I Am Spartacus!

The Third Servile War
73-71 B.C.

Rulebook
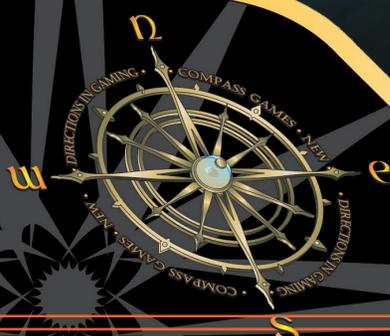
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by Mike Markowitz

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1.0 INTRODUCTION

1.1 I am Spartacus! is a two-player simulation of the Third Servile War, a slave revolt that shook the Roman Republic from 73-71 B.C. The Roman player takes the role of the Senate, attempting to manage simultaneous foreign and domestic wars. The Rebel player takes the roll of Spartacus, the gladiator who led the revolt.

1.2 Game Scale. The game is played on a map of Italy and the surrounding areas, scaled to approximately 25 miles to the inch. Each game turn represents one month. Each unit represents a formation of 1,000-5,000 fighting men.

2.0 GAME COMPONENTS

2.1 List of Components. The components of a complete Spartacus game include these rules, the map, and the counters (also referred to as "units," or "unit counters"), and two dice.

Beginners Note. The dice have nothing directly to do with moving units. It is used to resolve the uncertainties inherent in even the best-planned battles.

2.2 Units. There are 189 unit counters included in the game, most of which represent combat forces, while the rest are informational, memory aid, markers. After reading through these rules, carefully punch out the counters. Trimming the "dog ears" off their corners. Each combat counter displays several bits of information: nationality, historical identity, type, and combat strength.

2.3 Sample Combat Units.
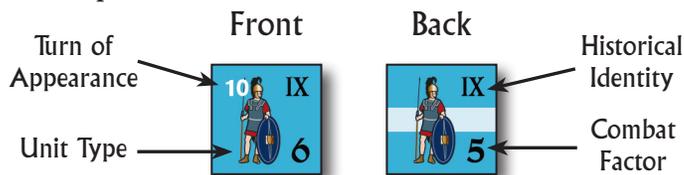
**2.4 Nationality** is determined by the back-ground color, and sometimes is further amplified by an abbreviation.

Roman Units	Blue	
Untrained Rebel Ex-slaves	Tan	
Gallo-German (Barbarian) Infantry	Dark Brown	
Cilician Pirates	Grey	
Main Rebel Forces	Light Brown	

2.5 Abbreviations and Notes.

Afr: African – Includes Libyans, Berbers, Numidians and other North African Peoples.
Aux: Auxiliary – Roman-allied Italian peoples.
Crt: Cretan
G: Gauls – Celtic tribesmen from the Alps, France and Spain.
Gal: Galatians – A Celtic tribe which settled in Anatolia in the late Hellenic period.
Glad: Gladiators – Spartacus' elite personal guard.
Gr: Germans
Grk: Greek – Including Macedonians, Hellenized Egyptians and others.
Hisp: Hispanic
It: Multi-ethnic, born in Italy.
Pir: Pirates – Based in Cilicia, but recruited from all around the Mediterranean.
Sic: Sicilia
Sling: Slingers – Recruited from herdsmen and mountain bandits.
Syr: Syrian – Including Phoenicians, Jews, Arabs, Parthians and others.
T: Tumultuary Legion – A kind of "second string" Roman militia or "national guard."
Thr: Thracian – Including Illyrians and other Balkan peoples.

2.6 Roman Legions are identified by their historic designations. That is, for example, the three blue units marked "**XX**" are the 20th Legion. Non-legion Roman units are identified by their nationality (in the case of units raised from subject-peoples) or location. For example, the three blue cavalry units marked "**G**" are made up of Gauls serving in the Roman armed forces. The blue units marked "**Roma**" and "**Sic**" (for Sicilia) are regular Roman infantry cohorts (not organized into complete legions) stationed in that city and on that island. (Also note a few nationalities show up fighting for both sides.)

2.7 Unit Type. All combat units fall into one of three broad categories: infantry, cavalry, and "missile" (or "ranged fire"). Cavalry units are all those pictured with a warrior/soldier astride a horse. Missile units are either archers or slingers. All others are infantry.
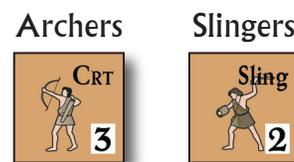
Old Hands Note. Simply put, no one can say for sure just how Spartacus' army outfitted itself. The best guess, of course, is that they did so with captured Roman clothing and equipment. But, then, the war did go on for over a year and a half – certainly enough time for them to begin manufacturing accoutrements drawn from their diverse cultural and martial heritages. Accordingly, in picking illustrations for the unit counters, we tended toward ethnicity and diversity, rather than showing everyone as Roman-style soldiers differentiated only in their degrees of dishevelment.

2.8 Combat Strength. A combat unit's value in battle is quantified by its combat factor. For example, a regular Roman legion has a full-strength combat value of 6 (the I, II, III and IV Legions, "elite" or "crack" outfits, have a full-strength combat value of 8). Note that most combat units are back-printed with a lower combat value on their reverse side. This lower value represents the same unit after it has suffered losses and fatigue in battle. Each of those sides is called a "step" or "strength step," and is the arbitrary unit of measure used to reckon combat losses.

2.9 Rebel Step Strength. On the rebel side, most units contain two steps. For example, look at the Cilician Pirate infantry unit. At full strength, it has a combat factor of "6." If it suffered a "step loss" in combat, the player commanding that side would register the loss by flipping the unit over so its reduced side showed upward ("4"). If the Pirate unit lost another step, that would be shown by eliminating the unit (removing it from the map and placing it in the" dead pile").

Some rebel units – the poorly organized and still largely untrained rebelling ex-slaves (tan background) – have only one step (with a combat factor of "2"). If such a unit suffered a single step loss it would be eliminated.

One rebel unit – Spartacus' elite gladiator bodyguard – contains four strength steps, and is represented by two unit counters (with combat factors of 7/5 and 3/1). Only one of those units – the one reflecting its current combat strength ('7' at the start of play) – may be in play at one time. So, if the gladiator unit took a step loss it would first be flipped (or "reduced") to its "5" side. After another loss, remove the 7/5 counter and replace it with the 3/1 counter (with the 3 side showing).

2.10 Roman Step Strength. Most of the Roman player's strength is found in the 4 "crack" (**I-IV**) and 14 regular (**V-XVII,XX**) legions. The crack legions are represented by four units: 8/7, 6/5, 4/3 and 2/1. The regular legions are represented by three units: 6/5, 4/3 and 2/1. As with the gladiators, each legion will always be represented on the map by only one counter – the one representing its current combat strength. The two "Tumultuary" legions, and all Roman missile, cavalry, and the Sicilia garrison units, are each only one-counter, two-step organizations. The Roma cohorts are represented by two counters.

Design Note. Roman legions, unlike almost all other units in the game, lose only one combat factor with each strength step. This was done to show how their training, discipline, organization and tactics combined to make them the most formidable and flexible military formation in the ancient world. They are able to "sell their blood" more dearly than any other units. Unlike most other units in the game, it is relatively hard to completely eliminate a Roman legion – and when it does happen, it's a major (victory point yielding) event.

2.11 Leader Units, representing the individuals named on the counter, along with a few of their personal staff people, have effects on combat and movement procedures, as well as victory calculation (see 12.0, 13.0, and 4.0). The reverse side represents that leader's diminished capacities after being wounded. (Leaders do not have a step value in the sense the combat units they command do.)
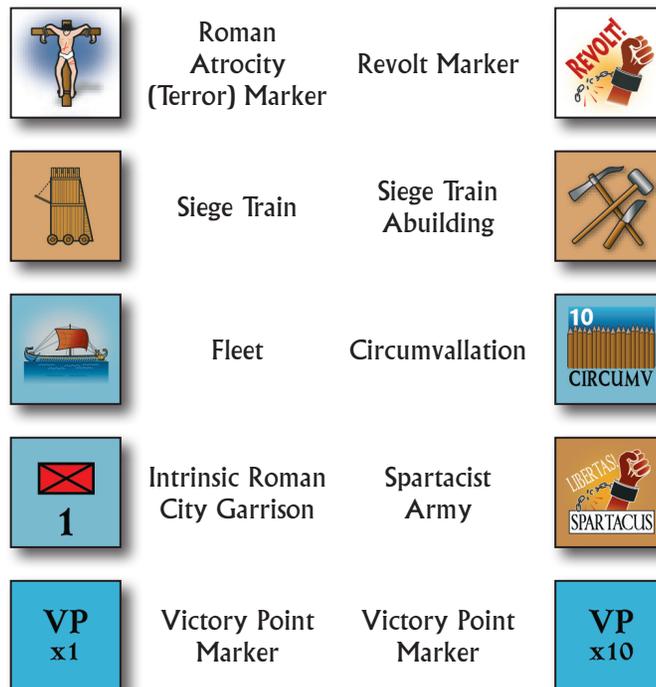
Leader Units

Front	Back	Front	Back
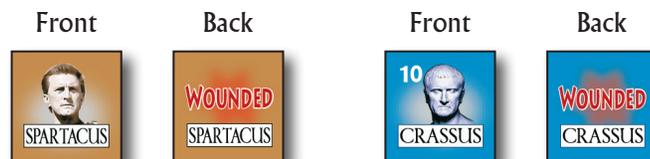
Roman Leaders: Crassus, Gellius, Lentullus, Longinus, Lucullus, Manlius, Mummius, Pompey, Varinius.

Rebel Leaders: Spartacus, Castus, Crixus, Gannicus, Oenomaus.

2.12 Other Counters (explained further on in the rules).

	Roman Atrocity (Terror) Marker	Revolt Marker	
	Siege Train	Siege Train Abuilding	
	Fleet	Circumvallation	
	Intrinsic Roman City Garrison	Spartacist Army	
	Victory Point Marker	Victory Point Marker	

3.0 SET UP & THE MAP

3.1 Choosing Sides. Players should first determine who will control which side, then open the map and spread it out between them. The Roman player should sit on the west side, and the Rebel player on the east. Both players should take all their own side's units and sort them by type. The Roman commands all the blue units; the Rebel commands all the tan, light brown, dark brown, and grey.

Roman units with a number in their upper-right corner are reinforcements (see 3.4) and will enter play after the game has begun. The Roman player should sort his various legions into separate piles in numeric order for easy access once play starts.

3.2 The Map is divided into 28 land areas (or provinces) and three sea zones. Five of the provinces contain a walled city. The provinces are either Fertile, Mountain, or Swamp. There are no artificial limits to the number of combat units, leaders, and markers that may occupy a given province at any one time or over the course of an entire game. There are also three sub-areas ("sanctuaries") shown: the Pontine Marshes, Mt. Vesuvius, and the Sila Forest (see 14.15).

Design Note. The rivers shown on the map are only there for historicity's sake. They have no effect on play.

3.3 Roman Set Up. Place the following Roman units on the map (all start at full strength):

> Rome – **Roma** cohorts, Varinius, Mummius
> Neapolis – **I & II** Tumultuary Legions
> Aquileia – **VI** Legion
> Mutina – **VII** Legion, Longinus
> Messana – **Sicilia** cohort

Design Note. If you've read the accompanying historical article on Spartacus, you're probably wondering why C. Claudius, L. Cossinius and P. Valerius, along with the few thousand troops they led, are not in the Roman set up. Well, in the operative-gaming sense, those ill-fated leaders and their (relatively) few troops were actually the "tools" the Senate used to reconnoiter the forces of the rebellion and ascertain its strength (likewise the initial foray and repulse of the Neapolis' Tumultuaries). Those leaders, units, and their initial missions, are factored into the initial dispositions; thus, the Roman player looks at the set-up, sees Campania, and says, "Whoa! Three leaders, the gladiators and five slave gangs! Yo!"

Likewise, the legions sent against Spartacus in November – they were raised quickly and were "legions" in name only – have been factored into the four-step Roma garrison unit.

3.4 Roman Reinforcements. Place the following units on the Turn Record Track (all start at full strength):

> **Turn 5** – Legions **V** and **XX**, one **Aux**. archer, Lentulus, Gellius, Manlius.
>
> **Turn 10** – Legions V**III**, **IX**, **X**, **XI**, **XII**, **XIII**, two **G**. cavalry, Crassus.
>
> **Turn 13** – Legions **I**, **II**, **III**, **IV**, two **Hisp**. cavalry, two slingers, Pompey.
>
> **Turn 16** – Legions **XIV**, **XV**, **XVI**, **XVII**, one **Thr**. cavalry, one **Gal**. cavalry, one **Syr**. archer, Lucullus.

Note: When placing the legions on the Turn Record Track, don't put all the counters belonging to each there. Place only the full strength counter, and keep the weaker units in piles off to the side.

3.5 Rebel Set Up. Place the following Rebel units on the map at the start of the game (all are set up at full strength): Campania-Revolt Marker, Gladiators, five Rebel Slaves, Spartacus, Crixus, Oenomaus.

3.6 Rebel Manpower Pools. Place all the light brown and dark brown Rebel infantry units into one coffee mug and set that within easy reach of the Rebel player. Place the remaining two Rebel leader units, the remaining Rebel Slaves, all the Rebel cavalry, all the Rebel missile units, and the two Pirate units in (five) separate piles. The units in the cup and piles constitute the various "pools" from which the Rebel player will obtain additional units.

3.7 First Game Turn. At the start of the game, all provinces and cities except Campania are Roman-controlled. Game Turn 1 begins with Phase III, Step C. That is, Spartacus and his men have already used up most of the turn organizing and launching

their rebellion in Campania; the game begins with the Roman's reaction to that move.

4.0 HOW TO WIN

4.1 In general, the Rebel player is trying to bring about the downfall (or at least the military /political embarrassment) of the Roman Republic, while his opponent is trying to prevent that. More specifically, the game is usually won on points awarded to each player as described below. The player with the most points wins (ties are possible, as well as "sudden death" victories).

4.2 Rebel "Sudden Death" Victory. Play stops and the Rebel player is declared the victor the instant his forces gain control of the city of Rome.

4.3 Roman "Sudden Death" Victory. Play stops and the Roman player is declared the victor the instant Spartacus is captured or killed. This kind of victory is no longer obtainable after the end of Game Turn 16 (Feb. 71 B.C.).

4.4 Winning on Points. Failing the occurrence of a Sudden Death victory by either side, the winner of the game is reckoned at the end of Game Turn 17 (Mar. 71). At that point, the player who has earned the greatest number of Victory Points (VPs) is declared the winner. Each player uses his VP markers (x1 and x10) to track his VPs on the VP Track.

4.5 Rebel VPs.

> **1** VP for every province in revolt at the end of Game Turn 17.
>
> **1** VPs for every city in revolt at the end of Game Turn 17.
>
> **2** VPs for killing Crassus any time during play.
>
> **1** VP, each, for killing any Roman leaders other than Crassus any time during play.
>
> **2** VPs for every regular or elite Roman legion completely eliminated during the course of the game (for any reason).
>
> **2** VPs for each Roman step lost from a regular or crack legion for any reason.
>
> **1** VP for every step of non-legion Roman strength lost for any reason.
>
> **2** VPs for each "escaped" Rebel combat unit (see 12.11).
>
> **1** VP for every Rebel leader, other than Spartacus, still on the map at the end of Game Turn 17.
>
> **5** VPs if Spartacus is still on the map at the end of Game Turn 17.
>
> **1** VP per rebel combat unit (not step) left on the map at the end of Game Turn 17.

Historical Note. Whenever the Rebel succeeds in eliminating an entire regular or crack legion, he has" captured the eagle." That means his victorious warriors have slaughtered the legionaries practically down to the last man and seized the unit's identifying eagle standard. These were objects of great sacerdotal significance, and the Rebel should therefore observe each such seizure by looking his opponent squarely in the eyes and saying, in his

deepest and manliest voice, something like: "Nyah, nyah, nyah, nyah, nyaaaah! I gotcher eagle!"

4.6 Roman VPs.

1 VP for every Rebel combat step or fleet eliminated as a result of combat (losses for any other reasons don't count for VPs).

1 VP for every Rebel leader, other than Spartacus, eliminated any time during play.

-6 (that's minus-six) VPs for every Roman fleet built during play.

-12 if the Game Turn 10 reinforcements were brought into play.

-15 if the Game Turn 13 reinforcements were brought into play.

-12 if the Game Turn 16 reinforcements were brought into play.

Design Note. Though it's impossible for the Roman to win a Sudden Death victory on the last turn of the game, it often will be useful for him to push his campaigning to the limit on that turn in hope of killing Spartacus, simply to deny those VPs to his opponent.

4.7 Early End of Game. If all slave units have exited the map or have been eliminated before the end of Turn 16, the game ends immediately. Count VPs as though Game Turn 17 had just ended.

5.0 THE TURN SEQUENCE

5.1 In General. Each game turn is divided into three "Phases," each of which is subdivided into two or more "Steps." Every action taken by a player during the course of a game turn must be carried out in the appropriate step. Once a player finishes a given step and play has moved on to the next, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 The Turn Sequence. The complete turn sequence is given below. The rest of the rules are organized, as much as possible, to explain things in the order they are encountered as you progress through each turn.

I. ADMINISTRATIVE PHASE

  A. Pacification Step – The Roman may attempt to subdue provinces and cities in revolt.

  B. Leader Recovery Step – Both players roll to see if their wounded leaders (if any) recover this turn.

  C. Reinforcement Step – The Roman places any arriving reinforcements on the map. The Rebel rolls to determine if a real alliance has been formed with the Cilician Pirates.

  D. Replacement & Upgrade Step (only in the first month of each new season) – The Roman may rebuild his reduced units using replacements. The rebel may train and upgrade his units.

II. NAVAL PHASE

  A. The Rebel may move his fleet (if available), use naval transport, and resolve any resultant naval combat.

  B. The Roman may build or move a fleet, use naval transport, and resolve any resultant naval combat.

III. LAND PHASE

  A. Both players determine the amount of attrition suffered by their forces in each province and city.

  B. The Rebel player moves his land units, checks for revolts, and resolves any combat.

  C. The Roman player moves his land units and resolves any combat.

  D. Move the Game Turn marker ahead one month on the Turn Record Track and begin a new game turn.

6.0 REVOLT & PACIFICATION

6.1 Revolt Generally. Whenever any Rebel leader enters a province that has not yet gone into revolt, there is a chance the slave population there will rise and join the rebel army. A revolt is indicated by placing an "In Revolt" marker in the province; the resultant enlistments are shown by placing rebel slave units in the province (and/ or slingers in mountainous areas).

6.2 Die Rolls Needed for Revolt.

  1. In both fertile regions of Sicilia (Agrigentum and Siracusa), roll two dice (or one die twice) and immediately place that many slave units. (No die roll modifications apply.)

  2. In any other fertile region or cities roll one die. Add 2 to the roll if Spartacus is present. Subtract 1 from the roll for every 6 Roman combat factors present (fractions of 6 and Roman leaders don't count). Place that many slave units in the province.

  3. In any Mountain or Swamp regions, roll one die and subtract three. (No other die roll modifications apply.) New units here may be taken as either slaves and/ or slingers, at the Rebel player's option.

6.3 "In Revolt." If one or more Rebel units have been created by the die rolls, immediately place an "In Revolt" marker in the province. A region remains in revolt until actively suppressed by the Roman player. The mere presence of Roman units in a province is not enough, by itself, to prevent or suppress a revolt (see 6.6).

A province may revolt even if there are insufficient (or no) slave units available for placement - the slave player minimizes his benefits from the revolt, but denies use of the province to the Roman player.

6.4 New Rebel Leaders. On any (final/ modified) die roll of 5 or more, the Rebel player may also draw one new leader (without looking) from his pool of available leader units.

6.5 New Rebel Units. Newly placed rebel units may participate in the game turn from the instant of entry (including movement and combat). Exception: during their first turn on the map, newly raised units/ leaders may only move as part of the force which raised them; they may not move independently.

6.6 Pacification. During Phase I/ Step A of every game turn after the first, the Roman may attempt to subdue (or "Pacify," or "Suppress," or "Squash," etc.) the revolts in any regions or cities wherein he has infantry units and there are no rebel units (other than the revolt marker itself). To do so, he indicates which infantry units in the province or city will participate in the suppression and rolls one die. Add one to the roll for every combat factor of Roman infantry involved in the operation. The revolt is suppressed on a modified roll of "7" or more. Resolve each province and city suppression separately. Indicate pacification by flipping the In Revolt marker in the province to show the crucified slave. Units conducting pacification *may* take part in other activities (movement or combat) that same game turn.

6.7 Permanent Suppression. Once a place is pacified it will never revolt again during the course of the same game.

6.8 Preemptive Suppression. The Roman player may not conduct pre-emptive pacifications. That is, he may not pacify regions not yet in rebellion in the hope of heading off trouble there.

