

HISPANIA



1-4



30'-60'



+14

RULEBOOK

DRACO
IDEAS

HISPANIA

Hannibal, the greatest Roman nightmare, has been defeated. The Republic of Rome begins the second century BC by annexing the Carthaginian possessions on the coast of Hispania, the new provinces Ulterior and Citerior, and orders its praetors to complete the conquest of the peninsula. A few tribes without cohesion do not seem to be an obstacle for all-powerful Rome. However, the Hispaniards prove to be a fearsome enemy that will trap the Romans in a fierce war, fate of praetors, consuls and legions for almost 200 years. Caesar Augustus himself will have to defeat the Cantabrians to include at last Hispania into his new Empire. Will you be able to lead your legions and conquer Hispania?

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THE GAME

HISPANIA is a **cooperative** game in which the players (1 to 3) handle the Roman armies that confronted the Iberian peoples in the conquest of Hispania. In the basic mode players cooperate using the Roman generals against the game system, and the Hispano variant allows an additional player to lead the Hispanic resistance. You can adjust the difficulty of the game almost unlimitedly, and the Roman and Hispanic dice mechanism always generates different games in which your decisions will be crucial to achieve victory.

*The Roman goal is to **occupy the 6 Hispanic capitals** with their garrisons before the revolt reserve or time run out. The Hispanic goal is to avoid it!*

The Roman generals represent the **praetors** of the Roman provinces (♂♂) and the **consul** sent by the senate (♂). By "general" we mean any of them. The first praetors of the provinces Ulterior and Citerior and the first consul sent by Rome were respectively Marcus Helvius Blasio and Gaius Sempronius Tuditanus (197 BC) and Marcus Porcius Cato (195 BC), but the meeples in the game represent all the characters who carried out those functions for almost 200 years.



COMPONENTS



- ♦ 1 board (map).
- ♦ 8 wooden meeples:
 - 3 Roman generals (♂♂♂).
 - 1 proconsul (♂).
 - 3 Hispanic armies (♂).
 - 1 special army (♂).
- ♦ 42 wooden discs:
 - 15 garrisons (●●●).
 - 1 Legio Hispana (●).
 - 4 Roman fleets (○).
 - 22 revolts (●).
- ♦ 5 wooden sticks: the Roman roads (⚡).
- ♦ 8 metal coins or "denarii" (☉).
- ♦ 1 turn token (⌚).
- ♦ 2 dice: 1 Roman ⚎ and 1 Hispanic ⚎.
- ♦ 1 rulebook (A5 size).



The board represents the map of Hispania at the beginning of the 2nd century BC. The geography and certain names have been adapted for playability, thus modifying a map of the era and making abstraction of the progressive transition between Iberian settlements and Roman cities. The 49 circles are the board spaces (44 cities and 5 seas, "Mare" in Latin) through which generals, fleets and armies move. The 44 cities are distributed among 2 Roman provinces (*Ulterior and Citerior*, with 4 cities each) and 6 zones occupied by various Hispanic peoples, which for simplicity we will also call "**provinces**" (*Ilergetia, Celtiberia, Carpetania, Lusitania, Gallaecia and Cantabria*, with 6 cities each).

