

# Italia

## Turn Record Chart Italia I

### Turn 1 400-330 BC

- CELTS:** 10 Infantry and **Brennus** in Alpes or Helvetia. **Major Invasion.**
- GREEKS:** **Dionysos I.** in Syracusae. 1 Fleet + 2 Infantry in Mare Siculum.
- CARTHAGO:** Leader **Mago** in any area in North Africa.
- ROMANS:** Leader **Sulpicius** in Roma. 6 Legions in Roma. One City at the end of the ROMAN turn.

### Turn 2 330-304 BC Samnite War

- GREEKS:** 1 Fleet and 2 Infantry and **Agathokles** in Mare Siculum. May count Victory Points at the end of their turn OR at the end of their turn 3.
- CARTHAGO:** Leader **Hamilkar** in any area in North Africa.
- ROMANS:** 5 Legions and Leader **Q. Fabius** in Roma. **Campaign.** One free City at the end of the ROMAN turn.

### Turn 3 304-281 BC

- CELTS:** 5 Infantry in Helvetia.
- ETRUSCANS:** 2 Infantry in any ETRUSCAN area. May Revolt.
- GREEKS:** **Agathokles** (from turn 2). May count Victory Points at the end of their turn if they did not count in turn 2.
- ROMANS:** 4 Legions and Leaders **Marcus Curius** and **Decimus Mus** in any ROMAN area. .

All count Victory Points.

End of turn: **Agathokles** and **Decimus Mus** are removed. **Marcus Curius** is placed in any ROMAN area. 3 Legions in that area. One free City.

### Turn 4 281-272 BC

- EPIROTES:** 8 Infantry, 2 Elephants and Leader **Pyrrhos** in South Italy (orange border), 2 fleets in Mare Siculum, **Campaign**, 4 Gold. Turn begins with Campaign. Count Victory Points at the end of their turn.
- SAMNTES:** May revolt if adjacent to EPIROTES.
- ROMANS:** **Marcus Curius.** One City at the end of the ROMAN turn.

End of turn: **Pyrrhos** is removed. All Elephants are replaced by Infantry. The ROMAN minimum is 14 Legions. Fleets, Consular Legions do not count.

### Turn 5 264-230 BC 1st Punic War

- CARTHAGO:** **Hamilkar Barkas** in any area in North Africa.
- ILLYRIANS:** 1 Fleet and 2 Infantry in Mare Adriaticum.
- EPIROTES:** The Epirotes receive one Infantry in Syracusae and one in Agrigentum if they controll these cities.

All count Victory Points.

### Turn 6 218-204 BC 2nd Punic War

- ROMANS:** At the beginning of the game turn: 5 Legions and Leader **Flaminius** in Florentia or an area adjacent to it. When a Leader Flaminius is lost, immediately place Leader **Aemilius Paullus** and

6 Legions in Roma or any area adjacent to it.

- NUMIDIANS:** 2 Infantry in Aures.
- CARTHAGO:** 10 Infantry, 2 Elephants and Leader **Hannibal** in Alpes (plus units from province Africa). 4 Gold, **Campaign.** CELTS, ETRUSCANS and SAMNITES may revolt. Counts Victory Points at the end of their turn.

- ILLYRIANS:** 2 Infantry in Illyricum.
- ROMANS:** if Flaminius is not lost: remove Flaminius and place **Aemilius Paullus** and 2 Legions in Roma or any area adjacent to it.

### Turn 7 204-140 BC

- CARTHAGO:** **Hannibal.**
- NUMIDIANS:** Leader **Massinissa** and 6 Infantry in Aures.
- ROMANS:** 2 Consular Legions and 4 Fleets, Leader **Scipio** in Mare Thyrrhenum or adjacent. **Campaign.** The ROMAN minimum is 16 Legions. Fleets, Consular Legions do not count. New units with Scipio.

End of turn: All count Victory Points.

Exchange all Greek units with Roman units.

### Turn 8 140-101 BC

- ROMANS:** At the beginning of the game turn: Leader **Marius** + 4 Leagions in Roma. **Campaign**, 6 Gold.
- NUMIDIANS:** Leader **Jugurtha** and 7 Infantry in Aures. Count Victory Points at the end of their turn.
- CIMBRII:** 10 Infantry, Leader **Boiorix** in Helvetia, **Campaign**, 6 Gold. Turn begins with a Campaign.
- End of turn: ROMANS count Victory Points.

### Turn 9 100-88 BC Bundesgenossenkrieg

- ROMANS:** Start of game turn: One Legion in every controlled Roman City or 5 Legions in Roma. **Sulla** and **Marius** in any controlled Cities. **Major Invasion.**
- CELTS, ETRUSCANS, SAMNTES:** May revolt. If so, receive 4 Infantry. ETRUSCANS: Leader **Pompaedius Silo.** SAMNITES: Leader **Papius Mutilus.**

End of turn: All count Victory Points.

Remove **Pompaedius Silo** and **Papius Mutilus.**

### Turn 10 88-82 BC Civil War

No income, no normal moves. Three alternating Campaigns beginning with the OPTIMATES (**Sulla**), than the POPULARES (**Marius**) than the ROMANS (**Pompeius Strabo**). ROMAN Legions may defect to **Marius** or **Sulla**. Units of all other nations may not move. They fight, no retreats - these units are like neutral garrison.

- OPITMATES:** **Sulla** (even if destroyed before) and 7 Legions in Calabria. 7 Gold **Campaign.**

- POPULARES:** **Marius** (even if destroyed before) and 8 Legions in Ravenna or an area adjacent to it. 8 Gold **Campaign.**

- ROMANS:** **Pompeius Strabo** and 2 Legions in Roma. 4 Gold. **Campaign**

End of turn: POPULARES, ROMANS and OPTIMATES count Victory Points.