7.0 LEADERS

7.1 In General. Leaders are required for units to move about on the map (see 12.0). Rebel leaders are needed to allow slave units to upgrade during the seasonal replacement/training step (see 9.6). See 6.3 and 6.4 for leader effects on revolts. See 13.0 for leader participation in combat.

7.2 Recovery of Wounded Leaders. During Phase I/ Step B, each player rolls one die for each of his wounded leaders on the map. Wounded Spartacus will recover (and is immediately flipped back to his full strength side) on a roll of 1 or 2; all others recover on a roll of 1. (No modifiers apply.) Wounded leaders may move normally on the map, with or without units.

8.0 REINFORCEMENTS

8.1 Rebel Reinforcements. The only two units that may potentially join the rebel forces and that are not recruited from among the slave populations of the Republic itself are the fleet and infantry units of the Cilician Pirates. Those two units are the only potential rebel reinforcements during the game.

Each game turn after the first, during Phase I/ Step C, wherein the Rebel player controls one or more coastal provinces, he rolls two dice (or one die twice). If he rolls a total of 2, a real and substantive alliance has been formed with the Cilician Pirates. Immediately place the pirate fleet in any sea zone on the map, and put the pirate infantry ashore in any coastal province containing other rebel ground units.

From that point both those units function in all ways as integral parts of the rebel forces. The pirate infantry never receives

replacements (see 9.0). For details on fleet movement and combat, see section 10.0.

8.2 Roman "Free" Reinforcements. The Roman units and leaders arriving on Game Turn 5, are classified as "free." That is, the Roman player may enter them into play during Phase I/ Step C of that turn without incurring any victory point penalty. These units enter play at Rome. If Rome is besieged, then the units may enter at Mutina, Brundisium, or Neapolis (all units must enter at the same city). The units may immediately begin operating with full capabilities.

8.3 Roman "Conditional" Reinforcements. The Roman units scheduled to enter play on turns 10, 13, and 16 are "conditional" reinforcements. That is, the units and leaders entering on turns 13 and 16 are actually engaged in wars being fought off-map from the very start of play, and can only be recalled from those campaigns to fight this slave rebellion at the risk of losing momentum on the other fronts. Crassus and his turn 10 units, though already in Italy, may only be mobilized at considerable political cost to the Republic (hence that VP debit).

During Phase I/ Step C of each of those three game turns, the Roman player must declare whether he will bring that turn's conditional reinforcements into play. These are once-and-done decisions that cannot be changed once made. A separate declaration is made for each of the three groups, but once a group is passed, no future reinforcements may be taken (that is, if the turn 10 group is passed, the turn 13 and 16 groups may not be taken). Each group of reinforcements must be accepted or kept off as a group; no partial entries are allowed. (For the VP costs involved, see 4.6.)

8.4 Entering the Conditionals. The turn 10 units must enter in Rome (if Rome is besieged, enter in the same way as the rein-forcements in 8.2). The turn 13 and 16 units may enter play in any fertile coastal province which doesn't have a pirate fleet in the sea zone immediately off shore. (Since there's only one pirate fleet, provinces bordered by two or more sea zones can always be used for debarkation.)

9.0 REPLACEMENTS & UPGRADES

9.1 Replacements are received by both players during Phase I/ Step D of game turns 2, 5, 8, 11, 14 and 17. Those turns represent the start of each of the four seasons, and are clearly shown on the Turn Record Chart as being the first month-box in each row of the chart.

9.2 Rebel Slave Replacements. During replacement turns, every rebel controlled ("In Revolt") province and city with no Roman combat units in it receives one new slave unit – Roman units in cities lying within rebel controlled provinces do not prohibit rebel replacements in that province. The replacement in an "In Revolt" mountain province may be either a slave or slinger.

Replacement slave units may be drawn from the dead pile or from slave units not yet entered into play. If all 28 slave counters are already in play, no new ones are received until a replacement turn

arrives wherein that is no longer true. Unused replacement may not be saved for future turns.

In addition to the normal slave replacements, the Gladiator unit may, if at less than full strength, receive one "free" replacement step each season. If the unit has taken one or more losses, build it up to its next highest strength. Once completely destroyed it may not be rebuilt.

9.3 Rebel Archers. Any Greek or Syrian infantry unit located in a rebel-controlled fertile province with no Roman combat units present, may be used to create ("train up") the Cretan archer unit. The probability of the unit appearing depends on the current magnitude of the rebellion. Roll one die and consult the chart below.

# of Rebel-Controlled Fertile Provinces	Die Roll Needed for Unit to Appear
1-2	1
3-5	1, 2
6-8	1, 2, 3
9 or more	1, 2, 3, 4

9.4 Archer Entry. If the die roll is successful, immediately enter the archer unit into play in the same province as the "trainer" infantry. It may only be entered once per game. The infantry unit is not removed and does not lose a step -the archer unit represents only selected individuals from the infantry unit.

9.5 Rebel Cavalry. Any Gallic, German, African, Italian or Thracian infantry unit located in a rebel-controlled fertile province with no Roman combat units present may be used to create ("train up") a cavalry unit. Use the same chart and entry procedure as in archer creation. The nationality of the infantry and created cavalry units need not match. The infantry unit is not in any way used up or weakened by the creation, and remains on the map.

No more than one cavalry unit may enter play per eligible province per seasonal replacement game turn (there are only so many horses available to steal at any one time).

9.6 Rebel Training Upgrades. All rebel controlled fertile provinces and cities containing one or more slave units and a rebel leader may be used as a site for training upgrades. A province must not contain any Roman combat units, though the Romans may be in a city in the province.

In each eligible province and city, the Rebel player may remove one or two slave units and (without looking) draw one or two infantry units from the coffee cup pool. Place the new infantry units – at their full strength – back in the city or province where they were just trained-up. Place the trained-up slave units back into the pool of slave units available for later recycling into the game.

Once in play and reduced, no rebel unit (except the Gladiators, see 9.2) may ever be built back to full strength. Other than the slave units, which may circulate in and out of play any number of times, a rebel unit's passage through the game is one way: from its pool to the map at full strength, reduced, then eliminated. If there are no more units in a given pool, no more units of that type will enter

play for the rest of the game no matter what the overall situation of the rebellion.

9.7 Rebel Replacement Sequence. Rebel player activities in this phase must always take place in the order presented above: 1) Slave/Slinger replacements; 2) Archer recruiting; 3) Cavalry Recruiting; 4) Slave upgrades. It is possible for the same slave unit to appear in Step 1 and then train-up in Step 4 of the same game turn.

9.8 Roman Replacements. During replacement game turns, the Roman receives a number of "replacement steps" equal to the number of non-revolted fertile provinces then on the map (including Africa and Sardinia). These points may be used to rebuild any reduced unit then in play, or any archer unit which has been eliminated. Any non-archer unit, once eliminated, may not be brought back into play in the course of the game. Old Hands Note: no unit besieged in a city may receive replacements.

No crack legion may receive replacements until its strength is reduced below 6, and then may not be rebuilt to a strength above 6 during the course of a game.

Within those restrictions, a given unit may receive any number of available replacement points during a single replacement turn, and suffers no movement or combat penalties for having done so. Replacement steps not used on the turn they become available are lost. Pacified provinces do count for Roman replacements.

10.0 FLEETS

10.1 The Cilician Pirate Fleet enters play whenever the Rebel player rolls a 2 on two dice during Phase 1/ Step C. (If you're using the optional siege rules, also see 14.13.)

10.2 The Roman Fleet is not in existence at the start of the game, and the Roman player is not required to build any during the course of a game. He may, however, declare a fleet has begun abuilding during any game turn's Phase II/Step B. Deduct the six VPs and place the fleet on the Turn Record Track three turns later. (For example, a fleet begun during Game Turn 4 would enter play during Phase II/Step B of Game Turn 7.)

New Roman fleets enter in the Tyrrhenum Sea Zone, and immediately have all their movement, combat, and transport capabilities available. No more than one Roman fleet may ever be on the map or abuilding at any one time, though within those limits, as many fleets as the Roman desires may be initiated over the course of a game (-6VP each).

10.3 Fleet Movement for both sides is infinite each turn from Sea Zone to adjacent Sea Zone.

10.4 Fleet Combat takes place the instant opposing fleets occupy the same Sea Zone. The procedure is extremely simple: both fleets are instantly eliminated.

The elimination of the Pirate Fleet does not affect the Pirate infantry unit in any way. No more than one Pirate fleet may enter play over the course of any one game.

Design Note. This model of naval combat does not assume the contending fleets annihilate each other down to the last ship

and crewman, but rather that both suffer enough casualties and damage to require their withdrawal from action for a prolonged refit. (As tough as the Cilicians were, when Pompey was given sufficient authority and resources to do the job in 67 B.C., he crushed them in three months.)

10.5 Naval Transport is available to the ground units of both sides if their side's fleet is in play. Each fleet may transport up to 12 combat factors' worth of units and any number of leaders on any given game turn. The move must be restricted to one operation per game turn, embarking from one coastal province and debarking in one coastal province of the same Sea Zone. No ground units may remain at sea after Phase II is ended.

Note that naval transport is a distinct and separate activity in Phase II, and ground units taking part in it are not prevented from fully participating in Phase III activities that same game turn. Note also fleet movement (and self-annihilating combat) takes place before naval transport in Phase II.

Naval Transport Example. A unit in Campania could use naval transport to enter Sardinia or Africa, since they are both adjacent to the Tyrrhenum Sea Zone. That unit in Campania, though, could not use naval transport to enter Illyricum, which is adjacent only to the Hadriaticum Sea Zone.

11.0   ATTRITION

Beginners Note. Skip this section entirely.

11.1 In general, during Phase III/Step A, each player must check his ground forces for attrition, province by province and city by city. These losses reflect the wastage of men and morale due to irregular supply, harsh weather, diseases, etc. Rebel units eliminated in this way do not yield VPs to the Roman player, but Roman attrition losses do yield VPs to the Rebel.

11.2 City Supply. Units of both sides located in a friendly unbesieged city are always fully supplied and need not be checked for attrition. Units in provinces containing a friendly unbesieged city are also immune to attrition that turn and need not be checked.

11.3 Fleet Supply. All units in coastal regions adjacent to a Sea Zone in which there is a friendly fleet are fully supplied and need not be checked for attrition on such turns. Fleets themselves are always fully supplied and never suffer attrition.

11.4 Roman Supply Trains. Each turn the Roman may point to any one province on the map containing his units and to which a line of Roman-controlled provinces/sea zones (that is, empty of revolt markers, enemy fleets and enemy ground units) is traceable from unbesieged Rome. The units in that province are automatically fully supplied by Roman supply trains (no units represent them in play) and suffer no attrition that turn.

11.5 Leaders never suffer attrition.

11.6 Minor Forces, defined as fewer than six combat units in a given province never suffer attrition.

11.7 Harvest. Attrition is not checked for any units during Autumn game turns (Sept., Oct., Nov.).

11.8 Attrition Checks. Units not exempted by any of the above rules must be checked for attrition. Roll one die for all the units in each province and city to be checked and consult the table below.

ATTRITION TABLE

Die Roll	Number of Combat *Units* in Province or City		
	6-10	**11-16**	**17 or More**
1	N/A	N/A	N/A
2	N/A	N/A	N/A
3	N/A	N/A	1
4	N/A	1	2
5	1	2	3
6	2	3	4
7+	3	4	5

Notes:

1. N/A = No Attrition
2. # = Eliminate the indicated number of *steps* (owner's choice)
3. Add +1 to the die roll during Winter turns for units in mountain provinces
4. Add +2 to the die roll during Summer turns (June, July, August) in Swamps
5. Note that the column you roll under is determined by the number of combat units present, no matter what the force's *step* strength. Attrition wastage, though, *is* taken out in *steps*.

11.9 Attrition in Besieged Cities. When using the optional siege rules (14.6), add the following rules to the attrition procedures:

At the start of each attrition check for a besieged city, first roll to see if plague has broken out inside the walls. Roll one die per besieged city per turn; on a roll of 6 plague has broken out (no modifiers apply). If there is no plague, roll on the chart above, adding + 1 to the die roll for every turn of the siege (no other modifiers apply to city attrition).

For example, if Roman occupied Mutina came under siege during the Rebel Land Phase (III) of Game Turn 4, during Game Turn 5's attrition check (in Phase III/Step A), the Roman would roll adding + 1 to the die roll for the forces in Mutina; on Turn 6 he'd add +2, etc., as long as the siege went on.

11.10 Attrition in Plague Cities. Once plague has broken out in a given city, it remains there until such time as control of the place changes sides or the siege is broken. In plague cities, don't consult the chart above. Instead, roll one die for each unit in the place. On a roll 1-3 eliminate one step from the unit; on a roll of 4-6 it's O.K. for that turn. If a besieged plague city finally falls to enemy attack, make one plague-style check for every unit in the assaulting army that enters the city (that is, takes part in the Storming Step of the battle – see 14.13).

Important Note. It is possible for a garrison in a besieged plague city to be completely eliminated by illness. In that case, don't place the intrinsic garrison counter (see 14.11); those guys are already dead, too. Instead, the place immediately falls to the besiegers, but only after they make one plague-check on themselves.

12.0 LAND MOVEMENT

12.1 In general, during Phase III/ Steps B & D, ground units may move from province to adjacent province by ("Normal") Marching, or Forced Marching, or Road Marching. In every case, units must be accompanied by one or more leader units of their side to be able to move. (Exception: see 12.3.)

Units piled together in the same city or province may be moved singly, or as one large group, or as several smaller groups.

12.2 Normal March. Units using this kind of movement may move from one province to any adjacent ("touching") province and then must stop there. Eligible Rebel units may use this kind of march to exit the map (see 12.11).

12.3a Movement from/to Cities. Units starting in a city can move out to the surrounding province without using up their one-province Normal March allotment. No leader is needed for this movement. Likewise, units entering a province containing a friendly city can also enter that city that same turn using Normal March. The general movement rule for this situation is: you reach the province; you reach the city.

12.3b Forced Marching allows units to move into and through more than one province during a single movement step. The player must declare a given unit or stack of units is using Forced March before he begins their movement. (There are no artificial limits, other than leader availability, to the number of units / stacks which may use this kind of movement in each movement step.) The moving player must roll one die and consult the chart below each time a Force Marching unit/ stack enters a new province.

FORCED MARCH TABLE

Die Roll	Result
≤ 1	Forced March may continue
2	Forced March may continue after one "straggler" unit (owner's choice) is dropped off in this province
3	Forced March may continue but reduce any one unit one step first (reduced unit may also continue)
4	March stops for all involved units
5-6+	March stops for all involved units; reduce any one unit one step (or eliminate a one-step unit)

Notes:
1. Subtract 1 from the die roll if the march is led by Spartacus or Pompey
2. Subtract 1 from the die roll if the force contains only cavalry and/or leaders
3. Add 1 to the die roll during Winter turns when entering supressed provinces.
4. Add 1 to the die roll if the province contains any enemy combat units
5. Leader units moving alone are never subject to step loss, but must heed stop results
6. Except for the above, there are no artificial limits to forece marching. That is, a given unit or stack may keep going as long as it rolls a (final, modified) 1-3. All applicable modifiers are cumulative in any given situation.

12.4 Road Marching allows a unit or stack to pass through up to 6 friendly-controlled, adjacent, fertile provinces. Road Marching must be done through fertile provinces and may begin and end in any province. Friendly control is defined as follows: for the Roman, the province must not be In Revolt, but may be pacified, and may not contain Rebel units; for the Rebel, the province must be In Revolt and may not contain any Roman units (except those in cities).

Historical Note. The excellent Roman roads made it possible for units to average 15-20 miles per day over level terrain for extended periods. In one month, it would just be possible to march the 600-mile length of Italy.

12.5 Movement Sequence. No unit may use more than one type of movement described above during any one game turn. The order of each side's land movement must be: Road, Normal, Forced. That is, all of a player's Road Marches must be finished before he begins any Normal Marches, etc.

12.6 The Strait of Messana, separating Italy from Sicily, is about two miles wide at the narrowest point. Strong currents can make slapdash crossings hazardous.

12.7 Roman Crossings. The Roman player may move his units freely across the straits (as if there were a regular land border between the two provinces) as long as the Pirate Fleet is not located there. If the strait is "blockaded" (by the Pirate Fleet being there), the Roman may not cross until such time as it's gone.

12.8 Rebel Crossings of the strait may take place unimpeded if the Roman Fleet is not blockading and both Messana and Bruttium are in-Revolt. They may also cross unimpeded if the Pirate Fleet is in the straits (regardless of the status of the two provinces).

12.9 Rafting. If neither of those two situations exist, the Rebel player may attempt to force a crossing on improvised rafts. The chance of success varies with the season. Such raft crossings may not be part of a Forced or Road March. Roll one die for each unit (including leaders) attempting the crossing and consult the following chart. (Add+ 1 to the die roll during Winter turns.)

RAFT CROSSING TABLE

Die Roll	Result
1	Cross OK.
2	Leader crosses OK. Combat unit crosses, but loses 1 step.
3	Cannot cross, movement stops for that unit.
4	Cannot cross, movement stops for that unit. Combat unit loses one step.
5-6	Unit (Combat or Leader) eliminated.

12.10 Check for Revolts whenever a Rebel leader unit (alone or accompanied) enters a province that has not yet gone into revolt, make a die roll check to see if the slaves in that province rise in revolt (see 6.1 and 6.2). Remember – no single province can go into revolt more than once per game, though it may have more than one check made for it over the course of a game (only one die roll check per game turn).

12.11 Rebel Escape. All Gallic and German Rebel units may escape to freedom by moving (Normal or Forced) from Liguria or Gallia Transpadana across the Roman boundary and off the map. They are removed from play and yield Rebel VPs (see 4.5).

African Rebel units may similarly escape by using naval transport to get to Africa, then moving off the board from there (and also yielding VPs).

Greek, Thracian, and Syrian Rebel units may escape by moving off the board overland from Illyricum or Epirus (and also yield VPs).

Rebel leader units other than Spartacus may escape using any, some or all of those routes, but they never yield any Rebel VPs for having done so (though neither will the Roman get any for killing them). No other rebel units are allowed to escape.

Important Note: The final move of a rebel combat unit off the map does not require leader unit accompaniment.

12.12 Spartacist Army Counter. Often, during the second half of the game, the rebel player will find he has a large force concentrated in one province. In such cases, to ease movement, remove those units to a place at the side of the map, and substitute the Spartacist army counter for them on the map.

13.0 LAND COMBAT & EVASION

Old Hands Note. This game's systemic parent, Alexandros, is "a strategic game with a pseudo-tactical combat sequence." With this new sub-system, Spartacus becomes "a strategic game with a pseudo-operational combat sequence."

13.1 In general, at the end of each player's movement (Phase III/Step B and Phase III/Step C), combat must take place in provinces containing units from both sides. The "moving player" (the Rebel in III/B; the Roman in III/C) is considered the "attacking player" during that entire step, regardless of the overall situation on the map. The attacking player need not announce beforehand the order in which he intends to resolve all his battles, but each battle must be completely resolved before the next is begun.

13.2 Cities. Roman units in cities take no part in a battle fought in the same province unless that player desires they do. In such situations, the Roman player simply declares his units in the city are "making a sortie" out into the province to take part in – or initiate – a battle there. Such sorties do not require the presence of a leader.

Beginners Note. Skip rules 13.3-13.8, and ignore all references to evasion in your first few matches.

13.3 Evading Combat. Before a given battle is resolved, either player (attacker first) may declare his forces there will attempt to evade combat. Note that these evasion procedures come after all movement is done for that step; successful evasion does not allow the evading force to resume movement that turn.

If either side's forces in a province successfully evade combat, no battle takes place there that turn. All units remain in place.

In the event both players wish to evade combat, disregard the evasion procedures; there is no combat.

13.4 Evasion Procedures. A force containing only leaders and/ or cavalry units can automatically evade combat if the enemy force in the same province contains no cavalry. In such situations, no die roll is necessary, the evasion is automatically successful. In all other combinations and match-ups, a force attempting evasion is subject to the following conditions.

- Any Rebel force led by Spartacus can evade combat on a (single and unmodified) die roll of **1**, **2**, **3** or **4**.
- Any Roman force led by Crassus or Pompey may evade combat on a die roll of **1-2**.
- Any other force of either side, as long as at least one friendly leader is present, may evade combat on a die roll of **1**.

13.5 Evasion Limitations. Evasion is impossible for forces not containing at least one leader. Resolve any evasion attempt in a given battle just before that battle is resolved – *don't* resolve all evasions for every battle before the first battle begins. No Rebel units may attempt evasion during Turn 17.

When using the optional rules, units in siege combat and Rebel units in sanctuaries may never attempt evasion.

