

ILLYRIA 229 Av. J.C.



INTRODUCTION

Illyria 229 BC, Rome turns East. In the Adriatic Sea, Illyrian pirates wage terror and plunder, and their actions will push Rome to intervene. The Illyrians must capture a maximum of Greek cities before the Roman Legions come to crush their bands and ships.

Illyria 229 BC plays in 14 turns, each representing a month between June 230 and July 229 BC. It opposes two players, a **Roman** and an **Illyrian** in the Adriatic Sea region. Forces of both sides are rather different, as:

- the powerful **Roman** legions will not intervene at once and the small Greek city-states must face the pirates all by themselves,
- The **Illyrians** are more powerful at start, but their actions will antagonize many opponents and they shall face stronger opposition as time passes.

Event cards will allow the various games to unfold differently, as they represent the various diplomatic, military, political or economic changes that can occur during the course of time.

GAME DURATION

Average Playing Time: 1h30
Favored Side: None
Most difficult side to play: **Rome**

Game lasts 14 turns (between June 230 and July 229 BC), each turn being equivalent to one month. The **Illyrian player** always plays first, followed by the **Roman player**.



FORCES

The **Roman player** controls the **Roman units (red)**, Achaian Greek (white), Aetolian Greek (light blue) and the Dardanian tribe units (purple blue). The small independant Greek city-states (Corcyra, Epidamnia, Issa...) have no units.

The **Illyrian player** controls the **Illyrian units (almond green)**, and the **Acarnianian units (green)**.

The **Epirus units (dark blue)** can be controlled by one side or the other. Epirus starts the game on Rome's side.

MAPBOARD



The map shows the different region bordering the southern part of the Adriatic Sea and the western part of the Balkans.

Italy income is zero (0) as long as Rome entry in the war is not validated.

Maritime Trade Zones (display merchant ship symbols at sea) bring income to those nations which are the only one to occupy them with warships.

Dardanians are not allowed to leave Dardania or Illyria.

Only the Romans may enter Italy.

Italy, Aetolia, Dardania and Acarnania cannot be entered by both players units until a specific event allowing it takes place.

NOTE: the Roman allied units, Achaian (at Elis), Dardanian (in Dardania) and Aetolian (in Aetolia) cannot be purchased until their respective nations have entered the war via event (or Rome entry level trigger). The Acarnaniian units cannot be bought unless they enter the game via a previous event.



VICTORY

IMMEDIATE VICTORY IF

- 1) The **Roman player** occupies Scodra, Rhizon, Pharos and Lissos with all their fortresses under his control.
- 2) The **Illyrian player** controls Issa, Epidamnos, Apollonia, Phoinike, Corcyre, Elis and all its fortresses.
- 3) A player reaches or exceeds 20 victory points.

Otherwise the player with most VP at the end of the last turn wins the game.

VP BONUS

+2 VP **Rome** for control of the following region: Scodra.

+1 VP **Rome** for control of the following regions: Lissos / Rhizon / Pharos.

+2 VP **Illyrians** for each of the following regions: Epidamnos / Apollonia / Issa / Corcyra / Elis / Ulpiana.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income, must maintain their forces, and can buy new units.

Cost for units and cards:

- Impedimenta / Lemboi / Liburnae / Psiloi (+ Funtidores or Sagitifer): \$1
- Roman Legion / Roman Alae: \$4.
- Hoplites / Cavalry / Genius / extra card: \$3
- Other units: \$2

SIEGES OF COASTAL FORTRESSES

No test siege is made against a coastal fortress that is NOT blockaded by sea as well (i.e. if the adjacent sea zone is NOT containing a naval unit of the besieging player).



NAVAL RAIDS

The income from the naval trade regions of each side can only be collected if NO ennemy naval unit is present in the said sea zone during the income phase. The enemy prevents the income collection but does not gain anything for himself for the raid.

ILLYRIAN PILLAGES

Each of the fortresses captured by the **Illyrians** brings them one time a \$3 and +2 VP bonus, as well as increases the Roman War Entry level by 1 (see below).

Each city lost by the the **Illyrian player** costs him 1 VP.

ROMAN WAR ENTRY (AND OTHER POWERS)

The Roman War Entry (RWE) for **Rome** starts at 0.

It increases by 1 the first time the **Illyrians** capture each of:
Issa / Epidamnos / Apollonia / Elis / Phoinike.

When it reaches 1, Dardania may enter war against Illyria with 1 leader and 9 land units in the region of **Dardania**.

When it reaches 2, **Aetolia** may enter war against Illyria with 1 leader and 4 land units in the region of **Aetolia**. Two more units may be built.

When it reaches 4, Achaia may enter war against Illyria with 1 leader and 3 naval units at **Isola Kephallonia**, and 1 leader plus 4 land units at **Messena**.

At the same level of 4, **Acarnania** may join with the Illyrians entering war on their side with 2 land units and 2 naval units in **Acarnania**.

Lastly, when it reaches 10, **Rome** enters the war against Illyria with 2 leaders, 12 land units and 5 naval transport units at **Brundisium**, as well as 1 leader and 5 naval combat units at **Neapolis**.



SUPPLY PHASE

The supply phase is absent as no supply rules are applied in this scenario.