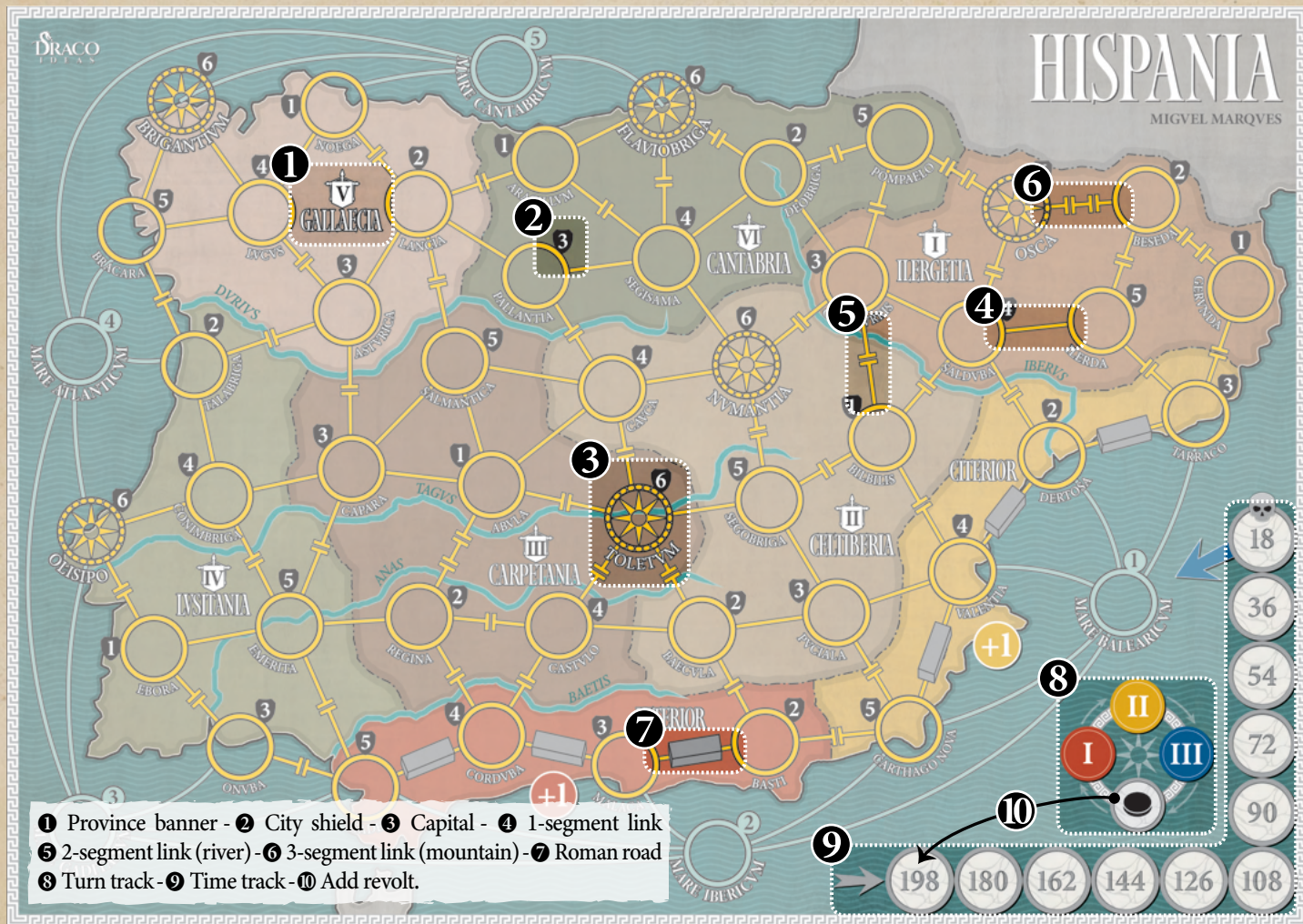
There can only be a maximum of: 1 meeple and 3 discs in each city; 1 fleet and 1 general in each *sea*; and 1 Hispanic army in each *province*.

Each Hispanic city is identified by the coordinates of the white banner (❶) in its province (*Roman numerals from I to VI, clockwise*) and of its black shield (❷). For example, I-5 corresponds to Ilerda, city number 5 of province I, Ilergetia. Although those areas of the map did not have formal capitals, we will call the most important city of each Hispanic province the "**capital**", with number 6, walls and a star symbol (❸).

The 49 spaces are connected to some of their neighbors by 1 link that allows movement between them. For example, Dertosa is only connected to Valentia, Salduba, Tarraco and Mare Balearicum. Most links consist of 1 segment (❹), but certain land links have 2 or 3 segments to reflect the difficulty of the terrain they cross (*rivers or mountains, such as the Iberus* ❺ *or the Pyrenees* ❻). The **roads** facilitate Roman movement across the links, and some have already been drawn on the map (3 in each Roman province ❼) to represent the increasing Romanization of the Mediterranean coast.



