

Italia

Turn Record Chart Italia II

Turn 1 395-429 AD

Visigoths 16 Infantry, **Alarich** in Noricum, **Campaign** (VISIGOTH turn begins with a Campaign), 4 Gold.

Romans WEST ROMANS start with Leader **Stilichio** in Pavia.

Vandals 10 Infantry + **Geiserich** in Aures.

End of turn: Remove all but 6 VISIGOTH.

Turn 2 430-454

Romans **Aetius** in any ROMAN area. **Campaign**.

Berber 5 Infantry in Aures.

Vandals **Geiserich** (from turn 12), 3 Fleets, 9 Infantry in or adjacent to area Africa.

Huns 9 Infantry + **Attila** in Helvetia. **Campaign**, 4 Gold.

Foederatii 5 Infantry in Noricum

End of turn: All count Victory Points.

WEST ROMANS: remove **Aetius**

Exchange Huns with indep. FOEDERATII.

Turn 3 455-480

Foederatii 9 Infantry in Noricum. **Odoaker** in any controlled area or Noricum. **Major Invasion**.

Berber 3 Infantry in Aures.

End of turn: FOEDERATII, VISIGOTHS, WEST ROMANS count Victory Points.

All VISIGOTHS are replaced with OSTROGOTHS.

Turn 4 480-500

Foederatii **Odoaker** (from turn 14). If Odoaker and/or the city of Ravenna falls, the FOEDERATII receive -1 (during combat) for the rest of the game.

Ostrogoths 19 Infantry (+ VISIGOTH Infantry), **Theoderich** in Noricum. **Major Invasion**. First Phase of the Major Invasion: +1 movement allowance, +1 in combat.

Awars 3 Infantry Illyricum

End of turn: OSTROGOTHS count Victory Points.

Turn 5 501-540

Berber 3 Infantry and Leader **Antales** in Aures. BERBER count Victory Points after their turn.

Byzanz **Belizar**, 24 Infantry, 6 Fleets, **Major Invasion** in Mare Siculum. Fleets may transport 4 Infantry during first phase.

Awars 2 Infantry Illyricum

Franks 5 Infantry, **Theudebert** in Alpes, 3 Infantry in Noricum.

End of turn: All count Victory Points. (BERBER count after their turn)

WEST ROMANS are replaced with PATRIMONIUM.

Turn 6 541-560

Ostrogoths **Totila**, 1 Knight + 2 Infantry in any controlled or empty areas.

Byzanz **Belizar** is during the normal turn in play. Removes this leader after the normal turn of BYZANCE. After that Leader **Narses** and 7-12 Infantry enter from Illyricum with **Campaign**, 6 Gold. Narses gets 7 Infantry +1 Infantry per controlled area in North Africa at the start of the campaign (after the normal turn). Narses may not leave Italian mainland.

Lombards 6 Infantry in Noricum

Burgundy 5 Infantry Alpes

End of turn: AFRICAN ROMANS, PATRIMONIUM, BURGUNDY AND BYZANCE count Victory.

Exchange AFRICAN ROMANS UNITS with BYZANTINIAN units.

Turn 7 561-620

Lombards 17 Infantry, **Alboin** and **Kleph** in Noricum **Major Invasion**, First phase of the Major Invasion: +1 Movement, +1 in Combat.

Arabs 9 Infantry in Tripolitana 2 Fleets in Mare Libyicum.

Franks 5 Infantry in Helvetia.

End of turn: LOMBARDS count Victory Points

Turn 8 621- 690

Berber 4 Infantry, **Kahina** in Aures. BERBER count Victory Points after their turn.

+ 3 Infantry in any controlled area

Byzanz 3 Infantry Alpes

Burgundy Leader **Rothari** + 1 Knight in any controlled area(s).

Lombards 2 Infantry in Illyricum

Awars 11 Infantry, Leader **Uqba ibn Nafi** in Tripolitana, **Major Invasion**.

Arabs 3 Infantry in Helvetia.

Franks 3 Infantry in Helvetia.

End of turn: All count Victory Points (BERBER count after their turn). Remove all OSTROGOTH units.

Turn 9 691 - 760

Berber 2 Infantry in Aures.

Franks 5 Infantry in Helvetia or Alpes.

End of turn: LOMBARDS count Victory Points.

Turn 10 771 - 840

Berber 2 Infantry in Aures.

Awars 2 Infantry in Illyricum

Arabs 4 Infantry and Leader **al Aghlab** in any controlled area

Burgundy 2 Infantry Alpes

Franks **Charlemagne**, 10 Infantry, 2 Knight in Alpes, 6 Gold, **Campaign**

End of turn: All count Victory Points.