

SAMNITE WARS

By Warp Spawn Games

INTRODUCTION

Wargame for 2-4+ players. Theme: Expansion of the Roman Republic circa 500 BC. Each player on his turn takes the role of a Consul of Rome, trying to protect the Republic and expand its borders. On other player's turns, players are the enemies of Rome.

THE MAP

The map depicts the main regions of Italy in antiquity. The city of Rome is located within the Latin Region. The Region marked Gaul refers to those Celts inhabiting the Po Valley. Umbria also includes Picenum.

VICTORY

The game ends when Rome controls 6 or more Regions (Including the Latins, Etruscans, Samnites, and Campanians) and the current Consul declares the game to be over. The player with the most Prestige Tokens (PT) is the winner.

PRESTIGE TOKENS

Players share a common set of Tokens (Winks). Each player will accumulate their own pile of PT. A Player's pile is known as his "Triumph". There is no limit to the number of PT.

Red Winks = 1 PT, Blue Winks = 5 PT, Yellow Winks = 20 PT.

GLORY OF ROME

Coins not owned by any player are kept in a pile off the map. This pile is known as the "Glory of Rome"

GOLD COINS

Players share a common set of Coins.

TAX BASE AND TREASURY

Coins are owned by Rome and not individual players. Coins not owned by Rome are kept in a off-map pile called the "Tax Base" Coins owned by Rome are kept in a pile known as the "Treasury" Treasury coins are kept on the Map (in the Mediterranean). During his turn, the current Consul has access to the Treasury. Coins spent are returned to the Tax Base.

DICE

Six and ten sided dice are needed.

THE FATE DECK

Players share a common deck. The Fate deck is kept face up. The discard is kept face down.

CONTROL

To show that Rome controls a Region, place a PT on it on the map. The Samnites must have 3 Tokens to be controlled.

SETUP

Place a PT on the Latin Region on the map. Each player starts with 1D6 PT in their Triumph pile. The Treasury starts with 1D6 Coins. Players roll high on 1D10 to see who goes first.

TURN SEQUENCE

Players take turns.

On his a turn a player controls Rome and has the title of First Consul.

Pass the Red Pawn to the First Consul. All other players are referred to as the Foes.

Each turn has 7 Phases:

1. Fate Phase
2. Taxation Phase
3. Strategy Phase
4. Event Phase
5. Resolution Phase
6. Prestige Phase
7. Etcetera Phase

FATE PHASE

All players fill their hand to 10 cards. The Fate deck is kept face up. The discard is kept face down.

If the deck ever runs out, shuffle the discard and it becomes the new Fate deck.

TAXATION PHASE

Place $2 + X$ Coins into the Treasury. $X =$ The Number of Regions controlled by Rome including the Latins.

STRATEGY PHASE

The current player (The Consul) may pay X Gold to draw X cards and put them in his hand.

EVENT PHASE

The Consul rolls on the Event Table.

THE EVENT TABLE

1D10	Event:
1	Revolt
2-4	Peace (Pax Romana)
5-7	Raids
8-0	War

RESOLUTION PHASE

Resolve the current Event.

REVOLT EVENTS

If you get the Revolt event, there is a Rebellion in a Region controlled by Rome. If Rome only controls the Latins, then a Latin city revolts. If there is more than one Region, a region other than the Latins revolts. The Foes (all players except the Consul) decide which Region Rebels. The Consul decides which other Player will take the role of the Rebels. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand. Likewise the Rebels may pick another player to be his ally. The Consul and the Rebels simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, and 1 Battle Card. Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Consul wins, he gains 3 PT. If the Rebels win, the Consul loses 6 PT and roll 1D6: On a roll of 1-3 the Region frees itself from Roman Control: Remove the PT from it on the map. In revolts, Rome is the attacker, and the Rebels are defenders.

PEACE EVENTS

If you get the Peace event, the Consul has 2 options he may pick from:

1. Pax Romana
2. Campaign

If he chooses Pax Romana, he gains 1 Prestige Token (PT).

If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls. The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand. Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, and 1 Battle Card. Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 2D6 PT. If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it. If no one has a conquest card, then the Region was defeated but remains free.

RAIDS

Enemy Regions are Raiding the Republic. If you get the Peace event, the Consul has 2 options he may pick from:

1. Fortify
2. Campaign

If he chooses Fortify, he spends 1D6 Gold from the Treasury.

If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls. The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand.

Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, and 1 Battle Card. Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 2D6 PT. If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it. If no one has a conquest card, then the Region was defeated but remains free.

WAR

If you get the War event, an enemy Region attacks the Roman Republic. Roll on the Region Table to determine which. If you get the Latins, treat it as a Revolt instead of a War result. If you roll a region not adjacent (sharing a Border) to the Republic, then use the result in Parenthesis instead. If you roll a Region that Rome already controls, treat it as a Revolt of that Province instead. The Consul decides which other Player will take the role of the Attacker. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand. Likewise the attacker may pick another player to be his ally. The Consul and the Attacker simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, and 1 Battle Card. Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Consul wins, he gains 2D6 PT. If the attackers win, the Consul loses 2D6 PT, Rome loses half its Treasury (Round down) and roll 1D6: On a roll of 1-3 one (non-Latin) Region controlled by Rome regains its freedom. Remove the PT from it from the Map. The Consul chooses which region.

THE REGION TABLE

1D10	Region:	Notes:
1	Latins (Revolt)	Civilized
2	Etruscans (Peace)	Civilized; Hellenized
3	Samnites (Peace)	Semi-Civilized
4	Campanians (Peace)	Civilized, Hellenized
5	Gauls (Etruscans)	Un-Civilized
6	Umbrians (Samnites)	Semi-Civilized
7	Messapians (Samnites)	Semi-Civilized
8	Lucanians (Peace)	Semi-Civilized
9	Bruttians (Peace)	Semi-Civilized
0	Tarentines (Peace)	Civilized; Hellenized

PRESTIGE PHASE

The Current Consul gains PT equal to the amount of Gold in the Treasury.

ETCETERA PHASE

All players may discard up to 5 cards from their hands. If the Treasury ever has more than 20 Gold, it immediately loses 1D10 Gold from Corruption.

LOSING BATTLES

A consul may not choose to campaign if Rome lost a Battle the previous turn. This rule may be negated by playing the Recruitment or Conscription cards.

ALLY CARDS

Ally cards are worth 3 Force if you are currently in the role of that Region. They are worth 2 Force if you are the Consul and Rome controls that Region. Otherwise they are worth 1 Force.

ALLIES

If you are an Ally on the winning side gain 1D6 PT.

If you are the Ally on the losing side lose 1D6 PT.

THE LATINIS

If the Latin Region is lost due to revolt, then any campaigning must target them first for Reconquest.

USE OF CARDS

Many cards have the "Only" condition. The Consul may use cards specific to non-Roman regions if Rome controls them. For instance, if Rome controls Gaul, the Consul may use the Chariot card.

VICTORY CARDS

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has won. These can be played by any player.

DEFEAT CARDS

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has lost. These can be played by any player. If a Defeat card is played, the entire Treasury is lost.

PEACE CARDS

These are played by the consul during a Pax Romana Event.

PAWNS

The Red pawn is held by the Consul. His chosen Ally gets the Yellow Pawn.

His Foe gets the Green pawn, and his Foe's Ally gets the Brown Pawn.