July 2023

Barbarians at the Gates Clarifications

Rules,

Page 5, section on Transit spaces
Change "leader movement" to "leader, raiding, and forced march movement"

Page 15, last line of section 5.5
Replace "after Wave one." with "after Wave one has started."

Page 16, bullet point starting with "Usurper and Emperor leaders"
Add the following line : "All leader displacement occurs simultaneously (e.g. if an Usurpation would end due to the displacement and subsequent elimination of an Emperor of the Usurper power, this does not prevent the displacement and elimination of other Usurper leaders occurring simultaneously)."

Page 17, 6.2.1
Add a line below the Note. "Whenever the deck is exactly exhausted at the moment of adding a new deck, the discard is first turned into a new draw deck prior to adding the next wave. "

Page 18 first paragraph of section 7.2
Remove the reference to 6.2.3, replace with reference to 5.1

Page 19 section 7.2
Add a bullet point : "If somehow there are no Allied Barbarian tribes while one or more cards remain in the Tribal reserve, Roman player may discard the top card of the Tribal reserve as their entire Impulse (similar to a pass Impulse)."

Page 20, stacking 9.0, bottom first column
Replace "under no circumstance may unled CU remain in an enemy controlled space" by "under no circumstance may unled CU remain in an enemy occupied space."

Page 20, stacking 9.0
Remove the Exception in the middle of the second column

Page 24 section 10.5.3
Replace "multiple leaders" with "multiple leaders from friendly powers"

Page 26 section 11.1.2
Add a bullet point above the one starting with "into unbesieged..." saying "into the space of origin of the moving Force."

Page 26 section 11.2.1
Replace the sentence "Only a portion of a Force may be designated to intercept. Non-phasing player must declare which leader and how many CU will make each attempt prior to resolving any attempt." with "The entire Force may be designated to intercept, as well as only a portion of a Force, with non-phasing player declaring which leader and how many CU will make each attempt prior to resolving any attempt."

Page 27 section 12.1.1
After "a single Battle card." add "Defender sees attacker's card (if any) prior to determining whether they want to play a card."

Page 28 section 12.2.3, second bullet point
Change "Fortification Marker" to "Castra or Colonia Fortification Marker"

12.6.1 General Rules
If the activated force was victorious (and the battle was not a Combined Attack, see 10.5.3), the activated leader must pay 1 AP prior to spending any remaining action points, including any AP expenditure for changing control of the battle space, unless one or more of the following exceptions apply:

* The victorious side consists of Raiding CU
* All CU belonging to the non-phasing player were eliminated as a result of the battle
* The phasing player scored at least two more hits than the non-phasing player.

12.6.2 Combined Attack
At the end of a combined attack in which the activated force was victorious, all activated leaders who participated in the battle lose all remaining AP. If the battle space is fortified, a single 0 AP siege attempt may be made by the Overall Commander if with at least 3 CU of the same power (following all normal Siege rules, see 13.0).

Page 30, 13.2
Add the following note just below the Siege Table: Note: Siege rolls cannot go below 1. Ignore the "or less" in the first row of the above table.

Page 31, 13.5 bullet point 2
Change start of first line to "For a Loyalist or Usurper controlled Walled City (or an Allied controlled Walled City not containing an Allied Tribal marker), …"

Page 31, 13.5 bullet point 3
Change first line to "For an Allied Tribal marker, permanently eliminate that Allied power.

Page 33
Change the line starting with "Units cannot be picked up" by "Neither leaders nor CU can be picked up ..."

Page 33
Second bullet point, replace "the same Sea Zone." with "the same Sea Zone, and this move follows the same restrictions as specified in 10.5 Naval Movement."
Fourth bullet point, replace in its entirety with "Even if fewer than 3 CU, the activated CU may move into occupied or unoccupied Fortified spaces. If the Raiding CU were victorious and not eliminated (or if no battle occured), the Raiding CU must continue their movement instead of placing an "under siege" marker. Roman player makes a roll, eliminating one raiding CU on a 6. If any raiding CU remaining, increase the Plunder track by 1 if the space contained a Walled City (once per Walled City per Raid announced in the same impulse). If the activated CU have no AP remaining after entering such a space, they are eliminated instead (see third bullet point).

Page 38 section 15.4
Add a bullet point in between the first and second, namely "change control of the space containing the Tribal Marker to Barbarian."

Page 39, 16.2 first line
Replace "When activated for Migration" with "When activated for Migration from turn 1 onwards, a Barbarian"

Map, Mogontiacum (Mainz) is erroneously called Magontiacum.

Card Clarifications,
Usurper killed by his own Men - When this card is played where the Loyalist general has more CU than the Usurper general, no battle occurs and the Loyalist power suffers no losses. Simply eliminate the Usurper leader and forces.
Rome Offers Settlement - It is possible to play this card targeting a Migratory Barbarian Tribe that was previously targeted by Rome Offers Settlement but became controlled by the Barbarian Player again (e.g. Vandals after play of Genseric).
Even though there is a wording mismatch between #77 and # 84 on one hand and #51 on the other hand, all three copies are supposed to use the same text and have the same effect when played for the event.
Brother's Feud - This card must be played as soon as the Usurper leader is activated. As such, the 3 Loyalist CU must be in the same starting province as the Usurper leader at the time of activation. It is not possible to play this card during an activation when the Usurper leader is moved into a province containing 3 Loyalist CU.
Garrison Surprised - This card can be used for a siege made by an Usurper or Barbarian leader.
Bagaudae Uprising - This card may be played in spaces not containing any CU. If played on a space containing up to one CU and a fortification marker, the fortification marker will also be removed. If played on a Walled City space containing up to one CU, the Walled City space will be converted to Barbarian control.
Allied Effort - This card allows for the placement of 2 CUs with 2 separate leaders, so potentially 4 CU in total.
Barbarian Migrations (and Tribute to Barbarians) - Tribal Markers activated for migration by the Barbarian Migrations card during the Prelude (turns A and B) have a maximum migration distance of 0 spaces and do not actually migrate. Tribal Markers activated for migration by the Barbarian Migrations card while previously targeted by Tribute to Barbarians are still prohibited from actual migrating.
Barbarian Kingdoms Strife - Only the leader is activated. No tribal marker movement is allowed through play of this card!
Alemanni Invasion, Picti Invasion - These cards should read: "If not in play, place the Tribal Marker. Whether it was in play or not, place the matching leader and a number of CU with the Tribal Marker."

