

DACIA 101 AD



INTRODUCTION

Dacia 101 retraces Roman Emperor Trajan's first campaign against the Dacians, the empire's last sedentary neighbors, based in present-day Romania. It features two players, a Roman and a Barbarian (Dacians and their various allied barbarian tribes).

The **Romans** must crush the opposing armies and seize their fortresses. The **Barbarian** player must seek to hold his strongholds, while at the same time waging war within the Roman domain to force them to negotiate.

- The **Roman** armies led by Emperor Trajan are numerous and well-equipped, and their aim is to seize fortresses and the opposing capital, and if possible to slay its king, Decebalus.

- The **Barbarians** need to hold their positions in the Carpathians, rally Sarmatian and Germanic support, and launch raids across the Danube, in order to exhaust the enemy's morale and organize a status quo.

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: 3h00

Favored Side: None

Most difficult side to play: **Barbarians**

Dacia 101 is played over 17 turns, between March 101 and December 103 AD, each turn being equivalent to two month.

The **Roman player** always plays first, followed by the **Barbarian player**.



FORCES

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

The **Barbarian** player controls the **Dacian units (beige)**, the **Roxolanii units (blue)** and the **Bastarnes German units (green)**.

MAPBOARD

The map shows the northern Balkans, with the Danube separating the Roman Empire (to the south) from the barbarian regions (to the north).

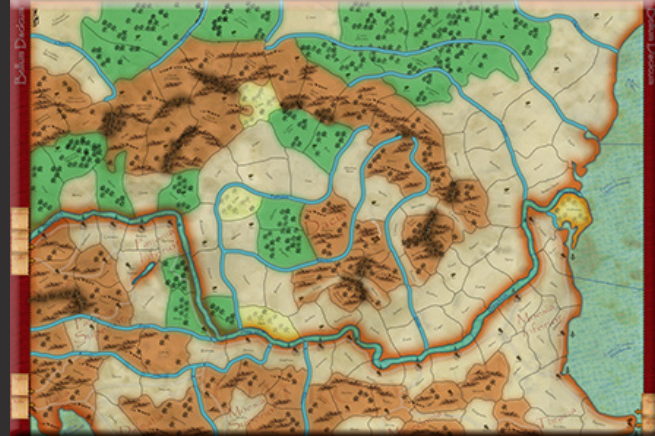
The off-map areas symbolize other territories of the Roman Empire. The Barbarian player can never enter them.

The north-west zone of the map is closed to both players. It may be used in a scenario about the Second Dacian War.

Only the Romans can use naval movement with their fleets. River fleets cannot enter the sea. The deep-sea fleet cannot penetrate the Danube.

The Bastarnes (north-central) and Roxolans (northeastern) territories are closed to player units until an event opens up these regions.

To penetrate Dacia, the Roman player must essentially use river naval transport, placing his land units in his ships, and then disembarking them on the other side of the river on the same game turn.



VICTORY

IMMEDIATE VICTORY IF

- 1) The **Roman player** occupies all 9 Dacian fortresses.
- 2) The **Roman player** reaches or exceeds 50 victory points
- 3) The **Barbarian player** has eliminated Emperor Trajan and his heir, Hadrianus
- 4) The **Barbarian player** reaches or exceeds 30 victory points
- 5) The tension level symbolizing the weariness of the Roman Senate to follow the emperor's war reaches 10.

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

VP BONUS

+2 **Barbarian** VPs for each Roman structure controlled (note that Rome's takeover of these cities only causes the Barbarian player to lose one VP).

+5 **Roman** VPs for each of the following controlled regions: Sarmizegetusa.

+5 **Barbarian** VPs for each of the following controlled regions: Byzantium.

+1 **Roman** VP for each Dacian fortress controlled other than Arcidava.

-10 **Roman** VPs for the loss of Emperor Trajan.

-5 **Barbarian** VPs for the loss of King Decebalus.

END OF GAME:

+3 **Barbarian** VPs at the end of the game if Decebalus is still in play.

+1 **Barbarian** VP for each Dacian structure controlled at the end of the game.

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 is indicated on the purchase phase and is summarized as followings:

- Light Barbarian units (e.g. Psiloi, Funtidores or Sagitifer): \$1
- Roman Legion (full): \$4.
- Cavalry / Alae / Genius / Barbarian elite units / extra card: \$3
- Other units / Replacements: \$2

SIEGES OF COASTAL AND RIVER 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).



REINFORCEMENTS

Bastarnes and Roxolani units enter the game via alliance cards. To remove them from the game, the Roman player must then occupy a number of structures to the north of the board, and then play a surrender card for these tribes.

SUPPLY PHASE

Supply rules are taken into account in this scenario.

ROMAN FATIGUE LEVEL

The Roman fatigue level, representing the war weariness felt among the Empire due to the duration and effects of that military campaign starts at 0.

It increases by 1 each time the barbarians seize a Roman structure in Roman territory, but also fluctuates with card play.

It also increases by +1 each winter.

When it reaches 10, Rome has lost the war.