Finally, at the bottom right we see two tracks: the turn track ❶-❷-❸-❹-❺-❻-❼-❽-❾-❿ (❸), which indicates the structure of each round; and the time track, which begins in 198 BC (❹) and roughly represents the progress of the conquest (*about 18 years per round*) during the last two centuries BC. The last stage of each round (❿) will be to add a revolt on the time track to indicate that those 18 years have passed.



SETUP

We recommend starting with the **basic mode**, the setup of which we describe below. In this mode the proconsul and the special army and legion (♁♂♂), which are part of the variants, are not used, so you can leave them in the box. The 3 Roman generals are used in all games with exactly the same rules, and are distributed as follows:

- **1 player:** control the 3 generals.
- **2 players:** control 1 praetor (♂♂) each and share control of the consul (♂). Should you not agree, praetor ♂ would decide the first actions of the consul's turn and praetor ♂ the last ones.
- **3 players:** control 1 general each.

Choose the **difficulty** level of the game according to how many of these pieces you will use (*increasing difficulty to the right*):

DIFFICULTY LEVEL		LOW → HIGH		
1	Denarii per turn (⊙)	7	6	5
2	Garrisons per general (●●●)	5	4	3
3	Roman Fleets (○)	4	3	2
4	Roman Roads (↘)	5	4	3
5	Initial Hispanic Armies (♂) ♂?	1	2	3

The 3 values of these 5 parameters can be combined in 3^5 different ways, leading to 243 levels! You can refer to each level by listing its 5 values (⊙|●|○|↘|♂), the medium level would be 6|4|3|4|2.

If you are used to strategy games, we recommend that you start at the medium level and from there adjust some parameters to the left or right of the table according to your taste. On the other hand, if it is your first game of this type, it might be better to learn the mechanics at the easy level. To complete the setup:

- 1 [♁♂♂○] Place the turn token in space ①, the denarii in front of whoever controls praetor ♂, and the fleets in consecutive seas starting with number 1.
- 2 [♂] Place revolts in 6 **Hispanic cities** at random, 1 per province. In increasing order of province (*from I to VI*) roll the ♂ in each one of them and place in that city the following number of revolts: ●●● if the result is 1-2, ●● if it is 3-4, and ● if it is 5-6. You will have thus placed between 6 and 18 revolts.
- 3 [♂] For each initial army, roll the ♂ and place it on the city in **revolt** of that province (*if it already has an army, reroll*). Hispanic armies are always on revolt.
- 4 [↘] Place the Roman roads on links that **extend** their network (*they must start from a city that already has one*) but without reaching a **revolt** or **capital**. They are placed one at a time by the players according to the sequence of turns ①-②-③.
- 5 [♂] Place each praetor (♂♂) on **any** city in his province and the consul (♂) on **any** fleet (*the blue arrow ← symbolizes his arrival from Rome*).

Return to the box the pieces (*denarii, garrisons, fleets, roads*) that you are not going to use.

THE GAME CAN START!



Setup example at level 6 4 3 4 2: play with 6 denarii and 4 garrisons per general; place 3 fleets in seas 1-2-3; you roll 4-5-2-4-3-6 with the and place 11 revolts in Salduba (2), Segobriga (1), Regina (3), Conimbriga (2), Asturica (2) and Flaviobriga (1); you roll II and V with the and place 2 armies, in Segobriga and Asturica; you place now 4 roads towards Emerita and Capara (in that order, the network must reach Emerita first), towards Ilerda, and between Basti and Carthago Nova. Finally, you place the praetors in Gades and Valentia, and the consul on the Mare Ibericum fleet. The turn of praetor begins.

A GAME OF HISPANIA

You play the game in a series of rounds alternating Roman and Hispanic phases. The Roman generals will move through Hispania besieging cities in revolt and attacking armies, with the objective of placing their garrisons in all the province capitals. The game ends immediately with:

Roman victory if there are garrisons in the 6 Hispanic capitals and no revolt in the Roman provinces. Hispania becomes part of the Republic, or of the already established Empire!

Hispanic victory if you need to place a revolt (during a Hispanic phase or at the end of the round) and there are none left, or if you reach the end of the time track (consuming the last years of the millennium).