13.6 Battle Procedures. Every battle is resolved by working through seven segments in the following order:

1) Sorting
2) Set Up
3) Missile Fire
4) Melee
5) Breakthrough
6) Committed Leader Casualties
7) Retreat/Rout.

It is possible segments **4-6** will be run through more than once during the same battle.

13.7 Sorting. Each player moves all the units of his side involved in the battle in a given province to a mutually convenient area on the empty north side of the map. Sort the units into three piles:

1) Leaders
2) Missile Units
3) Line Units (Infantry and Cavalry together in one pile).

13.8 Set Up. The player with the fewest number of *Line Units* (pile 3, above) now sets all those units out in a row, leaving at least an inch between each one. (In situations where both have the same number of units in pile 3, the defending player sets up his line first. Count *units* – not steps or combat factors – each separate counter is "one unit.")

After his line units are down, that same player may allocate all, some, or none of his available leader units to a place in the line. He does this by placing a given leader underneath any infantry unit in the line. No infantry unit may receive more than one leader (and cavalry never receives any).

Once the first player has set up his line and leaders, the player with the larger pile 3 then does the same. He must place his line units so each of the enemy's line units has at least one of his line units next to it. He may then set up any leftover line units, in any combination(s), behind those "front line" units (thus potentially "ganging up" on some or all of the enemy line units). The second

player has complete discretion in setting up his leftover units. He may place them all behind a single front line unit, or one behind each, or any other combinations he desires.

The second player may then commit all, some, or none of his available leaders to take a place in the line. Leaders "taking a place in the line" in this way need not necessarily be placed in the most forward units; they may be placed with backup units.

After both players have completed their opposing set ups as described above, temporarily set aside all remaining leaders not in the lines (but see 14.16 for redeploying leaders).

13.9 Missile Fire. Each player now rolls a die once for each of his available missile units (which have been kept off to the side and uninvolved up to this point). Each die roll less than or equal to a given missile unit's printed combat factor causes one hit (one step loss) among the line units (not leaders) of the enemy force.

It doesn't matter which player fires first, since combat is considered simultaneous. After both players have determined the number of hits scored by his missile units against the enemy, each then reduces his own front line units by the number of hits he received. The allocation of the hits is entirely up to the owning player.

If any line unit(s) is eliminated by missile fire, and there is a friendly line unit in position behind it, immediately slide that backup unit forward into the just-vacated front line position. If no such reinforcement unit is available, the enemy line unit opposite the unit just eliminated by missile fire has achieved a breakthrough and may immediately be deployed according to the provisions of 13.16 and 13.17.

After this one exchange, set aside all missile units; they are out of play until segment 6 (see 13.28).

If one side's entire force consists of only a missile unit or units, then each unit gets one shot as described above, and is then automatically eliminated by the enemy's line units. In the unlikely event both sides sides' forces contain only missile units, they skip the melee step and resolve battle using only missile fire techniques.

Example of Missile Fire. The Roman has two missile units (3's), and the Rebel has three (also 3' s). The Roman rolls one die for each unit and gets a "5" and a "2", thus scoring one "hit" on his Rebel front line foes. The Rebel is "hot," and rolls "1", "1", and "3," scoring three hits.

The Roman reacts by reducing three full-strength legions in his front line by one step each. (Back up units may not be used to soak up missile hits.) The Rebel (laughing) removes one slave unit (and then slides forward the gladiator unit that was immediately behind it, cleverly positioned there for just such an eventuality).

Design Note. Yes, we originally had a far more involved system for allocating and resolving missile fire. But we soon came to see it was just as appropriate to go over to the streamlined method you see here. That is, players will invariably choose to give up steps among their least cohesive (weakest or least important) units – which at this scale and in this era, are just the ones that would be most affected by missile fire. Effect triumphs over process once again.

13.10 Melee. Each front line unit on both sides now fights the enemy front line unit opposite it. Roll one die for each front line unit. If the result is less than or equal to its combat factor that unit has scored a hit on its opponent. Both players roll for each engaged pair of front line units simultaneously. It is possible for both to hit, or both to miss, or one hit and one miss. Hits within each engaged pair are suffered simultaneously and immediately by those units (you *can't* fob them off on any front line units you want as in missile fire).

13.11 Leader-Strategists. If Pompey or Crassus is present in a battle on the Roman side, and/or Spartacus is present on the Rebel side, during the first melee round (only!) that side's (or sides') melee combat values are increased by + 1 (to reflect those leaders' superior strategic grasp while making their initial approaches, etc.) This initial melee bonus is received even if the generating leader also takes a place in the front line (see below). Missile fire is unaffected. (If both Pompey and Crassus are present at the same battle, the Roman bonus remains only + 1.) Opposing leader bonuses do not cancel each other out.

13.12 Leaders in Melee. If a leader is present in the front line with an infantry unit, that risk-taking serves to increase that unit's morale (and thus its combat power). Each leader increases the combat factor of the infantry unit he is stacked with by + 1, except for Crassus, Pompey, and Spartacus, who each generate +2.

During initial melees, it is permissible to get both the strategist bonus and this "tactical" one. This tactical bonus, unlike the strategic one, is available every round an unwounded leader is present with an engaged infantry unit.

Beginners Note. Ignore rules 13.13and 13.14 below.

13.13 Cavalry vs. Infantry. To more accurately reflect the realities of (stirrupless) cavalry vs. infantry combat in this era, use this rule during the melee segments of every battle. Whenever a cavalry unit fights an infantry unit, the combat value of that cavalry unit is always "1," no matter how many steps the horse unit contains and no matter what its printed combat value. Exception: Roman cavalry engages untrained slave units using its printed combat value.

13.14 Berserkergang! During every melee round, there is a chance the Rebel player's engaged Gallo-German infantry (not cavalry) may "go Berserk". That is, the men in each such unit may collectively and spontaneously decide to shuck off the "civilized" tactics they have recently adopted and go back to their traditional and undisciplined warrior approach of charging the enemy center.

During every melee round, roll one die for every engaged (that is, front line) Gallo-German infantry unit just before each makes its regular combat die roll. If there is no leader stacked with it, the unit goes berserk on a roll of 1, 2, or 3. If there's a leader other than Spartacus stacked with it, it will go berserk on a roll of 1 or 2. If Spartacus is stacked with it, it will go berserk only on a roll of 1.

Berserk Gallo-Germans double their combat factor for that melee round, but also suffer an automatic step loss immediately after making their combat die roll. (See 13.22 for the fate of leaders in such situations.)

Berserkergang Example. An unled Gallo-German infantry unit makes its berserkergang check and rolls a "3," thus going berserk. It's a full-strength German 4/3, so doubling its combat factor

raises its attack strength to "8 ," making for an automatic hit on the opposing Roman line unit. The German is then immediately flipped to its "3" side. When the Roman unit opposite makes its combat die roll that player rolls a hit, thus eliminating the German unit.

13.15 Breakthrough. Whenever an exchange of melee combat rolls results in the elimination of one side's front line unit, and the losing player has no back up unit lined up behind it to immediately slide into the vacated position, the player owning the winner of that duel has scored a "breakthrough."

In such cases, the player with the surviving unit immediately moves that survivor (along with all the other friendly units that may be lined up behind it) forward to a position adjacent to an enemy unit(s) on either side. Those breakthrough units will begin making "extra" melee combat rolls against the newly "flanked" enemy units during any following rounds.

13.16 Breakthrough Limitations. Other than the variety of maneuvers described in the examples below, no other movement is allowed in the battle lines of either player after set up is completed. Note that breakthroughs must always be exploited. In the case of central breakthroughs (as in example 2 below) it is not necessary to exploit to both flanks, but all units lined up in the breakthrough column must move forward to new positions.

Design Note. Flanking moves are mandatory because of the lockstep characteristics ancient linear tactics imposed on most battles after the two main lines engaged.

13.17 Flanking Combat. When a unit has been flanked, all of the enemy units now involved against that unit make combat die rolls against it in subsequent melee rounds. In example 3 below, then, on the next round the Roman would engage his "1," "2" and "3" units against Rebel "B." Rebel "B," though, is only allowed the normal one roll (with that player first announcing which single Roman unit he will roll against).

13.18 Attacker/Defender Breakthroughs. Note in all the above examples that it does not matter whether a given breakthrough is conducted by units of the "attacker" or "defender." The mechanics are the same for both sides, and in battles with long lines it will be possible for both sides to breakthrough the enemy lines at different places during the same melee round.

13.19 Sequential Breakthroughs. It is also possible for units involved in a breakthrough to subsequently destroy the enemy unit they flanked, and from there move on to new flanking positions against other enemy units now exposed to them.

13.20 Backup Units are just that -back up. Such units do not make melee die rolls until a round begins in which they have become a front line unit. Such a transformation may occur due

Breakthrough Examples

The units labeled "**1**," "**2**," and "**3**" are each Roman legions deployed in that player's front line.

Units "**A**," "**B**," "**C**," "**D**," and "**E**" are all Rebel infantry units.
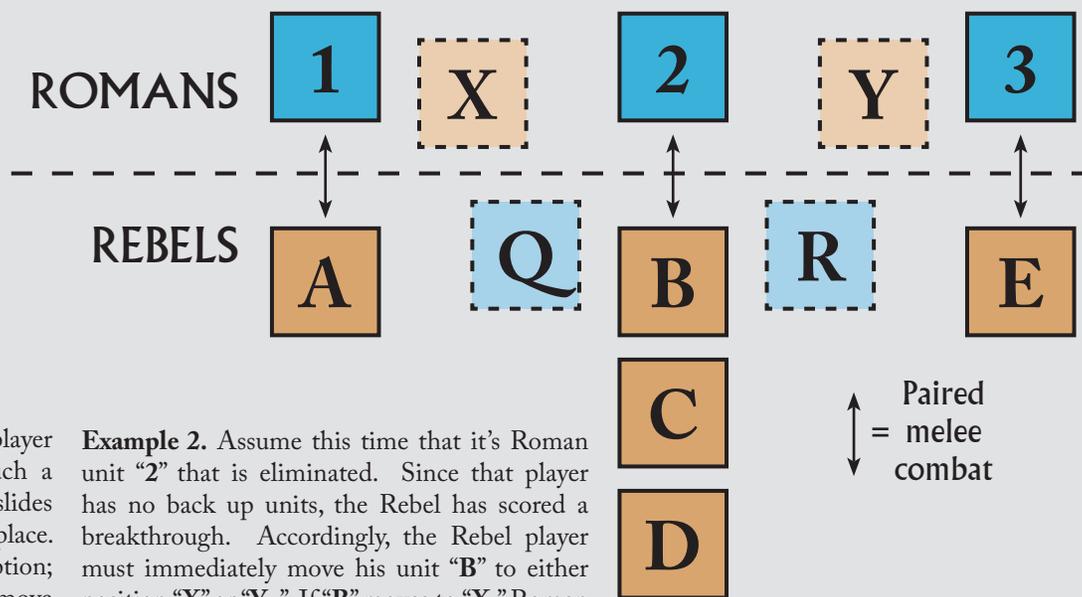
Example 1. Assume the Roman player eliminates Rebel unit "**B**." In such a case, Rebel unit "**C**" immediately slides forward to take the now dead "B's" place. (That slide-forward is *not* an option; it is mandatory.) "**D**" would also move forward, maintaining its back up position behind "**C**." Note also that "**C**" does *not* get to make an immediate melee combat roll; it merely occupies the position for now, and will begin exchanging rolls with Roman "**2**" during the next melee round (if any more do follow).

Example 2. Assume this time that it's Roman unit "**2**" that is eliminated. Since that player has no back up units, the Rebel has scored a breakthrough. Accordingly, the Rebel player must immediately move his unit "**B**" to either position "**X**" or "**Y** ." If "**B**" moves to "**X**," Roman unit "**1**" will be "flanked" during the next melee round. If "**B**" moves to "**Y**," then Roman unit "**3**" will be flanked. For this example, assume "**B**" goes to "**X**."

Likewise, Rebel units "**C**" and "**D**" must now also follow into the breakthrough. That could mean moving "**C**" to again back up "B" at its new position at "**X**." Or "**C**" could instead be moved to position "**Y**," where it would flank Roman unit "**3**" on the next round. Rebel unit "**D**" would then be moved to back up either position "**X**" or "**Y**."

Example 3. Assume the Roman eliminates Rebel unit "**A**." Roman unit "**1**" immediately advances to "**Q**." (No other move is possible, since "**A**" represented the extreme left wing of the Rebel line.) Assume the combat between "**2**" and "**B**" remained inconclusive. Next, the Roman eliminates Rebel unit "**E**." Roman "**3**" then moves to position "**R**." (No other move is possible, since "E" represented the extreme right wing of the Rebel line.)

to the unit in front of them being eliminated by enemy action, or by the backup unit's own move forward to a flanking position in a friendly breakthrough.

13.21 Automatic Leader Casualties. A leader committed to a position in the line with a unit which is eliminated by missile fire or melee combat is also immediately eliminated (killed). Any rebel leader stacked with a berserk Gallo-German is "swept along" in that bloodlust. That is, he provides his die roll bonus for the fanatic attack, but then also shares the fate of the last step of the unit he accompanies if it is eliminated.

13.22 Random Leader Casualties. After the completion of each round of melee combat, every leader on both sides who was in the front line must have a die roll check made to see if he's been wounded or killed. Roll two dice (or one die twice) for each such leader.

A leader is wounded on a roll (the total on two dice) of "5." Such leaders are flipped to their wounded side, and may no longer provide their die roll bonus (though they do remain in the line until the battle is completely resolved).

A leader is killed on a roll (the total on two dice) of" 4." Such leaders are immediately and permanently removed from play.

Wounded leaders (although ineffective) must be checked every round. In such cases, a "5" or "6" now results in their death.

13.23 Leaders Not in the Line. As mentioned in 13.10, it is not necessary for either player to commit all of his available leaders to take positions in the line. (In fact, for the Rebel, given the provisions of rule 4.3, it's reckless to commit Spartacus to the line in any situation that is not critical.)

Leaders not committed to a position in the line are kept off to the side during melee (along with the missile units). They are considered to be "masterminding" the battle at a safe distance (translation: they stand and watch) and may have only one casualty check made on them at the end of the fight (see 13.29).

13.24 Multiple Rounds. At the completion of Step 6, each player (attacker first) has the option of announcing if he wants to break off the battle or continue fighting. If both players want to go on, repeat steps 4-6 (Melee /Breakthrough/Leader Casualties), then decide again. A battle goes on in that way until all one side's line units are eliminated or until one player announces he wants to break off. (In fight-to-the-death situations, the instant one side's line units are all eliminated, all of that side's missile and leader units are also automatically eliminated.)

Note that no redeployments are made between rounds. Simply take the situation as it is, and run through Steps 4, 5, and 6 another time. There are no artificial limits to how many rounds a battle may contain.

13.25 Breaking Off. If either player announces he wants to break off the battle, a die roll check must be made to determine if his forces manage to conduct an orderly retreat off the field, or break formation and rout off the field (suffering casualties on the way). One die is rolled: on a result of 1, 2, or 3 the forces breaking off suffer a rout; on a 4, 5, or 6 they make an orderly retreat.

The following cumulative modifiers apply to the break off die roll check:

- **-1** For every unit in the force breaking away that is flanked at that instant.
- **-1** For every leader already eliminated during this battle (not wounded, killed) in the force attempting to break away.
- **+1** If it's a Roman force attempting break off and (an unwounded) Crassus or Pompey is present. (If both are present, the modifier remains only + 1.)
- **+2** If it's a Rebel force attempting break off and (an unwounded) Spartacus is present.

13.26 Retreats. If the force attempting to break off achieves a "retreat" result, simply place both side's involved forces back on the map in the province where the battle has taken place. If an army is forced to retreat after a battle and there is a friendly city in the same province, the owning player may place the retreating units in that city.

13.27 Routs. If the force attempting to break off suffers a "rout" result, the opposing forces' front line units (including flanking units) immediately get one more melee die roll against their paired opponent – and this time they suffer no return attack. (Don't forget to make a casualty check on all the leaders still in a position in the line of the routing force, but don't make casualty checks on leaders in the line of the non-routing side.)

Second, the non-routing player hauls out his missile units and fires them at the routers as in rule 13.11. (Again, there is no return fire from any missile units in the routing force.)

Third, the non-routing player totals the number of cavalry steps in his force, and the routing player must then remove an equal number of steps from among his line and/or missile units that were involved in the battle (routing player's choice).

Fourth, the routing player makes a casualty check on any non-committed leaders he had in the battle (see 13.28 below).

Finally, place both sides' surviving units back on the map in the province where the battle took place and end all activity there for that Step.

13.28 Non-Committed Leader Casualties. The non-committed leaders (those present at a battle but not in the line) of a routed army must be checked for survival at the end of the battle. Roll two dice (or one die twice) for each such leader. A leader is wounded on a roll (the total on two dice) of "**5**," and killed on a roll of "**4**."

13.29 Disintegrating Rebel Morale. In all battles fought during the last game turn, Rebel forces never check for retreat or rout. They simply stand and fatalistically fight to the death or victory in every battle. (During that last turn, when a given battle has gone on long enough to plainly reveal its final outcome will be a rebel loss, that player may save time by simply conceding that fight, removing all involved units and leaders, and moving on to the next battle to be resolved.)

14.0 OPTIONAL RULES

Old Hands Note. The following rules add to the historicity of the game, while also increasing its complexity. Those of you with true Roman *dignitas* and *aucturitas* will, of course, want to use all of them.

14.1 Roman Distraction and Arrogance. During the opening stages of the revolt the Romans' command and government structures were distracted by overseas wars. They were also philosophically unwilling to accept the idea lowly slaves could pose a serious threat to the public order. Accordingly, they were at first slow to react to Spartacus' challenge. To simulate that slow-ness, incorporate the following rule into play.

Longinus and Legions VI and VII may not move unless Rebel units enter Latium, Sabinia Montes or Pecenum, or Game Turn 5 (Mar. 72), whichever comes first.

Historical Note. The mission of those two legions was to guard against barbarian incursions from the north. In "normal" times, provincial governors were forbidden to bring their troops into Italy proper. When Caesar did so in 49B.C., the move began a new civil war.

Design Note. In effect, this movement restriction gives the Rebel player a fairly free hand in southern Italy at the start of the game, but likewise serves to discourage him from moving north before he's recruited enough forces to fight a major battle.

14.2 Roman Decimation. Once during the game, immediately before any one battle in which Crassus is in command of the involved forces, the Roman may declare a "decimation." To carry it out, the Roman takes one involved and full-strength (only!) regular or crack legion and reduces it by one step, and then rolls one die and consults the following chart.

DECIMATION EFFECTS TABLE

Die Roll	Result
1	-1
2–3	N/E
4–5	+1
6	+2

Notes:
-1 Means all involved regular and elite legions (including the one just decimated) contribute one combat factor less than their printed value to the coming fight in each round of combat. (Don't actually reduce them in step value; only reduce their contributory value in the combat calculation.)

N/E Means "No Effect." The decimated step is lost; combat calculations go on as normal without that point.

+ 1 Means all involved regular and elite legions (including the one just decimated) contribute one combat factor more than their printed value to the coming fight in each round of combat. (The decimated legion does not get back the sacrificed step, but it does, in effect, get back its original combat value for the calculation process.)

+2 Means the same as +1, but the additive per legion is 2 instead of 1.

14.3 Circumvallation. The three Roman commanders entering on turns 10, 13 and 16 each bring with them one "Circumvallation" counter. Each such counter may be used only once per game, by having the Roman player place it along any non-mountainous border between two provinces. (In the practical sense, as Varinius found out at Vesuvius, it would be virtually impossible to build and man continuous lines of entrenchments in mountains.)

The contributing leader and at least 12 combat factors of regular and/ or crack legion strength must all be present on one side of the desired border in order for the counter to be placed. The placement is made at the end of Roman movement, but before any Roman attacks. No Rebel units may be in the province with the constructing Roman units (they may be on the other side of the border), and the builders may not have used Forced March that turn. Roman building units and their leader may not attack during the turn they circumvallate.

Once placed, a circumvallation counter remains in place on the border until an instant in which there are no Roman combat units present in either of the adjacent provinces-at which time it is immediately and permanently removed from play. There may never be more than one circumvallation counter along a single border at any one time, though the same eligible border may be sequentially circumvallated up to three times during any one game.

Historical Note. The term "Circumvallation" is derived from the Latin words meaning "to build a wall around." Every Roman legionary carried digging tools, and the legions were trained to rapidly build many kinds of entrenchments and field fortifications. The Roman genius for engineering made it possible for their commanders to use such impediments on a massive scale to impede the mobility of an enemy. In the winter of 71, for instance, Crassus tried to use such a line of fortifications to trap the Rebel army in Bruttium.

