ROMANS GO HOME!



A game for 1 to 4 players, aged 10 and up.

122 AD :

Emperor **Hadrian** has ordered the construction of a massive, fortified wall to defend the northern border of the Roman Empire from the fearsome Caledonians (the ancient Scots).
This enrages the Caledonian clans, who immediately rush **Hadrian's Wall**, each trying to be the first to knock it down.



With stubborn, Caledonian pride however, most of the time, they just get in each other's way !

Game rules

Setup:

Each player chooses one clan and takes the 9 warrior cards of that clan's color. The forts are shuffled and placed face down on the table to form a draw pile.

Round overview:

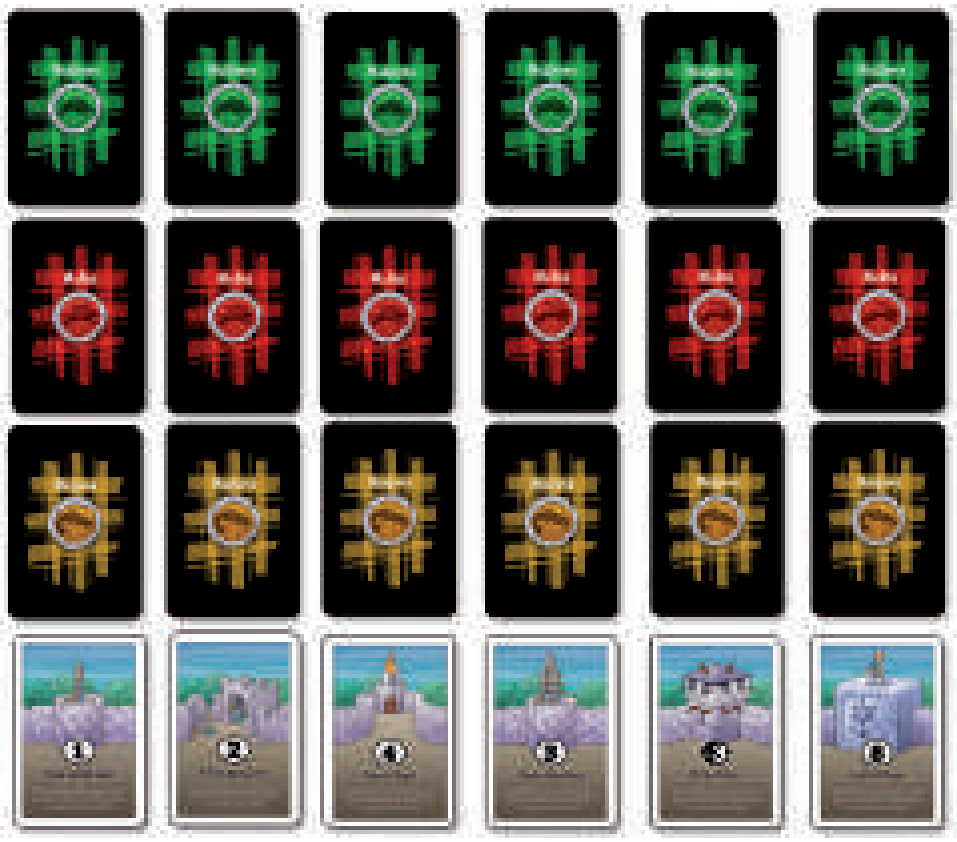
A game is played over three rounds.
At the beginning of each round, the first six forts are drawn and placed in a row, face-up to form The Wall section for that round.
The fort with the highest *positive* value is then moved to the right of The Wall – in the last place – and the fort with the lowest *positive* value is placed to the left of The Wall – in the first place. If there are multiple forts of the same value, it's the one closest to the edge of The Wall that is moved.
All other forts remain in the order in which they were drawn.

Example:



Planning phase:

Each player shuffles the 9 warriors of their clan and draws 7. They choose and discard one from amongst them. All players then choose and place their six warriors (face-down) along The Wall, above or below each fort, as shown below.



Attack phase:

The attack phase takes place over 6 turns, fort by fort.
On each turn, all the players simultaneously flip (reveal) their leftmost warrior hidden in The Wall, and leave it face-up.
Each player then sums up the total strength of their visible warriors, by adding up their points.
The clan with the highest total wins (captures) the left-most fort in The Wall. The winner takes this fort and discards all of its face-up warriors.
Note: if 2 or more players are tied for the highest total, no one captures a fort this turn. The fort is discarded, and their warriors remain in play.

The next turn then starts.

Each warrior card has a special effect that is applied only when the warrior is revealed. Their effects are not carried over the turns after, but their point value does. Some forts also have an effect, applied when a player captures it. These effects supersede the normal rules of the game!

Effects of the Warrior cards



Qween charms a warrior from another clan.

On the turn where you reveal **Qween**, you take on the point value of a rival clan's warrior revealed this turn, and reduce the point value of that warrior to zero for his clan for the turn.

Note: the charmed warrior remains in place if their clan doesn't capture the fort, and regains their point value for the next turn. If multiple Qweens are revealed on a same turn, their powers are cancelled but their base points will be counted. Qween cannot steal the point value of a Ch'arriot that is discarded before points are counted.

Dru'hid masters the powers of Illusion.