At the end of each round a revolt is placed on the next space of the time track. Therefore, a game of Hispania will last a maximum of 11 rounds, when a revolt would be placed on the 18 BC space.

GAME SEQUENCE

Each **round** consists of 3 turns, one for each general in the order ❶-❷-❸ indicated on the board. In each **turn**, the player controlling the corresponding general first performs actions in the "**Roman phase**" by spending the denarii (Ⓞ), and then spreads the threats in the "**Hispanic phase**" by rolling the dice (ⓈⓈ). To end the turn, he advances the ⏳ token on the track and passes all the denarii to the next player.

Each round thus follows this sequence of phases:

Roman /Hispanic ⏳ *Roman* /Hispanic ⏳ *Roman* /Hispanic ⏳ End of round ⏳

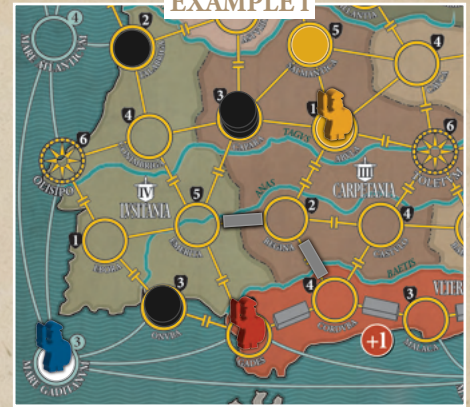
If on his turn a general **were not** on the board because he had been removed after a previous defeat, he would start the turn directly in any city without revolt of his province (❶❶) or in any fleet (❶). If there were already another general in that space, he would have to leave it with his first action (see *Movement*). If the whole province of an absent praetor were in revolt, he could not enter the board and his turn would pass directly to the Hispanic phase.

❶ ROMAN PHASE

Spend the **denarii** (Ⓞ) on any of the actions *Move*, *Garrison*, *Besiege* or *Attack*, in the order you wish and even perform a given action several times (you can also pass, ending the phase):

➤ **MOVE** (❶/○→) that general or any fleet: 1 Ⓞ **per segment** of the link between its space and the target (see *Example 1*).

EXAMPLE 1



Praetor ❶ cannot move to Onuba because it is in revolt. He can move to Emerita directly (ⓄⓄ) or through Corduba-Regina using the road network (Ⓞ). He can move up to Olisipo via Corduba-Regina-Emerita and Ebora (Ⓞ+Ⓞ+ⓄⓄ), but it would cost him half as much going via Mare Gaditanum (Ⓞ+Ⓞ), moving through the consul ❷ without stopping at the fleet. If there were another fleet in Mare Atlanticum, he could also reach it through the consul (Ⓞ+Ⓞ). He can also move through the other praetor ❷ without stopping at Abula, for example to go to Salmantica (Ⓞ+ⓄⓄⓄ+Ⓞ). If he wanted, he could move the fleet (and the consul with it) to Mare Atlanticum (Ⓞ), although if the consul belonged to another player, he should ask his opinion out of courtesy!

- ◆ The general **cannot enter** a city in revolt (●).
- ◆ He can move to a sea space (*from a city or from another sea*) only if there is a fleet in it.
- ◆ Fleets only move over sea, and if they already carried a general he would move with them.
- ◆ A continuous **chain of roads** is considered, for movement purposes, as **1 segment**.
- ◆ The general or fleet can **cross** a space with another general or fleet (*continuing their movement*).

*If there is another general or fleet in that space, they **cannot stop** to perform other actions, remember that there can only be 1 meeple and fleet per space!*

- **GARRISON** (●↻/↻) of **that general** in the city he is in: 1 Ⓞ to **place** it or to **remove** it (*goes back to his reserve*). A city can contain up to 3 garrisons, not necessarily of the same color, and each one is placed on top of the previous one (*being covered does not prevent them from being removable*). But beware:

*In order to place a garrison in a **Hispanic capital**, its entire province must be **free of revolt**!*

If revolts remain in other cities of the province you can **enter** the capital, but you cannot place a garrison: you should eliminate all the revolts in that province first (*see Example 2*).