14.4 Circumvallation Effects. A circumvallation counter interdicts the movement of Rebel forces across the border along which it has been placed. The Rebel player rolls one die for each of his combat units attempting to cross the barrier and consults the chart below.

CIRCUMVALLATION CROSSING TABLE

Die Roll	Result
≤ 1-2	Unit crosses OK.
3	Unit crosses, but loses one step in doing so.
4-5	Unit fails to cross
6	Unit fails to cross and loses one step.

Notes:
1. Subtract 1 from the die roll if Spartacus is in the same province as the crossing Rebel force.
2. If one or more combat units make it across, one, some, or all of the Rebel leaders present may then also crossover (don't make separate die roll checks for leaders).
3. Any rebel unit that fails to cross may still use a regular march that same phase to cross a non-interdicted border of the same province.

14.5 Circumvallation of Rebel Sanctuaries and Cities. If a rebel force occupies a city or sanctuary other than Mt. Vesuvius, the Roman player may place a circumvallation counter "around" that locations (place the counter atop the Rebel units there). The same conditions and movement effects apply to both sides as given in 14.4 .

14.6 City Sieges. Normally, the walled Roman cities shown on the map represent impervious obstacles for the Rebel player. If, however, a Rebel movement/ combat step begins wherein that side controls ("in-revolt") ten or more fertile provinces, the rebellion is considered to have become strong enough to attract sufficient numbers of technical specialists, carpenters, blacksmiths, engineers, laborers, etc., to allow for the construction of a "Siege Train."

The building of the train and implementation of a siege is a two-turn process. First, in any rebel controlled province wherein there is a Roman city, the Rebel player must declare the construction has begun. Spartacus and at least 8 rebel infantry combat factors must be present and may not move or attack that turn. Place the Siege Train unit with its "abuilding" side up in that province. (Rebel units in the building province may defend themselves against Roman attack, but if they lose their battle the Siege Train is immediately removed from the map.)

During his next movement/ combat phase, the Rebel player may declare the Roman city in that province besieged (assuming the Siege Train survived the turn of building-flip it over so its completed side shows). Place the Siege Train marker itself atop the Roman city, and set the Rebel combat infantry unit(s) and leader(s) to be involved in the siege directly adjacent to the city (or also atop the city, if the stack created isn't too high). At least one Rebel leader and combat unit must participate in a siege to make it effective.

14.7 Breaking a Siege. A siege is broken, and the Siege Train marker immediately removed, whenever any of the following events occur.

1. The rebels fail to maintan control over 10 or more fertile provinces.
2. A game turn starts wherein the Rebel player has failed to maintain at least eight infantry combat factors and one leader in his siege works.
3. The Roman "sorties" from the city and/ or attacks the besieging force from the outside and wins that battle.

In situations where there is a separate rebel force in the same province as the siege but not itself taking part in that siege, a Roman relieving force (not sortiers from the city itself) may attack and defeat those provincial units and then go on and take part in a siege-breaking battle that same turn (wherein city sortiers may also participate).

14.8 Once removed, a Siege Train may be rebuilt any number of times that the enabling conditions prevail. (Also remove a Siege Train after the rebel capture of a besieged city.)

14.9 Roman Besiegers. If the Roman wants to recapture a Rebel city, he need not go through the Siege Train building process – his forces are considered to intrinsically command the needed resources. Limitation: at least 6 combat factors of regular or crack legion units, plus one leader, must participate in any Roman siege of a Rebel city, or that Siege is considered broken, as in number 2 in 14.7. (A Roman siege may also be broken by Rebel attacks as in number 3 in 14.7.)

14.10 Cavalry never participates in sieges as cavalry. That is, such units may not man the siege works outside, and if trapped inside a besieged city they are immediately reduced to their one-step side and are considered infantry (with a combat factor of 1) as long as they are inside. Once the siege is broken, such surviving cavalry get their horses (but not their sacrificed step) back.

14.11 Roman Intrinsic Garrisons. Any Roman city devoid of normal Roman combat defenders ("normal" here refers to all combat units with a pictogram as their type-symbol) and coming under siege, immediately has the "intrinsic garrison counter" (one step, with the NATO-style infantry symbol and combat factor of 1) placed inside it. This unit may not conduct sorties, but participates defensively in both the breaching and storming steps of any Rebel attack (see below). The unit may come in and out of play in various Roman cities as needed, all without any direct cost to that player.

14.12 Breaching. Siege battles have two steps each game turn: Breaching and Storming. To begin the Breaching Step, the attacking player rolls one die. A breach is considered to have been created on a roll of 1 or 2 in sieges conducted against Rome or Siracusa, or 1, 2, or 3 against any other cities. If no breach occurs, siege combat is over at that city for that turn.

If the besieging player has one or more missile units present and the besieged garrison has none, the attackers may subtract 1 from the breach die roll. (Unopposed missile fire makes it *much* easier to approach and attack a section of wall.)

14.13 Storming. During this phase, both players send one infantry ("converted" cavalry O.K.) unit at a time (only!) into the breach. This one-on-one battle is then re-solved using the same direct method as melee combat (see 13.12). One leader may accompany each unit in the breech.

If the defender's storming unit is eliminated that player must immediately send another infantry unit into the breach to replace it in the immediately following new round of storming combat. If the attacker's storming unit is eliminated he may immediately replace it with another and thus initiate a new round(s) of combat in the breach, or he may decline the option and end siege combat at that place for that turn. (In such a situation, the breach is considered repaired by the defenders.)

Once a point is reached where there are no more defenders to man the breach, the Siege is over and all the besieging combat units and leaders enter the city (see 11.10 for the possible significance of that).

If Rome falls to the Rebels, the game immediately ends with a Sudden Death Victory for that side. If Siracusa, Brundisium or Neapolis fall to the Rebels, the Pirate Fleet and infantry unit immediately enter as Rebel reinforcements as in 8.1.

14.14 Sorties. A player may, during his own side's combat step, have his units in a besieged city sortie. Fight such battles normally,

except circumvallated rebels must first go through that interdiction process. Routed or retreated sortiers always simply move back into the city. Sortie battle may be fought with the aid of friendly units coming from the outside, in which case those outside units do retreat/rout normally. Sortieing cavalry participates as infantry with combat factors of 1.

Design Note. If the following optional rule is used, the Siege rules above must also be used.

14.15 Rebel Sanctuaries. The Rebel forces may use three sub-areas on the map as "sanctuaries:" Mt. Vesuvius in Campania, the Sila Forest in Bruttium, and the Pontine Marshes in Latium. To use a sanctuary, the surrounding province must already be in-revolt or suppressed.

No more than three rebel combat units (plus any number of leaders) may ever be stacked in any one sanctuary at any one time. Other rebel units in that province must be stacked and treated as a separate force.

Sanctuaries are similar to cities in that they can only be attacked using siege combat procedures. Rebel units in sanctuaries may sortie, but never suffer any kind of attrition or plague. Movement into and out of sanctuaries is the same as into and out of cities (see 12.3).

14.16 Leader Redeployment. At the end of a round of combat, any leader who began the battle not deployed with a combat unit may now be moved to a combat unit. Place the leader under the unit. Once deployed into combat, the leader may not be moved -he must stay with the unit until the end of the battle.

15.0 DESIGNER'S NOTES

There are no surviving firsthand sources for this war. The best account is probably the few pages devoted to it in Plutarch's biography of Crassus (written over a century after the fact). Later Roman historians were almost all slave owners, with an inevitable bias against the rebels. This was not a glorious episode in Roman history, and, while the facts about it were not exactly suppressed, there was little effort made to record them in any detail.

The novels of Howard Fast (1952) and Arthur Koeslter (1939) helped me fill in some of the gaps with imaginative reconstruction. The study of other slave insurrections – those of the ancient world, plus others in Haiti and Jamaica-also furnished some insights into how events in the broadest sense probably developed.

Historians agree there was little chance the slave revolt could have destroyed the Roman Republic and its institution of slavery. *I am Spartacus!* was therefore easier to design than it was to balance. The usual aim of the rebel player is therefore to achieve a "moral victory," by raising the largest possible rebellion and thus forcing the Roman player to divert resources from foreign wars. The aim of the Roman player is to suppress the revolt by eliminating Rebel leaders, destroying their forces, and re-occupying rebel-controlled areas.

The map modifies the historical division of the Italian provinces by adding a chain of mountain regions down the Appenine backbone of the peninsula. The mountains actually belonged to the coastal provinces in the administrative sense, but were geographically and operationally distinct. (Those regions named on the map, like "Æmilia Montes," are descriptive rather than strictly historical.) I rather arbitrarily divided Sicily into three provinces in order to model its strategic importance and large slave population.

The victory point costs for the main Roman reinforcements reflect the Republic's overall situation. They were already fighting a multi-front war when the revolt broke out. Any large recall of troops to Italy, or diversion of resources to naval construction, would jeopardize Roman progress in those other theaters.

Neither Hannibal nor Spartacus was willing to attack the walls of Rome. After the city was sacked by the Gauls in 390 B.C., the Servian Walls were built from large blocks of volcanic stone (sections still stand today). Some of the seven hills, like the Capitoline, were virtual stand-alone fortresses. The other walled cities on the map were much smaller than Rome, but I considered their defenses roughly equivalent. Siracusa, where the defenses had been partly designed by the brilliant Archimedes, was particularly strong.

The optional siege rules assume that if the revolt had been more successful, enough skilled carpenters, smiths and engineers would have been found to build a siege train. Most mine workers in the ancient world were slaves, and tunneling was also part of siege warfare.

16.0 PLAYER'S NOTES

The Early Game

In the early game, the rebel player will be calling most of the shots. He must expand rapidly both his territory controlled and his army's size. The Roman player has a tough choice on Turn 1: whether or not to attack the rebels in Campania. A successful battle could end the game (unlikely), but even causing casualties could limit the rebels' ability to train-up units during Turn 2, which necessarily limits the speed of the rebel expansion. On the other hand, an unsuccessful battle condemns the Roman player to 4 or 5 turns of abject passivity, and may require him to take more reinforcements (costing VPs) late in the game.

For the remainder of the early game, the Roman player is advised to keep his army concentrated and in a city. The only attack which should be considered at this time is one to pick off an isolated rebel force. However, keep in mind Spartacus can cover a lot of ground in one turn – if he catches your small force in the open, you will get hammered. The one "offensive" move the Roman player should make is to build a fleet. When it enters play, place it in the Messana Strait Sea Zone.

The rebel player must make haste while the sun shines. Force march Spartacus as far as possible every turn. The losses the force marching may entail will be more than made up by his +2 modifier on revolts. The rebel army should be split up only during turns 4 and 7 so that each leader will be able to train-up slave units in the following Training & Upgrade segment.

Don't be too fearful of leaving a small detachment on its own – any Roman force trying to annihilate it will be highly vulnerable on the following turn. For the same reason, don't delay moving north – once you have all of the southern peninsula in revolt, move

north. The Roman player will only get two legions and a single leader. It will take one turn just to combine them – and they will still be separated from the smaller force in/near Rome.

The Mid-Game

By Turn 6, the rebel player will have seized most of Italy, but the Romans will have received their Turn 5 reinforcements and should be able to field a worthwhile army. The rebel player now has four primary goals. First, he must exit as many trained-up slave units as possible. This will weaken his main force, but once the main Roman forces are available it may not be possible to exit the units. Second, he should send a leader with a flying column down the eastern side of the Adriatic to foment rebellion, recruit, and provide for the escape of Thracians, Greeks and Syrians. This will force the Roman to detach an army later to suppress those provinces. Third, a large force must be kept near the main Roman army to prevent it suppressing too many provinces in Italy proper. Fourth, as many slave units as possible must be trained-up -the extra strength and extra steps will be needed in the end game.

One word about a siege: don't. The idea of taking a city is attractive, but it will necessarily tie down the main part of your army for at least two turns, and could free the Roman player to suppress provinces. On the other hand, if the Roman has played carelessly and gives you a city on the cheap, go for it.

The Roman player must keep his forces well in hand. If the chance arises, suppress a province or attack a rebel detachment. A void an all-out battle with the main rebel army: the Roman army must remain viable. This will keep the rebels from dispersing for recruiting and upgrades, and, after Crassus arrives, will give the Roman a truly formidable force.

The End Game

The end game starts when the Roman is strong enough to pin down Spartacus' army and suppress provinces at the same time. This will probably begin on Turn 10, when Crassus enters the game, but also depends on how many of the original Roman units have survived. If they are all on the board, the Roman should be able to start cleaning things up; if few have survived, the Roman counteroffensive will have to wait for Pompey.

At this time, the players essentially reverse roles. The Roman must separate his forces – suppressing one province per turn is just too slow – while the rebel player tries to force the Romans to concentrate. The later the Roman is able to start the suppression, the faster he'll have to move, which means greater dispersion.

The major decisions in the end game are whether or not the Roman brings on his Turn 13 and Turn 16 reinforcements – we assume if the Roman is in a position to not bring on Crassus, he has already won the game. Bring them on only if speed is of the essence or if the rebel has managed to keep a huge army on the map. The Roman should also seek battle whenever possible-the rebel will have an increasingly difficult time replacing his losses.

Battle Notes

When fighting a battle, there are several aspects of each army which must be considered: the number of units, strength of those units, and the number of steps those units represent.

The rebel player will almost always have the advantage in number of units, which gives him a bit more flexibility in his deployment. The obvious setup will see all the slave units in the front rank to act as sword-fodder, absorbing the (usually) automatic hits of the legions in the early rounds, while knocking off enough Roman steps to make later rounds more even for the trained-up units. The rebel player should keep his leaders out of combat unless absolutely necessary – they are absolutely vital for recruiting and training.

As a rule of thumb, the slave army is good for one full-on battle per season.

Sicily

Sicily probably will be contested only if the Cilician Pirates enter the war – the presence of the Sicilia cohorts in Messana makes a successful Rebel crossing (by rafting) unlikely. On the other hand, if the Rebel can get a leader onto the island, he should do so. The great recruiting potential means a large force will quickly come into being. Even if it never gets onto the mainland, it will take a lot of killing.

In General

The Roman commander needs to re-member it's a long game, and you've got to do a lot of serious slaughter to win. Don't forget, in game terms, the historical outcome of this war was a rebel moral victory.

PYRRHIC VICTORY
Legion Vs Phalanx, 280-275 B.C.

1.0 Introduction

Pyrrhic Victory (PV) is a two-player variant for the *I am Spartacus! (IaS!)* game. *PV* simulates the Tarentine War (280-275 B.C.); one player commands the Roman Republic and its allies, the other commands the forces of Pyrrhus -the Greek cities and native peoples of southern Italy.

2.0 Components

PV uses the game system, map, and many counters from *IaS!* There are also 39 additional counters provided on the countersheets, along with a new Turn Record Track. Except where modified, deleted or replaced below, the basic rules of *IaS!* still apply in this variant game. Note there is no "revolt" or "pacification" in *PV*.

3.0 Map Changes & Set Up

3.1 The Sides. Some of the *IaS!* counters are redefined for play in *PV*. The Roman player commands all the blue (Roman) units and the yellow units – those latter are now redefined as "Roman Allies." The Pyrrhic player commands the green ("Kingdom of Epirus") units presented in this issue, and the light-red units from *IaS!* – those latter are now redefined as "Pyrrhic Allies." The dark-red "Galla-German" units from *IaS!* are not used in *PV*, except in conjunction with *PV* optional rule 14.1. The Cilician Pirate units from *IaS!* are not used in *PV*.

3.2 Map Changes. For play of *PV*, ignore the following points on the *IaS!* map: the cities of Mutina, Aquileia, and Brundisium, and the three *IaS!* sanctuaries. No units may enter the provinces of Liguria, Gallia Cispadana, Istria, or Venetia unless option rule 16.1 is being used. (As a visual reminder which provinces are off limits, place an *IaS!* Galla-German unit in each one listed above. Those units will represent the non-involved peoples and tribes dwelling in those northern regions.)

3.3 Map Additions. The city of Carthage is considered to exist in North Africa. Place the Carthage *PV* variant counter so it fronts on both neighboring sea zones. Place the Tarentum city counter in the province of Calabria, fronting on the Ionium Sea Zone. Place the Lilybaeum counter on the coast of Agrigentum province (in Sicilia), fronting on the Ionium Sea Zone. Place the Eryxand Panormus city counters in the same province, but fronting on the Tyrrhenum Sea Zone. (Note: we've provided *PV* city-fortress counters for all the cities that exist and are in-play in this variant. Ignore those printed on the map for which we have not provided such counters.)

Historical Note. Aquileia was founded in 181 B.C. Mutina (today called Modena) was an Etruscan settlement that became a Roman city early in the 2nd century B.C. Brundisium was founded as a Roman colony in 240 B.C. Carthage was destroyed by the Romans in 146B.C.

3.4 Roman Set Up. Place starting Roman units on the map according to the following list. All legions start at a strength of "5."

> **Etruria** – T . Coruncanius, III and IV Legions, 4 Roman Allies, two cavalry with strengths of 3 each.
>
> **Roma** – Roma garrison unit, Calvinus.
>
> **Neapolis** – Two Roman Ally units.
>
> **Lucania** – Laevinus, I and II Legions, two cavalry with strengths of 4 each, two slingers, four Roman Ally units.
>
> **Bruttium** – The Sicilia garrison unit.

3.5 Pyrrhic Set Up. Place starting Pyrrhic units on the map according to the following list. All units start at full strength.

> **Tarentum** – Pyrrhus, Cineas, Milon, the two H Cavalry units, the Chaon, Molossi, Ambrac and Thesprot Phalanx ("P") units, the Epriot Royal Foot Guard, two slingers, two elephant units, CRT archer (from *IaS!*), Tarentine fleet.
>
> **Siracusa** – Play the Siracusan fleet, three SYR infantry units (from *IaS!*), one slinger, and one 3-strength cavalry unit, and the Syracusan catapult in Siracusa. These start the game already allied to Pyrrhus, but may not move until such time as Pyrrhus enters that city.

3.6 Carthaginian Set Up. Place starting Carthaginian units on the map according to the following list. All units start at full strength.

> **Carthage** – Two Carthaginian fleets, Carthaginian lnfantry, Catapult, Mago.

Important Note. The Carthaginian Empire consists of the provinces of Corsica, Sardinia, Africa and Agrigentum, and all cities therein. It is neutral at the start of the game.

4.0 New Unit Types

4.1 Elephants. Each full-strength elephant counter represents about 10 of the beasts. Elephants are immune to missile fire.

4.2 Elephants vs. Cavalry. Cavalry may never attack elephants. Cavalry attacked by elephants automatically panics – no combat die roll is made. Any unit that panics is set aside with the missile units until the battle is over and then its fate is determined using the regular breakoff, retreat and rout procedures.

4.3 Elephants vs. Infantry. Infantry attacked by elephants must make a morale check instead of using regular combat procedures. On a die roll of 1-4 the infantry panics (as with cavalry, described above in 4.2); on a die roll of 5-6 the elephant panics.

Roll again for a panicked elephant unit. On a roll of 1-2 the elephant unit loses a step and is placed aside with the missile units.

On a roll of 3-5 set it aside with the missile units until the end of the battle; it does not lose a step.

On a roll of 6 the panicked elephants trample the nearest friendly unit on their way off the battlefield (make another panic check, in what can turn into a chain reaction of panic, if you roll enough sixes) in the following order of priority: 1) the nearest unit behind the elephant; 2) the nearest unit on the right of the elephant (as judged when viewed from the Pyrrhic player's side of the line); 3) the nearest unit on the left. After that combat is resolved, set aside the elephant with the missile units until the end of the battle.

Note that the elephant units have "2E" on their full strength side and "1E" on their reverse. Their capacities and procedures remain exactly the same as described above until they are completely eliminated.

4.4 Leaders and Panic. A leader stacked with a unit that panics is "swept along" and remains with his assigned unit until the battle is over.

4.5 Elephant Surprise. There is a one-time surprise-bonus for the first battle in which the Pyrrhic player uses any elephant unit(s). In this case this, the first attacked enemy infantry unit panics on a roll of1-5; on a roll of 6, place the elephant aside with the missile units (no step loss). If both elephant units enter combat the first time during the same battle (not necessarily the same round), both earn the same one-time bonus.

4.6 Elephant Reserve. If Pyrrhus is not given a place in the line of battle, he may be used instead to command an "Elephant Reserve" of one or both elephant units. Set the reserve off to the side of the regular battle line (not with the missile units); at the beginning of any round of combat, the elephant reserve may replace any other front line Pyrrhic unit. The replaced unit drops back behind the just-entered reserve. Pyrrhus must, of course, accompany the first unit of the reserve. (If both elephants are in the reserve, slide the second in behind the first, then put the replaced non-elephant unit behind it.)

Note. The elephant reserve rule may not be used in battles in mountain provinces.