Eagles Leave Britain - When replacing fortification markers using this card, the rate is one Allied CU per fortification level, not marker (i.e. replacing a Colonia marker nets you 2 Allied CU, not 1).

Barbarian Baptization - This is always the last (bottom) card in your Tribal Reserve and can only be used when all other cards in your Tribal Reserve have been used.

Emperor Clarification,

It is possible for the Loyalist power to have no remaining Emperor leaders (e.g. when the current Emperor was eliminated in battle, or when the last Loyalist Emperor was eliminated). This has no impact on the game.

Important note is that distinction should be made between a leader who is part of the Usurper power (usually a leader targeted by the Usurper Emperor effect) and a "starred" Usurper Emperor leader (which is an Usurper leader who made it to the throne). When the term
Emperor of the Usurper Power is used, it is to indicate only starred Usurper leaders, not ALL usurper leaders (although they are usually created through an event that is called Usurper Emperor). These Emperor of the Usurper Power leaders only exist in two cases: when playing the prelude turns there are some in play or arriving as reinforcements, or alternatively regular Usurper power leaders can become Emperors of the Usurper power if the Roman player takes a Succesful Usurpation action (and marks one of their leaders with the Succesful Usurpator marker).

Further clarifying the different cases in section 17,
(17.2.1) Any non-starred Loyalist leader can join the Usurper power via the use of the Usurper Emperor cards.
(17.2.3.1) the entire Usurper power rejoins the Loyalist power once there are no Usurper leaders of any kind in play.
(17.2.2) During any of their impulses, the Roman player can decide they would prefer to play with the Usurper Power rather than the Loyalist power. In that case, they can use the Successful Usurpation action to swap sides. At this point, one of the formerly Usurper leaders (now Loyalist) is marked with a special counter to indicate that leader is now a starred leader, an Emperor.
(17.2.3.2) In certain cases, it is possible for the Usurper Power to have Emperors. This is when the Loyalist power had an Emperor but the Roman player decide to take a Succesful Usurpation (as the formerly Loyalist Emperor now is an Emperor of the Usurper Power) or in the turns A and B (certain sons of Constantine). To indicate the disaster for the Usurper side if their Emperor dies, the death of this single leader is sufficient to extinguish the Usurper Power and make them rejoin the Loyalist power. This means the Usurper, who became Emperor, has eliminated his former master and now rules safely (until the next Usurper Emperor card is played).

For a bit of further clarification:
17.2.2 Successful Usurpation will not occur very often. For this to happen, the Usurper power should be outperforming the Loyalist power, which it usually won't.
17.2.3.2 Emperor Elimination will not occur very often. For this to happen, it has to either be turns A/B, or 17.2.2 must have been invoked this game.
17.2.3.1 No remaining Usurpers: this will occur often, and in fact whenever an Usurper Emperor turns up, the Roman player is advised to eliminated him as soon as possible (before a second one arrives).

Scenario Clarifications,

The Special Scenario Rule 4 for scenario 21.7 Barbarians at the Gates occurs AFTER calculating the VP gain or loss due to provincial control. It also refers to the Victory Phase whereas it should refer to the Scoring Phase instead. This rule is meant to invoke 17.2.3.2 Emperor Elimination ensuing the Usurpation will end.

20.2.5 Player Aid / Table,

Siege rolls can never go below 1. Treat the "1 or less" row of the siege table as "1"
The first section of "Lifting a Siege" on the play aid 1 can be ignored, it refers to an
older version of the rules where siege points were placed instead of immediately taking effect).

20.2.6 Example of Play,

During the reinforcement step, no CU was placed in Londinium. As this capital is Loyalist controlled at the start of this Reinforcement phase, it should have received 1 Loyalist CU.

During the turn, one more Loyalist CU is moved from Rome using Forced Marches than is actually present.

20.3 Optional Rules,

20.3.1 Historical Tribal Accuracy - For more historical accuracy, the following rule can be used if both players are in favor of doing so.

20.3.1.1 Mauri Tribe - Whenever the Mauri tribe would be moved to Further East, they are moved to Mauretania instead.

20.3.1.2 Briton Tribe - Whenever the Briton tribe would be moved to Further East, they are moved to Caledonia instead (if Barbarian controlled) or permanently eliminated. The Briton Tribal Marker can never migrate outside of Britanniae.

20.3.1.3 Bagaudae Tribe - Whenever the Bagaudae tribe would be moved to Further East, they are permanently eliminated instead.

20.3.1.4 Picti Tribe - Whenver the Picti tribe would be moved to Further East, they are moved to Caledonia instead (if Barbarian controlled) or permanently eliminated. The Picti Tribal Marker can never migrate outside of Britanniae.