- **BESIEGE** (♣→●) a city in revolt connected to that general: choose to spend **between 1-3 Ⓞ** to try to remove a **revolt** (*without army*). Place the Ⓞ in a pile in front of you and roll the ♠:

EXAMPLE 2



Praetor ♀ can remove his garrison in Salduba (●), or add another one (●), or go and place one in Calagurris (●+●) or in Gerunda moving through Dertosa-Tarraco (●+●+●+●).

He cannot go and remove the garrison of Gerunda because it is not his, nor stop to place one in Ilerda because the consul ♀ is there. He can enter Osca but cannot place a garrison, because it is the capital and there are still revolts in the province. To be able to do so he would first have to remove the 3 revolts in Beseda.

EXAMPLE 3



Praetor I can besiege Toletum to try to remove the revolt, spending for example 1 denarius (⊙). He would add to his roll of Ⓢ the denarius, his 3 garrisons connected in group to him (Bilbilis, Salduba and the generic one for Valentia), and multiply x2 for the reinforcement of the consul II, also connected to Toletum. However, he would be exposed to the ambush of the Celtiberian army, connected to him, which would raise the value of Toletum x2: $(\text{Ⓢ}+4) \times 2$ against 12 (victory from III, probability 67%). If the consul were to besiege it with 1 denarius as well, he would add only 1 garrison but would have the reinforcement of the praetor and would in addition avoid the Celtiberian army: $(\text{Ⓢ}+2) \times 2$ against 6 (victory from II, probability 83%).

◆ Roman value = $\text{Ⓢ} + \text{⊙}$ spent + his garrisons (●) in group(s) connected to him.

◆ Shield value = value of the shield ♠ of that city.

A “group” of discs means discs connected between them. The “+1” disc of each Roman province is an abstract representation of the overall support of each praetor's base, and adds +1 to that praetor's value when he and/or his group of discs is connected to any city in his province, as if it were a generic garrison.

In addition, other generals and/or armies can reinforce the siege: **each** additional general connected to the **revolt** multiplies x2 the Roman value; **each** army connected to **that general** multiplies x2 the shield value. Do not forget:

*To be able to multiply x2, the reinforcement meeples of each side must be **connected to the enemy**. Imagine the reinforcements as an ambush, they are of no use if they are connected to the ally.*

In order to solve the siege, compare the Roman value (*the die plus the denarii plus his garrisons connected in groups, x2 for each reinforcement*) with the shield value (*the shield, x2 for each reinforcement*):

$$(x2?) (\text{Ⓢ} + \text{⊙} + \text{●}) \leftrightarrow \text{♠} (x2?)$$

If the Roman value is **higher**, remove that revolt (*only the top one if there were several*); if it is **less** or **equal**, nothing happens. The revolt that is removed returns to the reserve. Even if the city becomes empty, in the *Besiege* action the general does **not advance** (he could do so with a new *Move* action).

➤ **ATTACK** (♁→♂) an army connected to that general: choose to spend **between 1-3** Ⓞ to attack an army. Place the Ⓞ in a pile in front of you and roll the ⚡⚡:

◆ **Roman value** = ⚡ + Ⓞ spent + **his** garrisons (♂) in group(s) connected to him.

◆ **Hispanic value** = ⚡ + revolts (♂) in one group connected to the army.

Reinforcement from other meeples works in exactly the same way as in *Besiege*: **each** additional general connected to the Hispanic army multiplies **x2** the Roman value; **each** additional army connected to **that general** multiplies **x2** the Hispanic value.

In order to solve the attack, compare the Roman value (*the die plus the denarii plus his garrisons connected in groups, x2 for each reinforcement*) with the Hispanic value (*the die plus the revolts connected in group, x2 for each reinforcement*):

$$(x2?) (\text{⚡} + \text{Ⓞ} + \text{♂}) \leftrightarrow (\text{⚡} + \text{♂}) (x2?)$$

If the Roman value is **higher**, remove the army and any revolt from its space; if it is **lower**, remove the general and any garrison from his space; if it is **equal**, nothing happens. Pieces removed from the board return to their reserves. The removal of a general **ends** his Roman phase

Any removal of a general requires a recruitment effort of new Roman armies: place a denarius (Ⓞ) under that general, until his return to the board you will play with one denarius less!