4.7 Phalanx Units. *PV* units marked "P" are phalanxes (compact heavy-infantry formations armed with pikes). When at full strength, these units ignore any combat result scored against them as the result of an enemy die roll of "3" or less (at reduced strength, ignore results scored on rolls of "2" or less).

Important Note. This special phalanx characteristic is not available in mountain provinces and/ or when flanked in the battle line.

4.8 Missile Fire vs. Phalanx units. Whenever missile fire is used against phalanxes (in any terrain), the attack die roll is increased by "1."

4.9 The Epirot Royal Foot Guard unit is not a phalanx. It was an elite light infantry force, similar to Alexander's Hypaspists. This unit may not be rebuilt if it is reduced or eliminated.

4.10 Heavy Cavalry. The two Pyrrhic cavalry units marked with an "H" are heavy cavalry(lancers on semi-armored mounts). These units fight infantry using their full printed strength (ignore the restriction given in 13.13 in the *IaS!* rules). They also have the same combat bonus awarded to phalanx units in 4.7 (and under the same conditions), but not the missile fire bonus of 4.8.

4.11 Catapults. The Carthaginian and Syracusan catapult units represent collections of semi-mobile bolt-shooting and stone-throwing machines and their skilled operators. The catapults must be accompanied by at least one infantry unit (each) in order to move from province to province. In battle, the catapults are missile units that automatically eliminate one target step each time they fire. In siege combat, their presence causes "1" to be subtracted from the breaching die roll (when attacking), and it automatically eliminates one step of an attacker (when defending). (That bonus is never greater than one, even if both units are present for the same operation.)

4.12 The Triarii. Roman legions reduced to their last strength step (1 point) may not attack while at that strength. On defense, such legions ignore enemy combat results scored against them on die rolls of "3" or less (in all kinds of terrain and even if flanked).

Historical Note. The men in the third (last) line of the early legions were called "*Triarii.*" They were older, less agile troops equipped with the *hasta*, a spear 10-14 feet long. If the first two lines of sword and javelin men, the *Hastati* and *Principes*, were shattered, they would try to regroup behind their legion's *Triarii*. Failing that, the *Triarii* would cover their legion's retreat. To say "It has come down to the Triarii (*Proelium venit ad triaros*) was a common Roman expression of the period, used to describe any desperate situation.

5.0   How to Win

5.1 In general, the Roman player is trying to expel Pyrrhus from Italy and gain control of the peninsula at the lowest possible cost. The Pyrrhic player is trying to prevent that, while carving out a kingdom for himself. The Pyrrhic player may also attempt to gain control of Sicilia. Victory is usually based on points awarded as described below. The player with the most points at the end of the game wins. Ties are possible, as are "Sudden Death" victories.

5.2 Pyrrhic "Sudden Death" Victory. Play stops and the Pyrrhic player is declared the winner the instant his forces gain control of the city of Rome.

5.3 Roman "Sudden Death" Victory. Play stops and the Roman player is declared the winner the instant Pyrrhus is killed.

5.4 Winning on Points. If neither player wins a Sudden Death Victory, the winner is determined by comparing Victory Point (VP) totals at the end of Game Turn 19 (Autumn, 275 B.C.).

5.5 Pyrrhic VPs. The Pyrrhic player scores VPs as follows:

2 VP: for every Pyrrhic-controlled province on the Italian mainland.

3 VP: for every Pyrrhic-controlled province in Sicilia, plus a bonus of 3 more VP (total) if all three Sicilian

provinces are Pyrrhic-controlled.

1 VP: for every Roman legion completely eliminated during the course of the game.

1 VP: for every Roman leader killed during the course of the game.

5.6 Roman VPs. The Roman player scores VPs as follows:

2 VP for every Roman-controlled province on the Italian mainland.

2 VP for every step of elephant units eliminated during the course of the game.

1 VP for every enemy phalanx and heavy cavalry unit completely eliminated during the course of the game.

1 VP for every enemy leader killed during the course of the game.

5.7 Province Control. For any province to be "controlled" for VP purposes, a player must be the only one to have units within it at the end of the game, and also control (occupy or have been the last to occupy) any and all cities within it.

Note also that the provinces of Sardinia, Corsica, Africa, Illyricum and Epirus, along with the prohibited Gallic provinces (see 3.2) never yield VPs to anyone for their control.

6.0 The Turn Sequence

6.1 In general, each game turn represents three months. The Administrative Phase (replacements, leader recovery, diplomacy) occurs only at the beginning of Spring turns.

6.2 Diplomacy. The *I am Spartacus!* turn sequence is modified. The Pacification Step of the Administrative Phase is replaced with a "Diplomacy Step," during which players attempt to influence Carthage, and possibly other powers (see sections 7.0 and rule 14.1).

7.0 Carthaginian Intervention

7.1 In general, during the Diplomacy Step of every Spring turn's Administrative Phase, the Roman player rolls one die to determine the policy of Carthage during the following year.

If Carthage is presently neutral (it starts the game that way), it forms an alliance with Rome on a die roll of 1, remains neutral on a roll of 2-5, and allies with Pyrrhus on a result of 6.

If Carthage is presently allied with Rome, it remains allied on a roll of 1-4, and reverts to neutrality on 5-6.

If Carthage is presently allied with Pyrrhus, it remains allied on a roll of 1-3, and reverts to neutrality on a 4-6.

7.2 Cineas. The Pyrrhic player may attempt to influence the Carthaginian policy die roll by assigning his Cineas leader unit to diplomacy. If Cineas is used for negotiation, add 1 to the die roll. At such times, remove the Cineas counter from the map and place him on the Turn Record Track two turns later (Autumn). In effect, Cineas is busy negotiating for six months and is not available to command troops. Cineas dies at the end of the Winter 278 turn, and the unit is then permanently removed from play.

Historical Note. Pyrrhus once re-marked Cineas had conquered more towns with his talk than he, Pyrrhus, had taken with his sword.

7.3 Carthage and Sicilia. If Pyrrhic forces enter Agrigentum, Carthage immediately allies with Rome for the duration of the game; no further die rolls are made. If, however, the Pyrrhic player succeeds in taking all three Carthaginian fortresses in that province, and also gains control of all three provinces of Sicilia, Carthage immediately and permanently reverts to neutrality.

7.4 The African Option. If Pyrrhic forces enter Africa, Carthage immediately and permanently allies with Rome; no further die rolls are made. (This is true even if Carthage had reverted to neutrality as a result of a Pyrrhic conquest of Sicilia.)

7.5 Corsica & Sardinia. If Pyrrhic forces enter Corsica or Sardinia, Carthage immediately and permanently allies with Rome; no further die rolls are made. If, however, Carthage has reverted to neutrality as a result of a Pyrrhic conquest of Sicilia, that same player's (worthless) acquisition of one or both of these two islands is not enough to drive Carthage back into the war.

7.6 Leaving the War. If the cities of Carthage or Siracusa and/or Tarentum are captured by an opposing player, all units belonging to that city are immediately and permanently removed from the board.

7.7 Roman Intervention in Carthaginian Territory. Roman units (and their Italian allied units) may only enter Carthaginian territory (Corsica, Sardinia, Africa, Agrigentum) if rule 7.4 is in effect (that is, Pyrrhic units are in Africa), and must leave again immediately when that condition is no longer in effect.

7.8 Carthaginian Alliance. When Carthage is allied with either player, that player commands all those units as if they were his own. If Carthage reverts to neutrality for any reason, pick up all Carthaginian ground and naval units and place them back in Carthage until such time as the city's policy changes again. (The cities in Agrigentum, of course, remain where they are.)

8.0 Leaders

8.1 In general, wounded leaders may roll for recovery from their injuries during the Spring turns only. Except within the provisions of 4.6, leaders may not stack with elephant units.

Historical Note. Unlike King Porus of India, who grew up around elephants, prudent Greek generals of Pyrrhus' time tended to stick with horses, and were willing to leave the hazards of elephant-riding to specialists.

8.2 Pyrrhus. Only Pyrrhus (out of all leaders on both sides) provides the + 1, first-round, Leader-Strategist bonus in melee combat. (Any Pyrrhic-side leader may provide the tactical +1 bonus when stacked with infantry or heavy cavalry.) Only Pyrrhus may attempt to evade combat (on a roll of 1-4), and only Pyrrhus gets a -1 die roll modification for Forced March.

8.3 Mago is the only "naval leader" in the game. He may stack with a Carthaginian fleet, or with the Carthaginian infantry unit.

In both cases, he yields a +1 tactical die roll bonus in combat.

8.4 Calvinius may not leave the city of Rome. He is available to lead defenders there if the city is besieged.

Historical Note. One of the most respected generals of his time, Gnaeus Domitius Calvinus Maximus served as Dictator, Censor, and other republican positions. His religious duties as high priest (Pontifex Maximus) however, kept him from the leaving the city to actively participate in this war.

8.5 Roman Leader Pool. In the unlikely event all Roman *PV* leaders except Calvinus are killed, the Roman player may "elect" two more Consuls by pulling them from the *IaS!* counter set. There were 300 Senators, over 1,000 Equites, and plenty of plebians with military experience. (In such a case, the elected *IaS!* leaders do not bring any special characteristics from that game into play of this variant.)

9.0 Reinforcements & Replacements
(Replaces section 8.0 of *IaS!*)

9.1 In general, both players recruit new units and rebuild eligible reduced units during the Spring turns' Reinforcement Phase. A player receives two replacement points for each controlled fertile region, and one replacement point for each controlled mountain region.

9.2 Pyrrhic Core Area. Epirus, Illyria and Calabria are the "core area" for Pyrrhus. The core areas are considered under Pyrrhic control unless actually occupied by one or more Roman-side ground units. All other provinces must be garrisoned by one or more Pyrrhic-side ground units and be free of enemy units (and cities) in order to establish and maintain Pyrrhic control there.

9.3 Roman Reinforcements. The Roman player receives the *I* and *II Tumultuary Legions* in Rome when any enemy force enters Latium. The four *PV* Roman leader counters that don't start play on the map enter according to the notes on the Turn Record Track.

9.4 Roman Replacements. At the start of the game, Rome controls Etruria, Latium, Sabinia Montes and Campania, for a possible seven replacement points. Using those points, the Roman player may build and rebuild units as follows:

Each **Legionary step** costs one point. (Tumultuaries may never be rebuilt, and no legion may ever be raised to a strength step level greater than 5.) Within the limits of the *IaS!* counter-mix, the Roman may raise new legions (he is not required to do so).

Each **Slinger** costs one point, but no more than two may be raised in any given year.

Each **Italian Ally unit** costs one point.

Each **Cavalry step** costs two points.

The **Fleet** costs four points (or three – see 10.1).

9.5 Pyrrhic Replacements.

The Pyrrhic player may rebuild units and raise new ones, within the following limits. The Pyrrhic player may build/rebuild THR, GRK and IT infantry and cavalry units, and slinger units, from the *IaS!* countermix. Elephants, the Royal Foot Guard, and archer units may not be rebuilt.

The Pyrrhic player starts with control of Eprius, Illyria and Calabria, for a possible four replacement points.

Each **Phalanx step** costs two points.

Each **Cavalry step** costs two points.

Each **Heavy Cavalry step** costs three points.

Each **Infantry step** costs one point.

The *IaS!* siege train costs four points.

9.6 Pyrrhic Reinforcements.

The Tarentine and Macedonian Phalanx units, along with the leader Megacles, arrive at Tarentum on Game Turn 2. When the Pyrrhus unit first enters (if it does) the province of Agrigentum, he immediately receives (from the *IaS!* countermix) one THR and one AFR infantry unit, one AFR cavalry unit, and one slinger. (These units represent the high-quality army of Akragas, numbering 8,000 infantry and 800 cavalry).

9.7 Carthaginian Replacements. If the Carthaginian infantry unit is reduced, it is automatically rebuilt to full strength at the beginning of the next spring turn. If eliminated, it reappears in Africa at the beginning of the next Spring turn. If either or both Carthaginian fleets are destroyed, they are automatically replaced at Carthage four turns later (any number of times).

9.8 Syracusan and Tarentine Fleets may not be rebuilt once destroyed.

10.0 Naval Movement & Combat
(Replaces section 10.0 of the *IaS!* rules.)

10.1 The Roman Fleet does not exist at the start of the game, and that player is not required to build it. If he does, it cost four replacement points and takes two turns to build. During any Spring replacement phase, the Roman expends the points and places the fleet on the Turn Record Track two quarters ahead (Autumn). The Roman fleet can appear at Roma (actually Ostia) or at Neapolis.

If the Roman player controls Bruttium, the cost of a fleet is only three replacement points. (The Sila Forest was an abundant source of first-rate ship timber.)

If destroyed, the Roman fleet may be rebuilt any number of times throughout the game.

10.2 Naval Movement & Combat. A fleet may either be at sea (in a sea zone) or in port (stacked in a fortress or city, see section 13.0). If a fleet is at sea, it can move and engage in combat. If a fleet is in port, it can't move, attack, or be attacked, and its fate is tied to that of the port.

10.3 Fleet stacking is allowed in only three cases:

1) The Carthaginian leader Mago may stack with a Carthaginian fleet;

2) the Siracusan catapult may stack with the Syracusan fleet; and

3) one legion (no leader allowed) may stack with the Roman fleet.

If a fleet is eliminated, any unit stacked with it is also eliminated.

10.4 Naval Combat takes place between opposing fleets at sea in the same sea zone, after all naval movement is completed. For each involved fleet roll one die and apply the result from the following table. All results are applied simultaneously to the engaged fleets of both sides. A fleet that withdraws must either return to a friendly port or move into a neighboring sea zone (one empty of other enemy fleets), at the owning player's option.

NAVAL COMBAT TABLE

Die Roll	Result
1-3	No Effect
4-7	Enemy Fleet Withdraws

Notes:

+1 If Mago is stacked with an attacking Carthaginian Fleet.
+1 If the Siracusan Catapult is stacked with the attacking Siracusan Fleet.
+1 If a Roman legion, with 4 or more strength points, is stacked with the attacking Roman fleet.

Note. Due to "No Effect" results, it is possible for opposing fleets to stay at sea in same sea zone from game turn to game turn, thereby rendering the zone "contested" (see 10.5).

10.5 Naval Transport. The fleet units in the game represent warships only. Each naval power also operates troop and supply transports in controlled and contested sea zones. Each naval power can transport four units and any number of leaders across one controlled or contested sea zone each game turn. Naval transport may not be used if the transporting side has no friendly fleet at sea in the zone to be crossed.

Example. Rome and Carthage are allied. Roman and Carthaginian fleets are at sea in the Tyrrhenium Sea Zone. The Roman player may transport up to eight units between any coastal regions adjacent to that zone that turn.

10.6 Naval Transport Interception may occur if the move is made through a contested sea zone. In such cases, roll one die for every unit (and leader) being transported. The unit is intercepted (and eliminated) on a roll of 5-6; the move is successful on 1-4. (If Mago is on board an intercepting Carthaginian combat fleet, add 1 to the die roll.)

10.7 Winter Storms. Any fleet that leaves port or remains at sea during a Winter turn may be driven back or destroyed by storms. Roll one die for each such fleet at the start of its move. A fleet is destroyed on a roll of 6, and forced back to port for that turn on a 4 or 5. Always subtract one from the die roll for a Carthaginian fleet (due to their superior seamanship).

11.0 Supply Attrition
(Replaces section 11.0 of the *IaS!* rules.)

11.1 In general, armies only suffer attrition at the beginning of every Winter turn.

Armies are only subject to attrition if they begin a Winter in a Mountain region, or in any contested region. If a player has only a single combat unit in a region, that unit is not subject to attrition. Leaders are never subject to attrition.

A region is "contested" whenever forces of both sides are present there, whether in a city I fortress and/ or outside. Units besieged in cities and fortresses are not subject to attrition if a friendly fleet is at sea in the adjacent sea zone (no matter if that zone is contested or controlled).

Important Note. For purposes of 11.1 only, Rome is not considered to be a port. A determined besieger would be able to cut the barge traffic on the Tiber River.

11.2 Attrition Procedure. Add up the total number of ground combat units of both sides in a region affected by attrition (include ground units in cities I fortresses; don't count leaders). Either player then makes one die roll and consults the following chart. If the result is a number between 1 and 4, both players must remove that number of steps from their involved forces (since they are competing for the same local resources). "NA" means "No Attrition." There are no die roll modifications.

SUPPLY ATTRITION TABLE

Die Roll	Total Number of *Units* in Region		
	3-6	7-12	13+
1	N/A	N/A	N/A
2	N/A	N/A	1
3	N/A	1	2
4	1	1	2
5	1	2	3
6	2	3	4

12.0 Land Movement

12.1 In general, the Roman player moves first every game turn. Administrative March (*IaS!* rule 5.3) may only be used in the provinces of Etruria, Latium and Campania.

Historical Note. In 280 B.C. the superb Roman road net did not yet exist all across Italy. In 312, the Via Appia was completed between Rome and Capua (in Campania). By about 240, it was continued through Beneventum, across the mountains to Brundisium.

13.0 Siege

(Replaces 14.6-14.16 of the *IaS!* rules.)

13.1 In general, though the forces of both sides can conduct siege warfare, only the Pyrrhic side can construct the Siege Train (from the *IaS!* countermix). Pyrrhus may build the Siege Train in Tarentum or Siracusa (the leader unit must be present). The Siege Train increases the probability of making a breach during siege combat.

Building the Train takes two game turns and costs four replacement points. Pyrrhus can start construction of the Train at the beginning of any game turn-just make a note to subtract the four replacement points from the next Spring turn's replacement capacity. Pyrrhus may not move or engage in combat during the construction process. The Train can move on land if accompanied by at least one infantry unit (not phalanx). It can also be moved using naval transported; it's considered the equivalent of two land units.

13.2 Cities and Fortresses. There are three Carthaginian "fortresses" in the Agrigentum region; Carthage itself is also a fortress, along with Siracusa (all other cities are just that – cities). Each fortress has a one-step intrinsic garrison of 3 strength points (cities 1 point). (In cases where regular ground units come in to help defend a city or fortress, the intrinsic defense strength is the last lost).

If a breached fortress or city is not successfully stormed, it repairs itself, immediately and automatically (any number of times).

Note the fortress counters have an "F" on them to distinguish them from regular cities. Once a city is taken by the opposing side, flip its marker counter over to its wrecked side; the places ceases to be a city or fortress, for all purposes, for the rest of the game.

13.3 Breaching. A city wall is breached on a roll of 1-2. A fortress wall is breached on a roll of 1. If the Train is present, a city wall is breached on a roll of 1-4. If the Train is present, a fortress wall is breached on a roll of 1-2.

14.0 Optional Rules

14.1 Gallic Invasion. The Boii and Senones, Gallic tribes of the Po River Valley, had frequently invaded Roman territory. During the Pyrrhic War, they remained relatively quiet, even while their distant relatives, the Galatians, invaded and ravaged Greece in 279. With the right mix of bribes and diplomacy, Pyrrhus might well have induced these fierce warriors to open a second front against Rome.

The Pyrrhic player may attempt to trigger a Gallic invasion on any Diplomacy Phase after the first. The invasion is triggered on a roll of 6. The invasion force consists of all the G and GER infantry units from the *IaS!* countermix.

14.2 Invasion Procedure. If an invasion is triggered, the tribes move and fight according to automatic rules (they are not under the control of the Pyrrhic player). There are no Gallic leaders. The tribes are hostile to both players, but in a contested province they will fight the Roman forces first; the Pyrrhic player has the option to withdraw to another province before combat with the barbarians.

In starting the invasion, roll a die. On a result of 1-3, place the barbarians in Liguria. From there they will advance down the west coast, leaving one unit (the weakest) behind as they leave each province. If they reach Lucania, they stop and "settle" there. On a roll of 4-6, place them in Venetia. From there they will advance down the east coast, leaving one unit (the weakest) behind as they leave each province. If they reach Apulia, they will stop and "settle" there.

In combat, the barbarians always set up with their strongest units on the right front, and their weakest on the left.

The Pyrrhic player runs the barbarian migration as a separate "player turn" before either regular side takes its turn. Settled (and left-behind) barbarians, stay where they are (preventing either regular player from controlling that province until they are destroyed), and defending against all comers.

When moving, the barbarians ignore cities and fortresses, but must stop to attack any in-the-field force of" civilized" ground units.

14.3 Roman Anti-Elephant Wagons. The Romans attempted to defeat the elephant threat by organizing a force of 300 £our-man oxcarts rigged with long projecting beams tipped with incendiary materials. The Roman player may build the wagon unit, by removing any two legionary strength steps, during any reinforcement phase after the Pyrrhic player first uses elephants in combat. Place the wagons with the step-sacrificing legion(s).

14.4 Wagon Combat Procedure. In combat, the wagon is not deployed into the line. Keep it off to the side, in reserve. It does not have to be committed to combat. It may be committed against any elephant attacks, before each such attack is itself resolved. Once the wagon is destroyed, it may not be rebuilt. The wagon counterattack is resolved on the following chart.

