

EUNUS 133 BC



INTRODUCTION

Eunus 133 B.C., the first slave war. The slaves of Sicily revolt and massacre the great landowners, trying to seize the whole island and to contaminate other areas of the Roman republic. The Roman armies must imperatively destroy the whole of the rebels or calm the revolt.

Eunus 133 BC lasts 20 turns, each representing two months, between spring 135 and winter 132 BC.

- One player represents the revolting hordes of slaves and brigands in Sicily under the leadership of Eunus and other charismatic leaders. He must spread the uprising throughout the island's cities and create new factional outbreaks elsewhere that will strengthen it.
- His opponent plays the forces of the **Romans**, weak at the beginning, but whose power will always crescendo.

The event cards will allow to renew the games by a set of varied diplomatic, military, political or economic fluctuations.

DURATION

Average Duration: 1h30

Favored Side: Romans

Most Difficult Side to Play: Romans

The game lasts 20 turns (between the Spring 135 and Winter 132 BC), each turn being equivalent to 2 months.

The Rebel player always plays before the **Roman player**.



FORCES

The **Roman player** controls the **Roman units (red)**

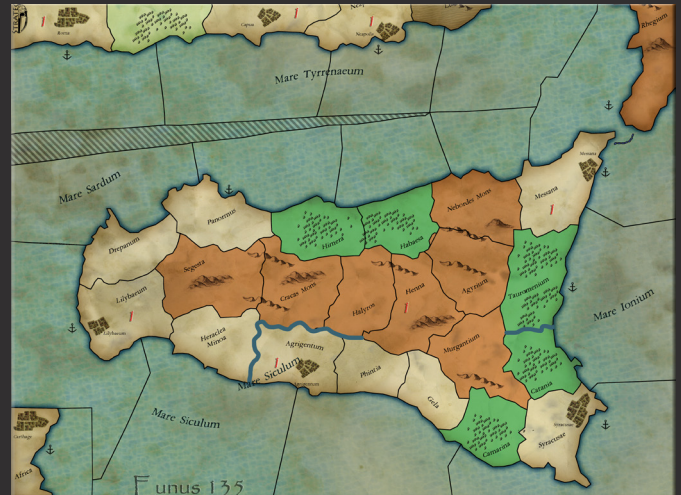
The **Rebel player** controls the **Slaves and Sicilian or Campanian brigands units (grey)**

MAPBOARD

The map represents the Island of Sicily and the coasts of southern Italy.
Lakes are impassables.

The off-map zones can only be entered by their respective owners.

The Carthage off-map zone is not used in this scenario.



VICTORY

IMMEDIATE VICTORY IF:

- 1) The **Roman player** eliminates the last **Servile unit**,
OR the **Revolt Level** (see Special Rules) reaches 0
- 2) The **Rebel player** wins the game if the **Revolt Level** reaches 10
OR if he captures Rome
- 3) A player reaches 20 VP.

Otherwise the player with the largest amount of VPs at the end of the scenario wins the game.

VP BONUS

+1 VP Rebels for each of the following regions under control: **Messina/Henna /Heracleum/Margantina/ Tauromenium/Panormus/ Segeste/Lilybaeum/Agrigentum/Gela /Syracusae/Reghium.**

+2 VP Rebels for each of the following regions under control: **Capua/Neapolis.**

SPECIAL RULES

ECONOMIC PHASE

Every second turn (turns 2, 4, 6...), the players have an economic phase where they receive income, pay maintenance and can purchase units and cards.

PURCHASE COST OF UNITS AND CARDS

- Impedimenta / Slave infantry / Milites / Sagittifer / Funtidores : \$1
- Cavalry / Engineers / extra card: \$3
- Roman Legion / Alae : \$4
- All other units: \$2

SUPPLY RULES

Supply rules are not used in this scenario.

URBAN LEGION

The Urban Legion unit (Urbs Legio) can never leave Rome.

REVOLT LEVEL

The Revolt Level index can fluctuate between levels 0 and 10.

It starts the game at level 1. It changes according to card played and by the conquest of cities.

If it reaches 0, the revolt is subdued and the **Roman player** is victorious.

If it reaches 10, the revolt is subdued and the **Rebel player** is victorious.



The level increases by 1 for the **Rebel** capture of each of the following cities: Lilybaeum, Messina, Syracusae, Neapolis, Capua.

It goes down by 1 for each **Rebel** city recaptured by the **Roman player**.

REBELS

The following units cannot be built at the start of the game: Servii Campanii x 3, Cilicii x 3 and Servii x2.

The **Rebel** player starts with the card 'Murder of Damophilos and Megallis' in his hand.

REINFORCEMENTS

- Turn 5 at Messina (else in Rome) : leader *Flaccus*** + Legion III + Alae III
- Turn 9 replacement of Flaccus (else in Rome) : leader *Piso*** + Legion IV + Alae IV
- Turn 13 replacement of Piso : leader *Perperna***.
- Turn 13 at Rome : leader *Rupilius***.

The following **Roman** units cannot be built at the start of the game: All the Legio and Alae units, Siculii x 1 and Cohortes x2.