You can thus play a turn with up to 2 denarii less than those corresponding to the difficulty level of the game, if the other 2 generals were off the board. As in *Besiege*, in the *Attack* action the winner does **not advance** (he could do so with a new *Move* action).

EXAMPLE 4











The consul ♁ can attack the Gallaic army in Bracara, spending for example 2 denarii (ⓄⓄ). He would add to his ⚡ the 2 denarii, his 2 garrisons connected in groups to him (Noega on one side and Asturica on the other), and multiply x2 for the reinforcement of praetor ♁. The Gallaic army would add to the ⚡ the 3 revolts connected to it: (⚡+4)x2 against (⚡+3).

As Roman victory would be certain (minimum of 10 against maximum of 9) there would be no need to roll the dice, you could directly remove the army and its 2 revolts. But remember, the consul would **not advance**.

EXAMPLE 4







If it were the turn of praetor , the same attack with 2 denarii would be less favorable because he has only 1 garrison and is exposed to the ambush of the Lusitanian army in Conimbriga: (+3)x2 against (+3)x2. He could avoid the Lusitanian ambush by moving before to Mare Atlanticum fleet, from where he could also attack the Gallaic army: (+3)x2 versus (+3).


If he were to direct that same attack from Talabriga towards the Lusitanian army, he would have no reinforcement and would be exposed to the Gallaic army: (+3) against (+3)x2. Praetor  from Asturica would not reinforce any of those attacks because he is not connected to any enemy, only to his allies.


HISPANIC PHASE

Spread the Hispanic threats in two steps, first *Revolt* and then *Move*:

1 **HISPANIC REVOLT** ( ) Roll the dice and check the content of that city:

- [] If there is a garrison or general: **nothing** happens, it is protected.
- [○] If it is empty: place a **revolt** (●).
- [●] If there is any revolt:
 - ◆ If there is an army left in the reserve and there is not one already in that province, place an **army** () on the revolt.
 - ◆ Otherwise, place another **revolt** (●) on it respecting the limit of 3 discs. If you cannot place the revolt either (*that is, you cannot place an army and there are already 3 revolts*), then **nothing** happens (see *Example 5*).

2 **HISPANIC MOVE** ( →) All the armies, by increasing order of province from I to VI, try to move towards one of the **connected** cities of their province:

- If **there is only one**, it tries to move to that one.
- If there are several, priority goes to those **without revolt**.
- If among the connected cities there are **several alternatives** (*because they all have revolt or because more than one does not*), choose to which of them it will try to move by rolling the : it will move to the alternative with the shield value closest to the result. If the result is equidistant from two alternatives, it does not move.

An army is **always** on a revolt: if it enters a city **without revolt**, you must **place one** (●↻) immediately.

EXAMPLE 5



If the result of the dice (🎲🎲) is VI-3 or VI-4 nothing happens, because the consul and his garrison protect those cities. If it is VI-6, place a revolt in Flaviobriga because it is empty.

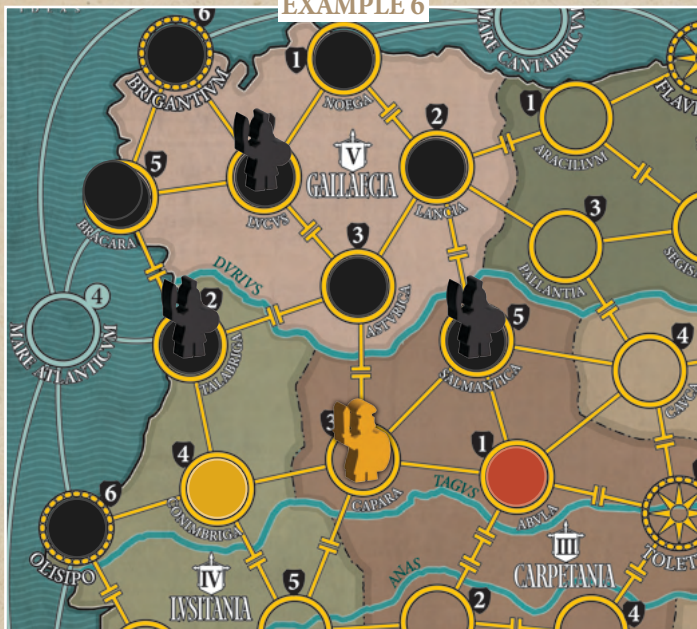
If the result were VI-1, VI-2 or VI-5, Cantabrian cities already in revolt, and there was not an army already in that province, you would place an army from the reserve on them. But since there is one (and there cannot be more than one in each province), with VI-1 or VI-5 you would add another revolt instead. With VI-2 nothing would happen because you cannot place more than 3 revolts in a city, and Deobriga has them already.