ANTI-ELEPHANT WAGON ATTACK CHART

Die Roll	Result
1	Eliminate 1 elephant step, place wagon aside for remainder of battle, elephants continue to attack.
2-3	Elephants panic, place them and wagon aside for remainder of battle.
4-6	Wagon destroyed, elephants press on with attack.
6	Unit fails to cross and loses one step.

15.0 Designer's Notes

Pyrrhus was a great tactician, but he could never stick to a long-term strategic objective – frustrated in his bid to become King of Macedon, he went off to make war in Italy; unable to crush Rome he sailed off to Sicily; blocked in Sicily he went back to Italy, and so on. The Romans always were clear about their goals – first to survive and second to expand their sphere of control – cautiously, gradually, prudently, but relentlessly.

The challenge in designing Pyrrhic Victory was to tempt Pyrrhus with great rewards for diverting his effort away from Rome, without fatally unbalancing the game or violating historical plausibility. My interpretation of the geopolitical situation in 280 is that Italy and the Central Med were easy to conquer and hard to hold. Most of the vacant provinces on the board were inhabited by warlike semi-barbaric tribes who greeted the arrival of civilized legions and phalanxes as an opportunity to practice their traditional skills of ambush and guerrilla resistance.

Looming off to the North were the turbulent and powerful Celts who had invaded Italy before, and would again. Some players may object to the Gallic Invasion rule. It didn't happen in History, so what's it doing in the game? The Romans always had to worry about the threat from the North. At the start of the game, Rome is just winding down a two-front war against those darned Etruscans in the north and the Lucanians and Samnites in the south. For Pyrrhus, the Gauls are a two-edge sword, since any provinces they occupy give him no replacements or victory points.

The naval system is quite abstract – warships at sea make it possible for transports to sail freely. I considered additional fleets and seaports, but I did not want players to get drawn into an ahistorical naval arms race – the supply of sailors and rowers was quite limited, no matter how many hulls you built. We allow the Romans a chance to use the boarding tactics they perfected a few years later in the first Punic War. In terms of relative naval power the central Med would be a Carthaginian lake, but the thrifty Punics used their mighty fleet very cautiously. In the 3rd Century BC there was no such thing as Sea Control, and no real way to "project" sea power beyond a few days' voyage.

Control of territory is the central focus of the game. The Romans have an advantage in being able to build lots of cheap ally units as garrisons. Remember that Mountain provinces are each worth two victory points, even though they only produce one replacement point. The Pyrrhic player will have a tough time finding enough garrison units if he is successful in the early turns.

Pyrrhus' army is an eggshell armed with hammers. If a legion and a phalanx go one-on-one, the phalanx will usually run out of steps long before the legion does. Pyrrhus has to risk his elephants and heavy cavalry to get breakthroughs, and grind down the legions from both flanks before the phalanxes crack.

Hellenistic kingship was largely a cult of personality. If Pyrrhus had been killed in Italy none of his three sons would necessarily have had the charisma to hold the army together and carry on the war. The Sudden Death Victory rules means the Pyrrhic player must not take any risks with Pyrrhus. If Pyrrhus gets killed off too easily, players might agree to give him an extra life or two, with Ares, God of Battle taking the life of Megacles or Milon in exchange.

SPARTACUS: WAR OF THE GLADIATORS

by Robert F Burke

Uncertain Beginnings

Among the hundreds of thousands enslaved during the Roman republic's rise to power was a Thracian named Spartacus. Little is known of his background except that he came from a tribe of nomadic shepherds, and was probably taken prisoner during a punitive military expedition launched from Roman-occupied Macedonia. From there, he was most likely shipped to the great slave market on the Aegean island of Delos, where he was purchased by an agent of Lentulus Batiatus.
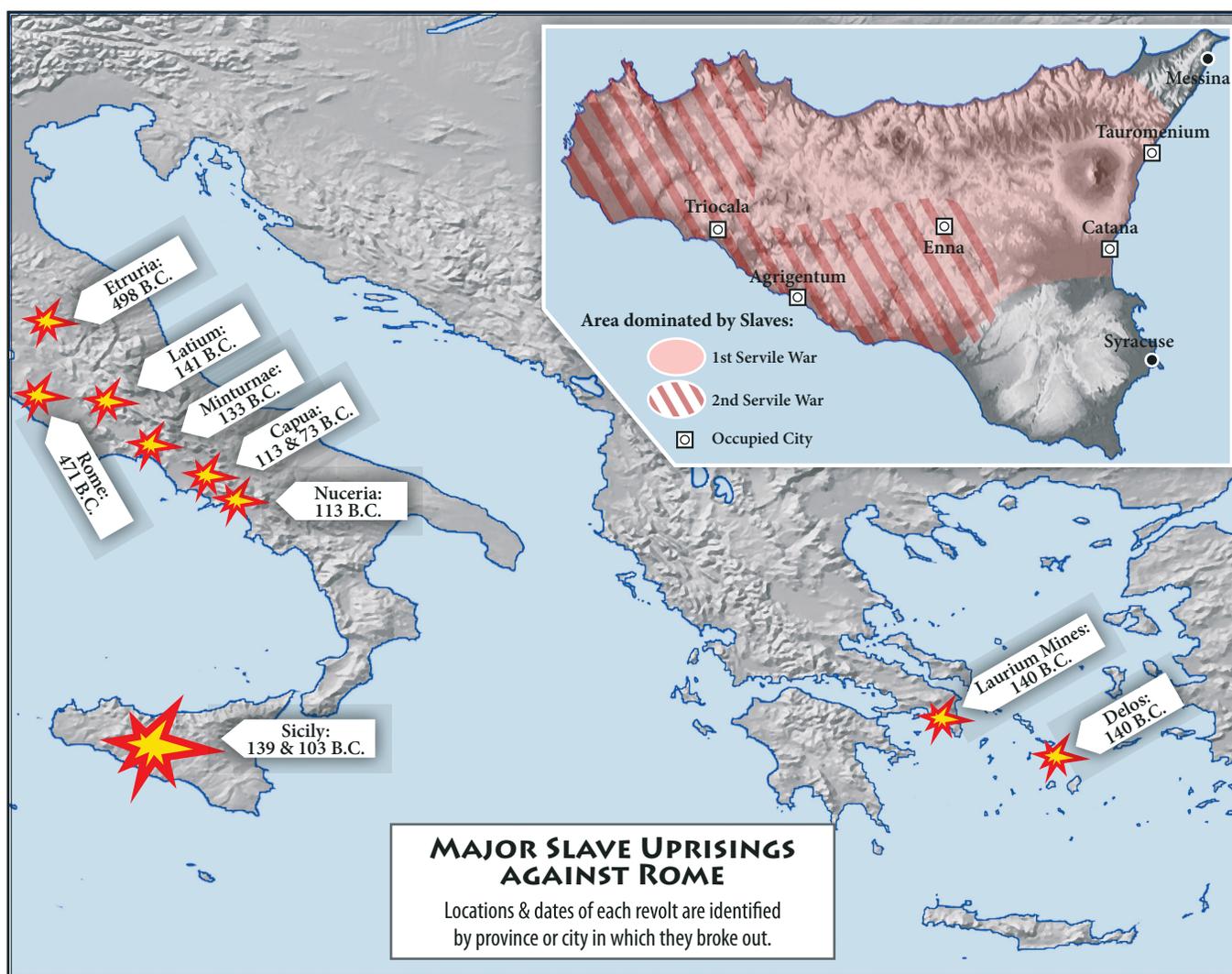
Batiatus owned a gladiatorial training school near the southern Italian town of Capua. At such academies, gladiator-trainees went through a year-long apprenticeship under the tutelage of warders who were themselves manumitted veterans of the arena. The students learned to use every type of weapon, and eventually specialized in the one(s) best suited to their individual abilities. Once proficient in the martial arts, the gladiators were kept in prime physical condition until the day they were chosen for combat. They had an average professional life expectancy of four years.

At any rate, after spending some months there learning his deadly new trade, Spartacus persuaded about 200 of his fellow trainees to attempt a breakout from their dungeon-like barracks. Late one evening in September of 73 B.C., the gladiators overpowered their guards, armed themselves, and escaped into the open countryside. Spartacus was quickly chosen as the group's warlord, while a Celt named Crixus and a Greek called Oenomaus became his lieutenants.

Soon thereafter the slaves scored their first victory as free men when they repelled an attack by the Capuan militia. The victory was won at great cost, though – only about a fifth of their original number survived.

The Servile Wars

The Spartacist revolt was one of a long series of internal crises that ravaged the Roman republic. The first of them occurred in 471 B.C., when Herdonius Sabinus led the slaves of the Eternal City in all ill-fated uprising against their overlords. That was followed by other revolts whose intensity increased in direct proportion to

Etruria: 498 B.C.

Latium: 141 B.C.

Minturnae: 133 B.C.

Capua: 113 & 73 B.C.

Rome: 471 B.C.

Nuceria: 113 B.C.

Sicily: 139 & 103 B.C.

Laurium Mines: 140 B.C.

Delos: 140 B.C.

Messina

Tauromenium

Triocala

Enna

Catana

Agrigentum

Syracuse

Area dominated by Slaves:

1st Servile War

2nd Servile War

Occupied City

MAJOR SLAVE UPRISINGS AGAINST ROME

Locations & dates of each revolt are identified by province or city in which they broke out.

the number of new lands that had fallen under Roman domination since the previous one.

In 198 B.C., slaves and freemen of Etruria rose in rebellion, which then rapidly escalated into a full-fledged war. An entire legion was required to suppress it (a force commitment which had never before been necessary in a slave revolt) and execute its ringleaders.

Six decades later, Italy witnessed another insurrection extending throughout much of the southern part of the peninsula. Two legions spent the better part of a year tracking down the rebels, who managed to cross over to Sicily, where they were finally cornered and wiped out.

The remainder of that century was filled with similar revolts: on the island of Delos in the Aegean, at the Laurium silver mines in Attica, and in the Italian cities of Capua, Minturnae and Nuceria, and, above all, in Sicily.

The First Servile War began in Sicily in the late summer of 139 B.C., when an educated house-slave from Syria named Eunus led the ransacking of his owner's plantation. The gang then took the nearby town of Enna, where Eunus was crowned "King of the Slaves." From there, he utilized his talents as philosopher, oracle and magician to enthrall the masses, who rushed to join his cause.

The rebellion seemed a success, and within a few months Eunus had gained control of more than three-fourths of the island, including such places Agrigentum, Tauromenium and Catana.

Backed by an army of 70,000 men, he proclaimed "The Kingdom of Justice," and established a royal court patterned after the Seleucid monarchy (including a "Council of State" made up of his ablest followers).

Preoccupied with military operations elsewhere, the Romans were unable to focus their attention on Sicily until 135 B.C. It took them another three years, and five commanders, to crush the slaves' kingdom in a brutal retaliatory campaign which only ended with the mass crucifixion of at least 20,000 rebels. Those not slain in battle or executed were once again sentenced to perpetual bondage, except for the dethroned Eunus, who spent his last days starving to death in a dungeon.

Thirty years later, the Second Servile War flared up with the rise of two new leaders: Salvius in the east, and Athenian in the west. They soon combined their forces, mustering some 40,000 troops, but Triocala was the only town of any size to fall to them. It became the site of their provisional government, where, like Eunus before him, Salvius proclaimed himself sovereign.

Several legions were committed against this new slave power, but their field commander, Athenian, proved so skillful in his craft he was able to delay the Romans far longer than anyone had expected. But by 101 B.C., it was clear fortune had again turned her face toward Rome. Salvi us had died of natural causes, and Athenion perished with most of his soldiers before the walls of

REBELLION IN CAMPANIA
OCTOBER – NOVEMBER 73 BC
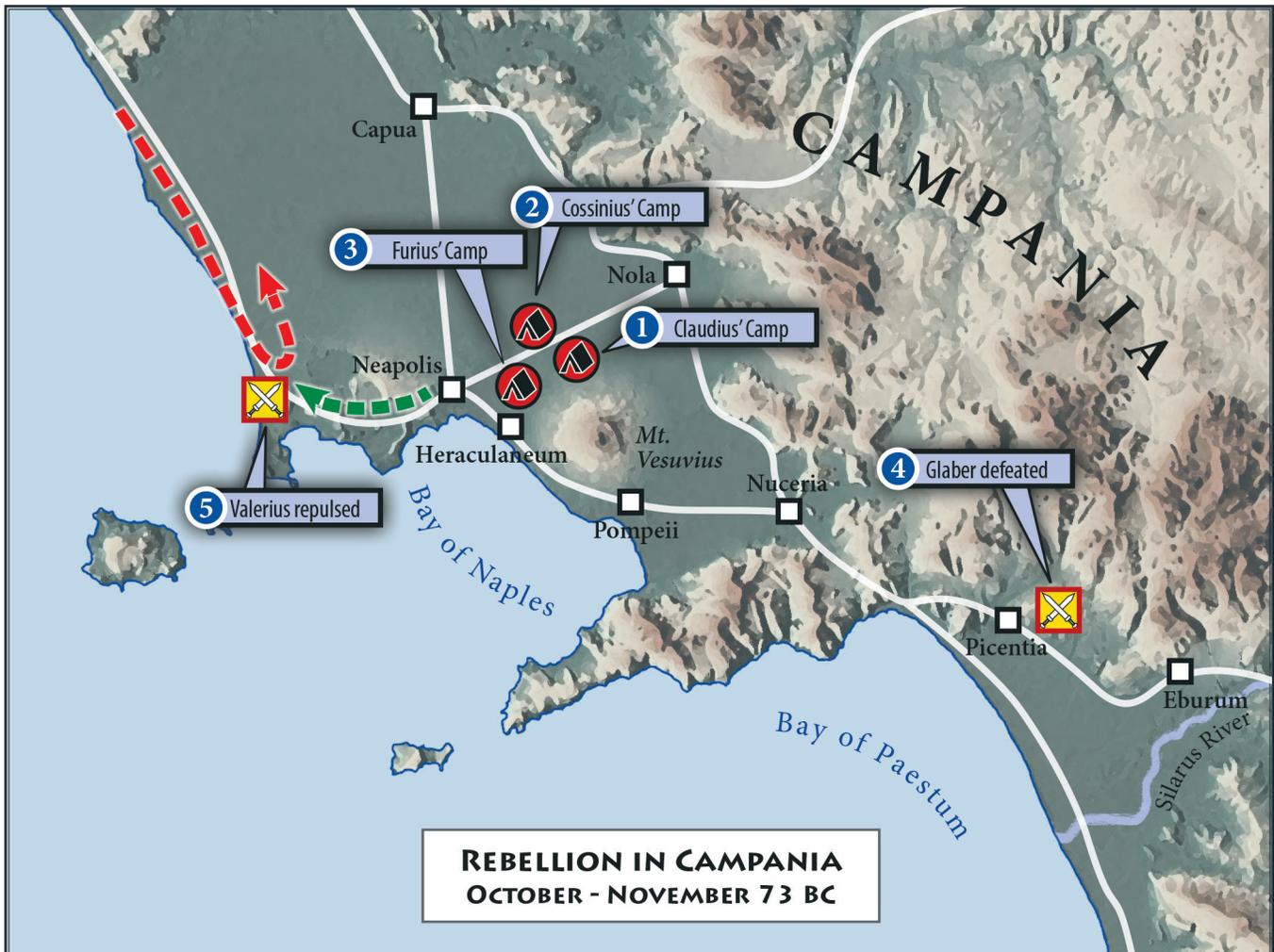
their makeshift capital.

The survivors continued their struggle for another two years before they were destroyed. The handful taken alive were sent to Rome in chains, but rather than fight one another, gladiator fashion, they chose suicide. A short generation after them, Spartacus came to disturb the peace of the Roman world. Despite his success, no one else stepped forward to follow that man's footsteps, thus closing a unique chapter in ancient history.

To Vesuvius

After the Phyrric victory against the Capuan militia, it became imperative for the surviving rebels to find a refuge. Dominating the horizon just 15 miles away stood the long-dormant volcano, Mount Vesuvius. There, amid lush vegetation and abundant wildlife, the rebels found haven. After a few days of rest, they were on the move again. They launched a series of hit-and-run raids across Campania, gathering recruits as they went. They burned estates, plundered villages, and the name of Spartacus was soon known and feared throughout Italy.

Within weeks, the size and strength of the rebel group had increased to the point where local authorities felt unable to cope with the emergency. They appealed to Rome for assistance. In response, the Senate ordered the Praetor C. Claudius to lead a force of 3,000 men and bring the chaos to an end.

On his arrival near the volcano, Claudius immediately saw it made an ideal fortress, the only access to which lay through a narrow gorge on its northwest face. He ordered his men to seal that avenue with a rampart, behind which they also erected an unfortified camp.

From his vantage point high above, Spartacus silently watched the activities of his foe. Then he ordered rope ladders to be fashioned from the vines which grew abundantly in the ashen soil there. With those the ex-slaves lowered themselves down the precipitous outer slopes of the crater during the night.

After quietly surrounding the camp, they made quick work of the picket line sentries and then attacked the Romans while they slept. Taken entirely by surprise, Claudius awoke to find half his men already lying dead in pools of their own blood, and the rest running about in utter terror and confusion. Unable to organize any kind of coherent defense, the Praetor abandoned everything and fled, along with the still panic-stricken remnants of his command.

When word of the fiasco reached Rome, the Senate reacted by throwing in more weight. This time three full legions were to be committed. Three Praetors – Publius Varinius Glaber, L. Cossinius, and P. Valerius – were assigned the responsibility of suppressing the rebellion before things could get further out of hand.

Cossinius marched out first, moving south to Neapolis, where he divided his force in two. He sent the Legate L. Furius to Herculaneum with 2,000 troops, while he continued on to a site located several miles northwest of there.

The legionaries of both groups barely had time to finish fortifying their encampments before they came under simultaneous assault. Striking with sudden and startling ferocity, thousands of Spartacists were in and among the tired defenders before they

could rally. After a brief and bloody fight in which Oenamaus was slain, the Romans again ran for their lives, leaving behind the corpse of their own fallen commander.

When Publius Glaber arrived in Campania shortly thereafter, he was stunned to find his ill-fated colleague's camps occupied by the enemy, and the fields around them littered with the residue of a once-proud legion. Both Glaber and his men were so rattled by what they saw that any immediate counterattack was out of the question. The Praetor did, however, manage to get off an urgent dispatch to Rome, explaining the gravity of what had happened, and requesting Valerius move to join him with all possible speed. But suddenly, and without warning, the insurgents packed up and vacated the district, swinging past Vesuvius toward the Bay of Paestum.

Encouraged, Glaber took the bait and after a few days caught up with the rebel army at Picentia, where it had taken a stand to await him. He led his cohorts into combat without the least hesitation, but his men fought poorly and suffered another resounding defeat. As a consequence, Spartacus was able to reoccupy Campania, where he next trounced the unfortunate reinforcements just arriving under Praetor Valerius.

Rome's Dark Winter

When these new shocks reached the capitol, the Senate was stunned. These latest defeats were not only blows to the national prestige, they meant the last professional military forces in Italy proper had been knocked out. At least 18 other legions were scattered across the length and breadth of the Mediterranean littoral, but most were tied down where they were, engaged in conflicts which strained the resources of the republic to the breaking point.

However reassuring the knowledge all earlier slave rebellions had been crushed may have been, nothing could diminish the crisis presented by Spartacus. As things stood in mid-November 73 B.C., the Senate was helpless. It was clear an elite force of well-led troops was required, and it was only the onset of winter that gave Rome the time needed to organize and commit such new units.

While the republic gathered its strength, the rebels besieged the city of Tempsa and invested the walled town of Cora, only 27 miles south of the capitol. Other small victories reported at this time indicate they had gained complete control of southern Latium, Campania, Lucania, central Samnium and Bruttium. Crixus eventually settled at Metapontum for his winter quarters, while Spartacus hunkered down at Thurii.

At the same time, a massive influx of fugitive slaves, dispossessed freemen, social outcasts and common criminals flocked to the rebel standard. The ranks of Spartacus' army swelled from 10,000 at the end of autumn to ten times that number the following spring. This huge rebel army consisted of Celtic, Germanic, Thracian, Greek, Syrian, African and native-born slaves, most culturally alien to each other and many from socially incompatible factions and backgrounds. In order to defuse what might otherwise have become a disruptive threat to his army's cohesion, Spartacus agreed each group would maintain its own ethnic units.

Probably as many as two-thirds of the slave army were women, children and the elderly. The remaining third provided the

manpower needed for the infantry, cavalry, archers and slingers necessary to withstand the armed might of Rome. From those Spartacus assembled a dependable bodyguard of ex-gladiators, which served as a core around which the rest of the army was built.