If you capture the fort on the turn in which you reveal Dru'hid, you may take the fort of your choice from The Wall and replace it with the fort you're not taking.





Zvord is very proud of his long sword and his rank as captain.

On the turn where you reveal Zvord, you can freely reorder your still-hidden, face down warriors (if any are left).

Axx the berserker doesn't calm down after battle.

If you capture a fort on the turn where you reveal Axx, you may choose not to discard him, keeping the card face-up (you must still, however, follow the rules regarding capturing a fort and discard all your other face-up warriors).





Arch'r – *"A good shot makes all the difference."*

On the turn where you reveal Arch'r, you win if tied for highest point total with another player.

Note: if that other player has also revealed an Arch'r this turn, the tie remains, and the fort is discarded.

Filchy gathers weapons for her clan.

On the turn where you reveal Filchy, you cannot capture a fort this turn, and your total isn't taken into account to determine the winner. This can be useful to avoid winning a negative value card, or save up for the next fort.





Horsie hates to lose: in case of defeat, she starts beating up members of her own clan !

If you don't capture a fort on the turn where you reveal Horsie, you must discard one of your face-up warriors. If you don't have any face-up warriors other than Horsie, you must discard her (enraged, she gallops her horse into The Wall!).

Ch'ariott can't choose between drinking or driving. As a result if he meets another Ch'ariott, he's wrecked!

When you reveal Ch'ariott, if any other player(s) also reveal Ch'ariott this turn, all those Ch'ariott are discarded before points are counted.



Effects of Fort Cards

Reminder: The effect of a Fort Card is applied when a player captures that fort.



Unwary Fort (2 pts):
When you capture this fort, you can keep your weakest face-up warrior.



Signal Fort (4 pts):
When you capture this fort, all players must discard a face-up warrior if they have one. Even if you capture this fort with Axx, you will have to discard him if you have no other face-up warriors.



Tax-Collector's Fort (8 pts):
"How Taxing!" When you capture this fort, you must discard 1 fort card (of your choice). If you have no other fort, you must discard Tax Collector's Fort. You can use the Tax-Collector Fort to get rid of a Legion Fort!



Legion Fort (-1, -2, -3 pts):
Legion forts subtract victory points. However, if one player manages to claim 3 of the 4 Legion Forts, that player immediately wins the game!



Fort-Dinary (1, 3, 4, 5, 6 pts):
These forts are worth points, but have no special effect.

Let's try an example!



It's the second turn of the first round. Green already has one face-up Ar'chr, Red a Dru'hid. Gold doesn't have a face-up warrior, since he won the last turn and had to discard all of his face-up warriors. Green reveals a Ch'arriott. Red also reveals a Ch'ariott. Gold reveals an Arch'r. As multiple Ch'ariotts played on the same turn cancel each other out, Green and Red must discard their Ch'ariotts, which aren't counted for victory this turn. Green and Gold thus both have an Ar'chr (strength 5). Since Gold revealed his Ar'chr ***this*** *turn, he'll*

win ties for highest points scored against all other players who have not revealed an Ar'chr ***on that same turn****.*
Gold captures the Unwary Fort, and can thus keep the Ar'chr instead of discarding it, because of the effect of Unwary Fort. The other players who did not capture the fort, keep all their warriors face-up.

End of the round

The round ends at the end of the turn in which the players have revealed their sixth and final warrior.
The next round then begins: a new wall section is made of six forts; players reshuffle their deck, etc. (see beginning of the rules).

End of game and victory

The game ends at the end of the third round, unless a player has won before then by capturing his third Legion Fort.
The players add up the points of all their forts, and the player with the highest total is the winner. In case of a tie, the tied player who has the most forts is the winner. If they are still tied, it's the player with the highest value fort who wins.

Games with a *neutral player*...

When played with less than 4 players, it's possible to use one of the unused clans as a *neutral player*.
Its warriors are shuffled and 6 of those are drawn randomly and placed along The Wall.
This *neutral* clan is considered to be a player. Each turn, a *neutral* player's warrior card is revealed at the same time as those of the other players.
The *neutral* player can capture forts, or cause ties, but can't win the game. The *neutral*'s Qween, Dru'hid and Zvord have no special effects. When forced by a Fort Signal or by Horsie, the *neutral* always discards his weakest warrior.

or more ...

If more than one clan isn't being used, it's possible to add a second *neutral player* by following the same rules.

Game experience according to the number of players

One + 1 neutral: Good for practice
Two: More tactical
Two + 1 neutral: Slight suspense

Two + 2 neutrals: More eventful
Three: Lots of fun and interaction
Four: *"Great Scot!"* Extreme mayhem!

Reminder of the rules in case of a tie between players to claim a fort

If there's an absolute tie between players to capture a fort, no one captures it, unless a specific power occurs: an Arch'r played that turn wins a tie.

Variant gameplay (original rules from Eric B. Vogel)

If no one captures a fort due to ties, the fort stays in The Wall, and players will fight for it on the next turn. The last fort on the right in The Wall is discarded, and all forts slide over one space to the right.

If a player wins with Dru'hid and captures a fort other than the one at the extreme left of The Wall, when that player takes the fort, he moves all other forts to the left of it one space to the right each, without changing their order.

ROMANS GO HOME!

We'd like to especially thank Bruno Faidutti
for introducing us to this game.
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