The Hispanic armies (*which hardly coordinated themselves*) are thus limited to spreading revolt throughout their own province. However, when its **entire province** is in revolt, an army feels capable of venturing out further! From that moment on it will also take into account the cities connected to it that are in **other provinces without army**. The army can thus move to a neighboring province, including the provinces Ulterior and Citerior. If that happens, that province is considered the army's **new province**, through which it now moves normally (*until such moment when it were all in revolt and could change again*). An army in a Roman province (*without number*) would move last.

If a Roman **garrison** (*without a general*) or a **general** block the move, the Hispanic army attacks them. Follow the same procedure of the Roman phase for *Besiege* (of the garrisoned city) or *Attack* (to the general), but now the attacker is the Hispanic army with a value (🎲+🟡) (x2?). The city with the garrison (*the one above if there were several*) defends with its shield value 🛡️ (x2?), and the general defends with its combat value (🎲+🟡) (x2?). The respective reinforcements multiply x2 if connected to the enemy, as when the Romans attack. Since they *Besiege* or *Attack*, the victorious armies do not advance, the sacrifice of the garrison or general will have served at least to slow down the Hispanic advance (see *Example 6*).



EXAMPLE 6



All armies try to move in increasing order (III-IV-V), so the Carpetanian army starts. It is connected to two cities of its province, Capara and Abula, both without revolt, so roll the to decide which one it goes to. On a 1 it would besiege Abula, on a 3-4-5-6 it would attack the praetor , and on a 2 it would not move (equidistant from 1 and 3). As it is connected to a group of 9 revolts, the siege of Abula would be $(\text{die} + 9)$ against 2 (the praetor reinforces the garrison of Abula with x2 for being connected to the besieging army). If it attacked the praetor, it would be $(\text{die} + 9)$ against $(\text{die} + 1)$. In both cases the Hispanic victory would be certain.

Next, the Lusitanian army is only connected to one city of its province, Conimbriga, so it would head for it. In this example there is a garrison, so it besieges Conimbriga: $(\text{die} + 9)$ against 4, a certain victory as well. Do not forget that, although the three previous combats would have ended in Hispanic victory, the armies would not advance!

Finally, the Gallaic army is connected to four cities of its province, Noega, Asturica, Bracara and Brigantium.

If one of them had no revolt it would move to that one, if two did not have revolt, you would roll the to decide to which of both.... But since all of them have revolt there is no priority and you would roll the to see to which of the four it goes. On a 1 it would go to Noega, on a 3 to Asturica, on a 5 to Bracara and on a 6 to Brigantium. It would not move on a 2 (equidistant from 1 and 3) or on a 4 (equidistant from 3 and 5). If it had been in Lancia, since the province is already full of revolts, it would have also considered the connection to cities of other provinces without army, such as Aracillum or Pallantia, and it would have thus moved to the province of Cantabria.

The order of movement is important! If praetor had had any chance of victory because of the help of other garrisons and/or generals, an incorrect order could have had a considerable impact on combats. For example, if the Gallaic army had moved earlier it could have ambushed the praetor from Asturica, or the Lusitanian army could have removed his garrison in Conimbriga, leaving him more exposed to a possible attack by the Carpetanian army.

END OF ROUND

At the end of each round, the ☒ token reaches the space with a black disc that indicates that you **must** place a revolt (●) from the reserve on the first free space of the time track, removing it from the game. Covering that space represents the passing of the 18 years of that round (*more or less 1 year per denarius spent*).