Spartacus himself was a gifted individual, apparently blessed with unusually high degrees of intelligence, energy and determination. Cast in the dual role of tribal leader and elective warlord, his authority appears to have been in no sense authoritarian. He commanded in a fashion more like a modern prime minister than a monarch or head of state, and was dependent primarily upon cooperative collaboration rather than autocratic dictate. Within the confines of those kinds of "political" limits, he improvised the spring campaign of 72 B.C. – a campaign in which two ethnic rebel armies were to wage separate yet synchronized operations.

Spring, 72 B.C.

In early May, Spartacus departed from his base at the head of 70,000 troops, intent on pushing north through the Apennine Mountain range to Picenum province. Meanwhile Crixus moved

AUTUMN 73 BC–WINTER 72 BC

Captured City

Area occupied by Spartacus

② Spartacus defeats Consular legions

③ Longinius and Manlius routed

① Crixus' army massacred

THE MARCH NORTH
SPRING 72 BC

east, across Calabria to the Adriatic coast, and then northward. The ultimate objective was for both columns to rendezvous near Ancona, and from there proceed toward Transalpine Gaul. That would allow the Celts in the army to reach their native lands and freedom.

As soon as it received word the slaves were again on the move, the Senate sent the newly elected Consuls – Gnaeus Cornelius, Lentulus Clodianus, and Lucius Gellius – against them with four legions. An additional legion, under Praetor Gnaeus Manlius, was held in reserve, bringing the combined total of available troops to around 25,000. Gellius moved to intercept Crixus, while Clodianus remained in central Italy to shield Rome from any sudden strike by Spartacus.

Soon the forward elements of Gellius' command came up against the rebel Celts encamped between the slopes of Mount Garganus and the coastline. The Celts handily routed the Romans and immediately began celebrating their new victory. Unfortunately for them, the premature festivities allowed the Consul to bring up his main force unhindered and renew the attack. Crixus was butchered as he lay in a drunken stupor, while the rest of his intoxicated command was either killed outright or driven into the Adriatic and drowned.

Unaware of the disaster, Spartacus continued his trek through the mountains, bypassing Rome and turning toward Ancona at month's end. But Clodianus undertook a forced march to reach that town first, and at the same time sent an urgent request for Gellius to move north. Together they would clamp the slaves in a vice from which there could be no escape.

But Spartacus again confounded the Romans' expectations. In early June he crushed the hapless Clodianus, then turned to finish off Gellius. In doing so, he destroyed more than half the Consuls' combined strength, and forced the remnant cohorts to fall back into Latium.

Spartacus had won a great victory, but its luster was overshadowed once the legionaries taken captive around Ancona revealed the extent of the disaster which had befallen Crixus' army. The terrible news came as a shock to the rebel main body, and their exultations of triumph dissipated into sounds of mourning. In retribution, they compelled 300 Roman prisoners to fight to the death around a huge funeral pyre.

Zenith

When at last the advance resumed, its target was the walled town of Mutina, in Cisalpine Gaul. There battle was joined against the troops of the provincial governor, C. Cassius Longinius, and Gnaeus Manlius, who had just arrived from Rome. Again the slaves were victorious. This fight, though, marked the zenith of Spartacus' fortunes. By this point he had not only freed 120,000 slaves, but also gained absolute mastery over most of Italy. Then a summer lull ensued as both sides rested and regrouped.

Spartacus released those in his army who wanted to escape into the northern wilderness, then began planning the next phase of his operations. He would return south, freeing any remaining slaves as he went, and then move to Sicily, where the shackled masses were reportedly eager for another chance to strike off their chains. The key element of the new plan was the Cilician pirates,

who agreed to transfer the rebels to the island for a price (though precisely when and where the bargain was sealed is not known).

Enter Crassus

In early August, the rebel army began its march along the Apennine backbone of ltaly, through Etruria. Again alarmed, the Senate searched desperately for someone to deliver them from impending calamity. Their debate resulted in the Consuls relinquishing their military commands, and the petitioning of Licinius Crassus to save the republic. He was named to the supra-Consular position of "Promagistrate," and given command of all the armies of Italy.

Crassus, like Pompeius and Lucullus, was of the Optimate political faction, and had grown rich from war and plunder. As a field commander under Sulla a decade earlier, he had proven himself a talented organizer, an able fighter, and a strict disciplinarian. He was also a logical choice for the role, since he was also rich enough to defray the cost of the war by personally paying for the six legions he was to lead.

At the same time, orders went out recalling to ltaly Gnaeus Pompeius, then engaged in mop-up operations in Hispania, and Marcus Lucullus, who had just successfully concluded a bloody border war in Thrace.

As the slaves neared Rome in early September, Crassus stood by with over 40,000 men. But Spartacus swept past the city and on through Samnium. Crassus took up the pursuit, with two legions under the Tribune Mummius leading the way. Mummius was under strict orders to merely shadow the enemy's movements without provoking a fight. But the over-eager officer disobeyed and blundered into another humiliating defeat on the banks of the Aufidus River. Infuriated, Crassus reprimanded his subordinate and singled out the first cohort alleged to have fled from the battlefield for a" decimation," in which every tenth man was executed for cowardice.

Autumn, 72 B.C.

By October, the rebels had reached the south coast of Lucania. They did not, however, turn toward Brundisium – a place already garrisoned by Lucullus – as expected. Instead, they moved westward to the Bruttian peninsula.

Crassus chose to keep a prudent distance between his forces and the enemy, moving only along alternate and parallel routes behind them in order to avoid battle. He called a halt at Thurii, after his mounted reconnaissance, under Tremelious Scrofa, was badly mauled in a skirmish near Petelia.

Realizing the rebels' true objective at last, Crassus sent a warning to Sicily's governor, C. Verres. He also strung his troops across the breadth of Bruttium, and with the forced labor of thousands of local civilians, built an earthen wall some 15 feet high, topped with stockades and watchtowers and shielded by a deep trench. The barrier ran for 37 miles, from the Gulf of Tarentinus, following the Crathis River, then across the lower Apennines to the Tyrrhenian Sea.

In the meantime, Spartacus, now leading an estimated 174,000 followers, arrived at the Straits of Messina. He camped on a promontory overlooking the town of Scyllaeum. There he met

with the Cilicians, paid the ferry passage, and hammered out the details of the embarkation. With a fleet of almost 1,000 ships at their disposal, the transfer of the entire army was to take less than a week.

But when the sun rose on the appointed day, the pirates were nowhere in sight. Unable to retaliate against the treachery, Spartacus sought to cross the straits with a makeshift flotilla of rafts, only to see that slim hope wrecked by the tempestuous autumn weather. The craft were smashed to flotsam by the lashing waves, or swept away in the strong currents.

His plans thus sabotaged, Spartacus knew he must get out of the Bruttian peninsula before the onset of winter, and in mid-November he was again on the march. Following the northern coastal road, he soon came to the formidable (even if still unfinished) Roman wall, against which he launched an unsuccessful day-long assault.
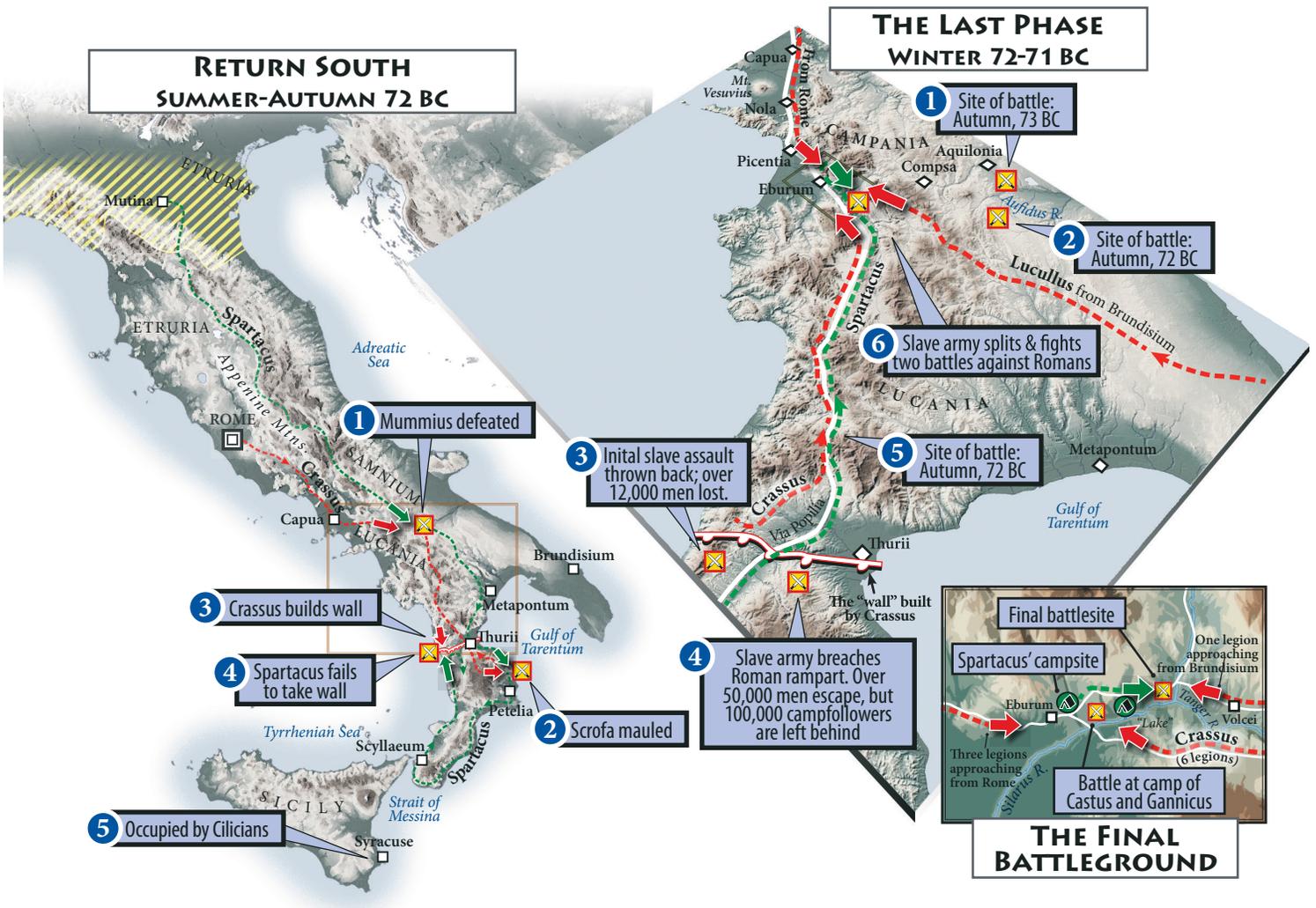
The Thracian was shaken by this unexpected reverse and the heavy losses he incurred in it –nearly 12,000 casualties in all – and became more cautious. As the weeks passed, though, with no headway being made, the prospect of mass starvation began to loom. Many within the rebel army started to lose faith in their leader, and by January of 71 B.C. large numbers of desertions had taken place. Indeed, conditions deteriorated so seriously Spartacus actually tried to negotiate a truce with Crassus – only to

be scornfully rejected.

With no options left, under the cover of darkness and aided by a raging blizzard, Spartacus attacked. Filling the outer ditch with everything from excess baggage to corpses, the rebel army was able to cross over and storm the ramparts. The defenders sealed the breach the next day, but not before some 54,000 Spartacists escaped through it. Crassus then sent an urgent plea to Rome, and possibly to Brundisium as well, asking for reinforcements. He also took several days to reassemble his overextended forces before starting the new chase.

In that time Spartacus advanced along the Via Popilia, but the farther he penetrated into Lucania, the more his men grumbled. By mid-February, Castus and Gannicus, chieftains of the post-Crixus Germano-Celtic faction, openly demanded the army stand its ground. When Spartacus ignored their ultimatum, they led their 19,000 tribesmen to a campsite beside a broad shallow of the Silarus River.

This gave Crassus the chance to overtake the immobile barbarians and strike them from the front and rear. Castus and Gannicus were surrounded and slain, along with two-thirds of their men. Only the last-minute intervention of Spartacus enabled the beaten remnant to escape.

RETURN SOUTH
SUMMER-AUTUMN 72 BC

① Mummius defeated
③ Crassus builds wall
④ Spartacus fails to take wall
② Scrofa mauled
⑤ Occupied by Cilicians

THE LAST PHASE
WINTER 72-71 BC

① Site of battle: Autumn, 73 BC
② Site of battle: Autumn, 72 BC
⑥ Slave army splits & fights two battles against Romans
③ Inital slave assault thrown back; over 12,000 men lost.
⑤ Site of battle: Autumn, 72 BC
④ Slave army breaches Roman rampart. Over 50,000 men escape, but 100,000 campfollowers are left behind

Final battlesite
Spartacus' campsite
One legion approaching from Brundisium
Three legions approaching from Rome
Battle at camp of Castus and Gannicus
Crassus (6 legions)

THE FINAL BATTLEGROUND

Finale

The reunited rebels then made an orderly withdrawal to Spartacus' new base a few miles away, outside Eburum. There, after regrouping his units, Spartacus ordered the retreat continued eastward. Reinforcements from Rome were approaching from the north, forcing this shift in direction. Yet Crassus now followed so closely that by the time they reached the confluence of the Silarus and Anager Rivers a fight was unavoidable. As the Promagistrate deployed his forces, the units arriving from Rome came up to support his left flank, while still others, presumably from Brundisium, moved in on his right.

When the day of battle dawned, the chosen field was a broad and sloping plain sandwiched between mountain and stream. The Romans arrayed themselves in the western portion of the area, with their cohorts deployed in the classic three-line pattern. Their exact numbers are not known, but since Crassus had ten legions available – about 50,000 men – a front extending 2,800 yards, or more than one-and-a-half miles, is suggested.

Choosing to fight on foot, Spartacus placed himself at the front of his bodyguard, armed only with a sword and shield. It was his intention to meet the Romans head on, in the hope the concentrated mass of his warriors would demolish their center.

At the given signal, the Rebels swept forward in an assault with momentum enough to force the Roman lines back until they had taken on the shape of a bow. The fighting raged for hours and could easily have gone either way, with the rebels hurling themselves against their foes in a manner both valorous and fatalistic. It was recorded that Spartacus personally slew two Centurions in the furious melee, and very nearly cut his way through to Crassus, who stood amid the rear rows of his own troops.

But as the fighting continued, with the center of both sides fully engaged, the flanks of the smaller rebel army became over-extended and then bent back. Inevitably, one flank collapsed, with the legionaries pressing on, to rapidly envelop the whole rebel army and cut off its line of retreat. The slaves, of course, tried to smash their way out of the pocket, but remained ensnarled in the ever-constricting ring of Roman armor. Near the end, Spartacus was crippled by a javelin, whereupon he continued fighting on one knee until he and his dwindling band were literally hacked to pieces in a storm of flashing swords. His body was so mutilated it could not be identified afterward.

When the battle ended, as many as 20,000 Romans lay dead or wounded upon the cold ground. As for the rebels, over 30,000 died in combat, while another 6,000 prisoners were crucified along 120 miles of the Appian Way between Rome and Capua. Five thousand escaped the slaughter, only to be massacred by Gnaeus Pompeius in Etruria a short time later. The same fate awaited the thousands still cut off in Bruttium. Scattered in four separate groups, they were systematically hunted down and killed.

Thus in March, 71 B.C., the War of the Gladiators came to an end, just 18 months after it had begun – but a legend was born that has inspired men struggling for freedom to this day.

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THE AGE OF SPARTACUS
A GLOSSARY

By Mike Markowitz

Auxilia. A Roman term for non-legionary troops recruited from allied or subject nations. They had Roman officers, but retained their traditional weapons, dress and tactics. Auxilia included light infantry, archers, slingers, and cavalry.

Centurion. A centurion commanded the basic tactical sub-unit of the legion, the *centuria*, or "century." Each centurion was assisted by his *optio* ("chosen one," or lieutenant). The centurion's symbol of authority was the *vinea*, a flexible stick cut from grape vine and used to physically enforce discipline. "Centurion" is sometimes translated as "captain," since they were officers, and sometimes as "first sergeant," since they were appointed from ranks – they were perhaps a little of both. The centurions were without a doubt the backbone of the army.

Cohort. A larger tactical subunit of the Roman legion, often translated as "battalion."

Consul. Roman chief magistrate/executive and head of state. There were normally two co-equal consuls elected for one-year terms (with, at first, no individual allowed re-election for ten years after serving). In wartime, each consul commanded an army of two or more legions plus auxiliaries.

Decimation. The ultimate punishment for a legion or unit judged guilty of cowardice in battle. One man of every ten was chosen by lot and then clubbed to death in front of the assembled army. It was felt this helped motivate the other 90 percent to do better the next time.

Gladius. The Roman short sword, about two feet long, with two straight cutting edges and a sharp point. Roman writers often referred to it as the "Spanish sword." The term "gladiator" is derived from this word, even though they usually fought armed from among a great variety of more exotic weapons, like the trident.

Lanista. A trainer and dealer in gladiators. Derived from the Latin verb 'lanio," meaning "to tear to pieces, mangle, lacerate." Lentulus Batiatus was the lanista who owned the gladiatorial school in Capua where Spartacus began his revolt.

Latifundium. A large agricultural estate, worked by slaves. Latifundia were usually created by Romans of the aristocratic class when they took over the small farms of freemen – peasants by force or fraud.

Lorica. Roman body armor (roughly equivalent terms are "cuirass," or "flak jacket"). In the late Republic, legionary soldiers wore the *lorica hamata*, made of iron ring-mail. It provided protection from slashing cuts, while still allowing good ventilation. It was replaced during the early Empire period by the lobster-like *lorica segmentata* (made familiar in the movies), which could be more easily mass-produced from sheet metal and leather.

Peltast. Light infantry, usually armed with javelins. Peltasts carried a shield (the crescent-shaped *pelta*), but wore little or no body armor. They fought as skirmishers in loose formation, and were particularly effective in broken terrain. Peltasts were originally Thracian mercenaries, but later the term came to describe any soldiers equipped and trained in this style.

Pilum. The heavy Roman javelin, about five feet long, with a wooden shaft and soft iron tip. Each legionary carried one or two javelins, which were thrown just before closing to contact with the enemy.

Praetor. The Latin simply means "Leader." In the late Repub-lic period (1st century B.C.), there were always from 8-16 elected praetors who served as senior judges and administrators in peacetime, and as generals in war.

Quaester. A Roman official (originally 2, later up to 18) who served in peacetime as prosecutors and treasury managers. During war they accompanied consuls or praetors, serving as staff officers, paymasters and quartermasters.

Tribune. A Roman elected official, originally intended to defend the civil rights of the common folk against the abuses of the aristocrats, which explains the frequent choice of the word "Tribune" by publishers of modern-day newspapers. Six military tribunes (*tribuni militum*) were elected for each of the legions in a consular army, and the consuls could appoint more tribunes for additional legions. In theory, each tribune held command over his legion for two months each year; in practice, tribunes became staff officers and commanders of auxiliary units.

THE REPUBLIC AT BAY

By Mike Markowitz

Plagued with full-scale wars abroad, the Spartacist revolt could not have come at a worse moment for the Roman republic. Lt may well have been that if the collective power of the rebel army, Spain, the Balkans, Asia Minor, and the Cilician pirates had been coordinated properly, Rome would have fallen five centuries earlier than actually happened.

What follows is a summary of each group of anti-Roman co-belligerents, and what became of them.

Hispania

This war was an outgrowth of the six year civil war between L. Cornelius Sulla and Gaius Marius. That was essentially a fight between the Roman aristocracy and the masses, in which the former emerged victorious in 82 B.C.

After the collapse of the Marian cause, a 50-year-old general and hero of the Cimbric Wars, Quintus Sertorius, took up that fallen populist torch. From his stronghold in Mauritania (N. W. Africa), he crossed the Straits of Hercules (Gibraltar) to the European mainland at the turn of the decade. By 77 B.C., he had gained control of all Hispania, southern Gaul, and northern Italy. But his hopes of marching on the capital itself were thwarted by a two-pronged enemy counteroffensive – from a general named Metelius, out of Africa, and Gnaeus Pompeius (Pompey the Great) in Italy.

Threatened with encirclement, Sertorius was forced to give ground, and by the start of the Third Mithridatic War in 74 B.C., his territorial holdings had been reduced to the southeastern quarter of the Iberian Peninsula.

As his military fortunes declined, so too did his political ambitions. Prevented from seizing the republic, he opted for the establishment of a secessionist state within which the remnants of the populist movement might survive. Accordingly, he signed an alliance with the Kingdom of Pontus, but it brought him no practical help, and in the summer of 72 B.C. his army and his country ceased to exist. Sertorius fled into the Spanish mountains, only to end the victim of betrayal and murder the next year.

