

TRYPON 104 BC



INTRODUCTION

Tryphon 104 BC, the second slave war. The slaves of Sicily revolt once again because of unfulfilled Roman promises of liberation. The Roman armies had to destroy this hotbed of insurrection with all available means, while the legions were busy in the north with the invasion of the Cimbres and Teutons.

Tryphon 104 BC lasts 20 turns, each representing three months, between spring 104 and winter 100 BC.

- One player represents the rebellious slaves and brigands in Sicily led by the soothsayers Salvius and Athenion, and their Cilician pirate allies. His task is to spread the uprising to all the island's cities and turn them into an independent kingdom.
- His opponent plays **Rome**, whose forces are weakened by the barbarian invasion to the north, which is mobilizing the legions of consul Marius.

Event cards can be used to renew the game through a variety of social, military, political and economic fluctuations.

DURATION

Average Duration: 1h30

Favored Side: Romans

Most Difficult Side to Play: Romans

The game lasts 20 turns (between late 104 BC till early 101 BC), each turn being equivalent to 6 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)** and the **Cilician Pirates (black)**

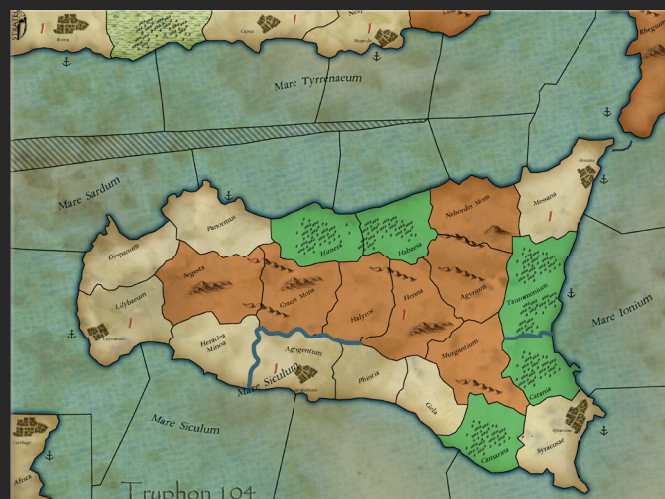
MAPBOARD

The game board represents the island of Sicily, as well as parts of Tunisia (Africa) and southern Italy.

The board is divided into 3 theaters covering the different regions: Italy, Sicily and Africa.

An area of sea is impassable (grey stripe).

The Strait of Sicily (Fretum Siculi) can be crossed by naval or land units.



VICTORY

IMMEDIATE VICTORY IF:

- 1) The **Roman player** eliminates the last Servile unit,
- 2) The **Rebel player** wins the game if he reaches or exceeds 25 VP
OR if he captures Rome
- 3) The **Roman player** has 20 VP or more.

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 structures: Rhegium, Lilybaeum, Segesta, Panormus, Heraclea Minoa, Gela, Agrigentum, Henna, Murgentia, Messana, Tauromenium, Catania, Syracuse.
- +2 VP Rebels for each of the following structures: Neapolis / Capua / Carthage.

At the end of the game, the **Rebels player** gains again +2 VP for effective control of each of these structures!

The **Roman player** gains +2 VP if he eliminates Athenion.

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.

PRAETOR LUCULUS

Praetor Lucullus has no post in Sicily, and therefore cannot enter it. He must initially remain in Italy.

Appointed Praetor of Sicily on turn 5, he replaces Nerva (who is removed from the game).