This condition is mandatory:

If you could not place the revolt because there were no more in reserve, you would lose the game!

The decrease of the revolt reserve represents the attrition of a war that is becoming too long for Rome.

If you cover the last space on the track ("18"), the end of the millennium arrives after 11 rounds and the game ends with **Roman defeat**. If not, the ☒ marker passes again to the red turn and the next round begins, on the first date now uncovered.

REMEMBER

The rules are simple, but after a quick read it is easy to overlook some details:

- Spaces can contain no more than **1 meeple**, seas no more than **1 fleet**, and cities no more than **3 discs**.
- There can never be more than **1 Hispanic army per province**.
- Armies are **always on revolt**, generals **never**.
- If there are revolts in other cities of the province you can **enter** its capital, but **not place a garrison**.
- When a general or army defeats the enemy, be it a meeple or a disc, it does **not advance**.
- Combats occur exclusively **between two cities** (*meeple against meeple or against disc*).
- Meeples from each side reinforce these combats (*with a x2*) only if they are connected to the enemy city.
- Generals can combat (*or reinforce combats*) from any space, **including sea spaces**.
- Losing an attack against an army **ends** the Roman phase.
- Each defeated general **blocks 1 denarius**, which you recover when he returns to the board.
- At the end of **each round** you must remove a revolt from the reserve and add it to the time track.

*And most importantly, Romans must **cooperate!** Rome did not conquer Hispania by numerical or material superiority, but by greater discipline, strategy and coordination, qualities that were in short supply in the Hispanic tribes. Victorious campaigns often came from the cooperation between several Roman armies, led by the praetors or the consul. The game will force you to put yourself in the shoes of the various generals, optimizing your resources (denarii, garrisons and reinforcements) to control the chaos of war and avoid being at the mercy of the dice.*

RULES SUMMARY

SETUP

- 1 Choose the difficulty level:

DIFFICULTY LEVEL		LOW → HIGH		
1	Denarii per turn (☉)	7	6	5
2	Garrisons per general (●●●)	5	4	3
3	Roman Fleets (○)	4	3	2
4	Roman Roads (↗)	5	4	3
5	Initial Hispanic Armies (♟) ☉?	1	2	3

- 2 Revolts in 1 city/province (I-VI):
☉ = 1-2(●●●●), 3-4(●●●), 5-6(●●)
- 3 Hispanic armies (♟): ☉
- 4 Fleets (○), roads (↗) and generals (♟♟♟)

CAPACITY LIMITS

- City = 1 meeple (♟/♟) and 3 discs (●/●)
- Sea = 1 fleet (○) and 1 general (♟)
- Province = 1 Hispanic army (♟)

TURN PER GENERAL

♟ ROMAN PHASE

- 1 Move (♟/○→):
1 ☉/segment
↗ ... ↗ = 1 segment
- 2 Garrison (♟↗↖):
1 ☉ place or remove in his city
- 3 Besiege (♟→●): 1-3 ☉
(x2?) (☉+☉+♟) ↔ ♠ (x2?)
- 4 Attack (♟→♟): 1-3 ☉
(x2?) (☉+☉+♟) ↔ (☉+●) (x2?)

♟ HISPANIC PHASE

- 1 Hispanic revolt: ☉☉
► ●/♟: nothing
► ○: ●
► ●: ♟ (if already one ♟: +●, max. 3)
- 2 Hispanic move (♟→):
→ ● | → ● ? : to closest alternative (if equidistant, stop)
→ ○ | → ○
→ ♟ | → ♟
- Province full of revolts:
alternatives in other provinces!

END OF ROUND: +● to time track

GAME VARIANTS

IMPERIVM

- ♟: [♟] + → ○
- ♟: (☉+1) → ●
- ♟: (♟♟) →

INGENIVM

- ↗ = 1 ☉/segment

PROCONSVL

- ♟ in Mare Balearicum: 3 ☉

LEGIO HISPANA

- ● to consul's (♟) reserve

PIRATES

- ● in Atlantic ocean

TERROR

- ♟ special army (x2 to itself)

HISPANO

- Hispanic player handles 2 ☉

DRACO
I D E A S