Thrace

The Thracians originally came from Asia Minor in the 13th century B.C., and were among the earliest founders of the city of Troy. By the 5th century B.C., they had expanded into a collection of tribal principalities whose power extended from the Aegean Sea to the Crimea.

After Philip of Macedon subdued them, the Thracians declined again into semi-nomadic clans. The Romans were able to take advantage of that situation after they had, in turn, subdued Macedon. They aligned themselves with several client chieftains whose men then provided auxiliary troops for the legions (148 B.C.).

During the Third Mithridatic War, many of the Thracians threw in their lot with the upstart Kingdom of Pontus (74 B.C.). But their attempt to drive the Romans out of Greece met with failure, and Roman forces under the command of Marcus Lucullus were able to re-stabilize the situation in 72 B.C.

Thrace remained independent for another 23 years, after which it, too, was conquered and its culture destroyed.

Pontus

At the time of the Spartacist insurrection, Pontus was already engaged in the third in a series of conflicts known as "the Mithridatic Wars." Then in his late 50s, Mithridates VI had long been determined to revitalize Greek civilization and establish an empire which would encompass the whole of Asia Minor, along with the Aegean and Black Sea coasts.

He nearly succeeded in his initial effort, when his forces reached as far as Athens (First Mithridatic War, 87-84 B. C.), but they were driven back by Sulla's legions. The King then successfully held off a Roman counter-invasion during the Second Mithridatic War (82-81 B.C.).

Seven years later, Mithridates, in alliance with his son-in-law Tigranes of Armenia, gathered together one of the most formidable armies ever seen in the ancient world and sparked the Third Mithridatic War. Together, the two kings overran eastern Asia Minor and Syria, and also secured the allegiance of Sertorious, Thrace and Cilicia.

Things continued to go well until 73 B.C., when Lucius, the brother of Lucullus, took command of military operations for the Republic and completely reversed the tide of events. By the spring of 71, Pontus itself had been occupied, and Mithridates was forced to take refuge in Armenia.

Four years later, the King regained his throne, though the arrival of Gnaeus Pompeius put an end to any hope of his further regaining the initiative. Finally, in 66 B.C., the legionaries swept all before them, ending the war and forcing Mithridates to seek exile in the Cimmerian Bosphorus (the Crimea), where he finally committed suicide.

Cilicia

Technically, the Cilician pirates had been at war with Rome since the tum of the century. These brigands made up a courageous, extremely dangerous, and wholly unscrupulous "nation." They raided coastal cities and sank merchant ships with virtual impunity. Ruthlessly efficient, and ready to attempt anything for money, they held unchallenged sway across the shipping lanes of the Mediterranean from 81-67 B.C.

During the Third Servile War they aided both Sertorious and Mithridates, occupied the Sicilian port of Syracuse, and destroyed a Roman fleet at Ostia. It was not until the appointment of the talented Pompeius as supreme commander in the east that things changed. Leading an expedition of 20 legions and 500 ships, he destroyed the power of the Cilicians in just three months.

TACTICS OF THE WAR OF THE GLADIATORS

By Mike Markowitz

How an army actually fights is called its "tactical system." Many elements combine to form such systems, but recruitment, organization, arms, training, and mobility are recognized as being among the most important.

The Romans

As with all tactical systems in the age before gunpowder, the Romans were limited in the variety and power of weapons they could bring to the battlefield. Most of the weapons were those wielded by human muscles alone: cutting or thrusting devices such as spears, axes or swords, and projectile weapons such as bows, javelins and slings. The latter were necessarily fewer in number as they required much more training to be used effectively.

Infantrymen were also divided in the type of protective armor they wore. Armor was usually a combination of leather, heavy cloth, and metal. A well-protected soldier was also, necessarily, a heavily-loaded soldier.

Horses and machines were present on the battlefield, but neither was of decisive importance. Cavalry horses were not yet large enough to carry a well-armored man, and the stirrup had not entered use, so a cavalryman could not use the full power of the horse to attack infantrymen. A man on a horse still had some advantage over one on foot, but the advantage quickly disappeared when the infantrymen adopted close-knit formations. Cavalry was useful for scouting and pursuit. The Romans still relied heavily on foreign auxiliaries for much of their cavalry.

The Romans did have a variety of catapults which threw spears and rocks, but they were relatively immobile and so of limited utility on the battlefield.

For the most part, then, armies of the day consisted of infantrymen. The central problem of any tactical system was integrating the various types of infantry weapons, and in particular deciding the relative importance of hand-held versus projectile we a pons, and striking a balance between mobility and protection.

The Greek hoplite (heavily-armed infantry) phalanx of the 5th Century B.C. was a well-protected formation, due to the bronze armor worn by all in its ranks, but the weight of that same armor made it almost immobile. Designed for a short and decisive clash against other formations of its own kind, the phalanx also proved successful against the unarmored archers and spearmen of the Persian Empire. Later, though, it proved helpless against the Macedonian tactical system created by Philip II, and perfected by Alexander and his successors.

That Macedonian system gave up heavy defensive body armor in exchange for a much longer pike. The resultant "wall" of pike tips served as a stable base of maneuver for specialist missile troops, allowing them to disrupt the enemy line, while shock cavalry rode to outflank and crush it.

Roman legionary tactics evolved to counter the late Macedonian system (and the similar system of the Carthaginians). The legion was composed often cohorts of (officially) 600 men each, though actual strength varied with conditions of service. Each cohort consisted of six centuries of heavy infantrymen, or legionaries. The century was commanded by a centurion. The senior centurion of each cohort (*pilus prior*) commanded the cohort; the senior centurion of the legion (*pilus primus*) commanded the legion. The legion would also have detachments of cavalry and light infantry (often composed of foreigners), and some catapults. It also had its own supply and administrative personnel (up to 20% of each century was composed of non-combatants), so was a self-contained unit.

The short sword (*gladius*) was the primary weapon of the legionary. This was mostly a thrusting weapon, but was double-edged and could be used to cut. He also carried one or two heavy javelins (*pilum*). These were not intended as long-range, stand-off type weapons, but were to be thrown at the enemy just before contact. The legionary was armored, but not as heavily as the Greek hoplites. He wore helmet, some body-armor and carried a large, oval shield. The shield was wooden, covered with hide and embossed with metal. Each soldier was thus a generalist, capable of a wider variety of actions than any of his Greco-Hellenic predecessors.

The formation adopted by each century was thinner and more open than the densely-packed phalanx – the Romans relied on killing individual enemy soldiers rather than pushing back the entire mass until it broke and could be slaughtered.

Like the individual soldiers, the Roman legions were also highly flexible. Legions were deployed in "cellular" formations; each cohort had some freedom of action. Every man in the ranks could see his own unit's standard and hear the voice (or trumpet call) of an experienced commander, so the legion as a whole and each of its parts was capable of some degree of maneuver.

The system was a success – a Roman legion could usually only be defeated if it were surrounded or surprised. Classic examples are Hannibal's great ambush at Lake Trasimene (216 B.C.), and the destruction of Varus' three legions in the Teutoburger Forest (9 A.D.). The alternative was to wear it down by attrition, as in the battles of the Roman civil wars, where legion fought legion, usually with horrendous casualties on both sides.

The legionary tactical system was helpless against armies of mounted archers – if those archers had unlimited supplies of arrows and plenty of desert or open terrain to trade for time. That was how seven legions were destroyed at the Battle of Carrhae in 53 B.C. When used properly on its own ground, this horse-archer tactical system – created by the Scythians, developed by the Parthians, and brought to perfection by the Mongols – was unbeatable down to the age of gunpowder. Still, for over 500 years – from Hannibal's defeat at Zama in 202 B.C. to the victory of the Goths at Adrianople in 378 A.D. – Roman legions represented the dominant and most successful tactical system in the world.

Spartacus' Army

Except for a few anecdotes in the *Book of Strategems* by Frontinus (late 1st century A.D.), nothing at all is recorded about the tactics used by Spartacus' army:

Spartacus, when enveloped by the troops of the Proconsul Publius

Varinius, placed stakes at short intervals before the gates of the camp; then setting up corpses dressed in clothes and furnished with weapons, he tied these to the stakes to give the appearance of sentries when viewed from a distance. He also lighted fires throughout his whole camp. Deceiving the enemy by this empty show, Spartacus by night silently led out his troops.

The notion, as has sometimes been suggested, that the rebels employed a modified Macedonian or Carthaginian style phalanx is unlikely. Not only did the phalanx require intensive drill and specialized equipment, it was the formation the Roman legion had evolved specifically to crush.

More likely, since he may have been a veteran Roman auxiliary, the tactics Spartacus knew best were probably those of the late-Hellenistic peltast. Originally peltasts (light infantry) were equipped with a bundle of javelins, a fox-skin ha tand a hide-covered wicker shield. By the 3rd century B.C., that was supplemented by a long thrusting spear, helmet and some body armor. Peltasts usually fought as skirmishers, but they could also form a solid battle line if necessary. Further, since the rebel army relied almost entirely on captured Roman weapons and equipment, light infantry tactics were virtually dictated.

Celtic Tactics

The Celtic and Germanic tribesmen who made up a large part of the rebel army had their own traditional tactical doctrine – a wild, whooping, all-out charge of swordsmen, in dense and deep columns. Further, some tribes went into battle almost naked, while many of the warriors fortified their courage with massive amounts of alcohol.

In a modern study that traces the often suicidal tactics of the Confederate Army in the American Civil War back to the Celtic heritage (Scots-Irish and Welsh) of many white southerners, McWhiney and Jamieson (1984) noted:

The Celts remained as combative and as courageous as ever, and even learned from the Romans certain mechanical military skills, but they never became as rigidly disciplined military technicians as were the Romans. To have done so would have been foreign to the Celtic nature. The Celts were excellent fighting men, but they were far too proud, impetuous, and independent to become first-rate soldiers. Culturally conditioned to prefer bold rather than cautious actions, they lacked self-discipline, patience and tenacity.

Missile Weapons

Archery has always been a specialist skill, demanding years of practice and a complex craft tradition to provide the bows, arrows and drawstrings. In the 1ˢᵗ century B.C., the main sources of professional archers were Crete, Egypt and Syria. It is possible slaves born and raised in those regions organized small bodies of archers for the rebel army. The Roman army at this time possessed relatively few archers.

The more important missile weapon of the day was the sling. This was the traditional weapon of herdsmen, who used it to protect their flocks from wolves and bandits. Although any suitable stone could serve as ammunition, Roman slingers used cast lead "bullets" that could inflict lethal wounds.

Conclusion and Speculation

One of the more baffling aspects of Spartacus' war is why the rebels engaged Roman armies in set-piece battles. It would have been more prudent of them to establish sanctuary areas and carry on the kind of protracted guerilla warfare that later characterized other slave uprisings in Jamaica, Haiti, and Brazil. Perhaps their early successes against the Romans made them overconfident. Men who for long years had owned nothing – not even themselves – must have been intoxicated by the spoils and trophies they collected from a series of victories.

SLAVERY IN THE ROMAN REPUBLIC
By Mike Markowitz

Like the American south in the early 19th century, Rome in the first century B.C. was a republic of slave holders. There was, however, one significant difference between those two polities. That is, in Dixie even the plantation owners knew slavery was a "peculiar institution," the maintenance of which required constant defense against vigorous challenges from the abolitionist movement. But in all the surviving documents from classical antiquity, you will search in vain for the slightest suggestion anyone then considered slavery morally wrong.

A few of the most thoughtful Romans recognized slavery might be counter to "natural law," but all nevertheless accepted it as part of the *ius gentium*, or '1aw of nations." While a few philosophers thought it wrong to mistreat slaves, none ever called for the abolition of the institution itself. Though it became common practice to reward slaves with their freedom after years of loyal service, no one ever proposed freeing all the slaves everywhere.

For a Roman citizen of those times, then, it would have been considered irrational – at best – to believe slavery was evil, or to act on that belief. It was a basic part of the environment of everyday life. Every prominent Roman citizen grew up in a household full of slaves – in fact, their childhood tutors were usually Greek slaves.

Unlike American plantation slavery, the Roman institution was based on power, not race. The Romans enslaved peoples they conquered in war. Convicted criminals could also be condemned to slavery, and abandoned infants became the property of anyone willing to take the trouble to raise them.

Slave traders were looked down on as a group, but they were also seen as necessary to provide a steady traffic in new slaves taken from outside the boundaries of the Roman world. The need for new slaves remained a constant throughout Roman history, due to the low birthrate (or high death rate?) of those slaves already inside.

The Romans developed their own practical theory of slave management. For instance, to discourage escapes, slaves were never employed in provinces bordering on their native lands. Further, their iron collars were inscribed with the letters "T.M.Q.F." – for "*Tene Me Quia Fugio*," or, "Arrest me, since I am a fugitive." To reduce the chance for organized resistance, every effort was made

to see individual work gangs were made up of mixed nationalities.

Romans assumed all slaves were thieves and liars, and slaves could only give legal testimony under torture. Thus Roman law enforced a permanent state of terror over the entire class. For example, if a slave owner were murdered, all of his slaves within hearing distance of the crime scene were executed – the idea being they were either guilty of complicity, or had failed to properly protect their master.

There was a distinct hierarchy among the slaves. The most valued were those employed as managers, secretaries and accountants – often Greeks, Egyptians or Semites. The domestic servants came next – with second or third generation slaves valued most because they had a greater emotional attachment to their owner's family. Farm hands on the great plantations (*latifundia*, or simply "broad fields") occupied a lower social rung, and were valued less than the livestock or crops they tended. Lower still were those condemned to work in the mines, under dangerous and toxic conditions that generated constantly high mortality rates.

At the very bottom were the gladiators – men whose flesh was actually branded as a mark of their permanently degraded status. Such careers were usually as short as they were brutal. To discourage gladiators from faking incapacitating wounds in the arena, attendants routinely cut the throats of any seriously injured fighters. Even if a gladiator survived repeated trips to the arena and was eventually freed by his owner, the brand served to keep him from ever gaining citizenship.

On the (small) positive side, though, some Roman military commanders understood the individual combat skills and dirty tricks developed in gladiatorial training could provide a powerful supplement to the mechanical drill of their legionaries. Rutilious Rufus (c. 100 B.C.), for example, used gladiators as trainers for his soldiers, and Julius Caesar actually owned a gladiatorial academy.

WHAT IF…
By Mike Markowitz

"Could we have won, Spartacus?"

That's the question Tony Curtis asks Kirk Douglas near the end of the film, *Spartacus*. Anyone who studies this episode of Roman history can't avoid asking it himself. The answer that comes immediately to mind, of course, is "no." But history is usually written by the winners and their descendants (or by academics who identify with the descendants of the winners). As a result, there is a strong tendency to present historical outcomes as if they were inevitable, or had at least been strongly pre-determined by objective, material factors like numbers and equipment, or intangibles like training, morale and leadership.

Rome in the Late Republic

The Roman republic in 73 B.C. was a contradictory tangle of strengths and weaknesses. Its great strength lay in its citizens' traditional virtues of endurance, courage, loyalty and "seriousness" (*gravitas*). It would take centuries of imperial decadence, self-indulgence and tyranny to erode that fundamentally sound character structure. Romans were not easily demoralized by defeat (as Hannibal and Pyrrhus had learned after beating them repeatedly). Rome was also rich, with hugely productive silver mines in Spain, and a steady stream of loot pouring in from conquests in the east.

On the debit side, the republic had come to be based on an ever more fragile system of checks and balances. At the top stood the Senate, made up of 600 lifetime members, mostly drawn from the old aristocracy. Next came the Equites, also a propertied class numbering about 2,000 families. The city of Rome itself lodged only about 40,000 citizen-plebians, out of an overall population of half-a-million (the rest being resident aliens, freedmen and slaves).

Executive power was vested in two co-equal Consuls, elected for one-year terms. To balance the aristocratic Senate, the plebians elected Tribunes, who had veto power over legislation. In national emergencies, the traditional solution was to appoint a dictator with unlimited power, but for only a limited term (at first six months).

Further blurring and entwining these class rivalries was the fact the republic's structure made no distinction between civil and military authority. Praetors and Quaestors, who served as judicial and treasury officials in peacetime, commanded legions and detachments during war. This led to an ever-increasing recourse to military solutions for what should have been civil and judicial problems.

The Social War (91-88 B.C.), fought by Rome against her erstwhile allies on the Italian peninsula, and the civil war (88-82) between the factions of Marius and Sulla, had generated heavy casualties and caused widespread devastation. Before those two recent catastrophes, decades of chronic warfare had contributed to the brutalization of the whole society. At the same time, the steady influx of new slaves from the expanding imperium economically ruined the free peasants – the very class that had been the glue and backbone of the traditional Roman state and its citizen army.

Beginning with the Marian "reforms" (c. 105 B.C.), the army gradually transformed itself into a long-service professional force, with men whose loyalty extended more toward their commanders than to the senate and people of Rome. The legionaries were soon more motivated by the chance for loot and booty than by patriotism. (An extreme example is presented by the personal army raised by the millionaire Crassus. He once remarked that no man should consider himself wealthy who could not afford to wage war from his own resources.)

Fiercely conservative and tradition-bound, the Romans never managed to adapt the republican government of their city-state to the management of a growing multinational imperium. To fill the administrative and institutional gaps, Roman society soon brought forth a generation of intensely ambitious, corrupt (and sometimes brilliant) leaders, including Crassus, Pompey and Julius Caesar. It was left to the generation after them, though, to work out a new institutional structure, after yet another debilitating round of civil wars.

Slavery was the factor primarily responsible for prying those gaps into unmendable fissures. Modern historians disagree over the efficiency and profitability of slave labor, but any state with almost a third of its working population (two-thirds in Sicily) held in

bondage can only be viewed as a social powder keg. Individual slaves might be loyal to a kindly master, but the great mass of slaves clearly had no interest in the survival and success of Rome. The captive populations that toiled for Rome became a permanent internal threat.

The great rebellions were only the most dramatic incidents amid a background of continuous underground slave resistance. Everyday life was often marked by slaves' sabotage of work, tools and crops, the poisoning of especially cruel masters, and escape attempts. The ultimate act of their defiance was suicide – willful destruction of the master's property.

The Rebels

The army of Spartacus suffered from several internal contradictions. For one, it included in its ranks men from all over the known world, from the most civilized and urban Greeks and Syrians to the wildest barbarians of the forest and steppe. Even more significant, however, was the distinction between second- and third-generation slaves and those who had been born free. The former – mostly Etruscans, Italians, Carthaginians and some Celts – knew no other home than that of their masters. The latter – primarily Greeks, Syrians, again some Celts, and other eastern nationalities – longed for escape from that peninsula.

Like Hannibal before him, Spartacus proved amazingly successful at forging multinational troops into an effective army in a short time. But his success as military leader still provided no way to resolve the differences between those who remembered a distant homeland and those who had none outside Italy. Spartacus could not simply tell the Roman Senate to "Let my people go!" The only way the rebellion could finally succeed was if it managed to bring down Rome and its institutions.

Toward that end, the common experience of enslavement had worked to give the rebels a common language – Latin. It also worked to provide the rudiments of organization. (The Roman term for a work gang of slaves – *decurio* – is the same as their word for infantry squad.) Further, the Syrians, Greeks and Thracians shared elements of a common Hellenistic culture.

Beyond those basic prerequisites, though, a real rebel victory would have required the occupation (and probably destruction) of the city of Rome. In order to accomplish that, Spartacus would have had to have first defeated the field armies of Crassus, Pompey and Lucullus. The impact of such triumphs would undoubtedly have led to the defection of Rome's allies, and the cementing of a real alliance between the rebels and the Cilician pirates.

Even though isolated from resupply by sea, and even if reduced to a garrison of over – and under – age militia, Rome would have been difficult to besiege successfully. The 200-year-old wall that had defied Hannibal had been repaired and strengthened during the civil war. But then, balancing that, in such a scenario the rebels would have been able to draw on all of Italy for the timber, iron, oxen and manpower a siege demanded.

Could the Rebels win?

Such an endeavor would have required more than a mere army – it would have necessitated the creation of an alternative state. The only existing models for such a thing in the western world of the 1st century B.C. were the city-state, Hellenistic monarchy, and multi-national empire – all of which assumed the existence of slavery.

Howard Fast's novel, *Spartacus*, and Dalton Trumbo's screenplay for the 1961 movie, assume the rebels had the explicit political objective of abolishing slavery. That, however, as can be seen from the above, is unlikely. Every man in the rebel army – from the shaggiest barbarian to the most polished Athenian – came from societies that accepted and perpetuated slavery. The rebels, then, most likely fought for their own personal liberation, for revenge against their oppressors, and at the end, out of sheer suicidal defiance. They probably did not fight for the abolition of slavery.

Abraham Lincoln's noble sentiment, "As I would not be a slave, so I would not be an owner of slaves," would have been regarded as crazy in 73 B.C. Until the industrial revolution carne along to provide the world mechanical servants, a world without human ones was hard to imagine.