.

BARRICADES can be used in place of moving a game piece. Their purpose is to restrict movement of pieces and once laid on a square, they cannot be moved again.

They can also be used to help capture an opponent's game piece or Dux but cannot be used as Alligatus, unless the Alligatus piece has no way out.

Barricades must not occupy a space less than two squares distance from another barricade – vertically, horizontally, or diagonally.