

Tribun

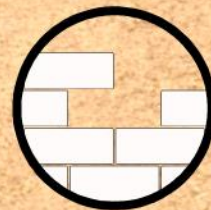
Pugna pro Cannae

Gameplay



**Do you feel the sun on your face?
Do you sense the sand beneath your feet?
The enemy is lurking ahead...
Defeat them!**

Basics



This guide describes the game structure and the general gameplay. At the beginning we will explain the basic rules that will help you fight nerve-racking battles already. At the end we will show you some expansion rules for the professional Tribun© game.

Structure

The Tribune of the white army always starts on the field A_VI in a regular game (over the whole field), that of the black army on the field K_VI (as shown in the graphic). However, to reduce the complexity of the game, the opponents can also agree to cover some marginal hexagons and thus reduce the size of the playing field.



Units

A unit is a stack of pieces. You can recognize your own units by the fact that either a piece of your color or your Tribune is on top. The opposite is true for enemy units.

Gameplay

1. the formation is set up
2. the opponents agree on their piece colors
3. the starting player is determined (agreement or e.g. coin toss)
4. both players alternately make moves until the game ends.

Turn

You choose between 4 types of actions:

1. Move
2. Attack
3. Merge
4. Split

These options are described in more detail on the following pages. Doing nothing is forbidden, even if it means losing. You are forced to make a move (Zugzwang)!

As long as it is clear at the end of your turn that you have made a legal move, you may do anything with the pieces on the board (like taking back your movement) during that time. Therefore, you must announce when you end your turn. We recommend that you don't make too much use of this rule and think the move completely ahead before finally making it.

End

There are 4 ways to win:

- by the sword - you strike the opponent's leader
- by resignation - the opponent gives up
- by time - As soon as the clock runs out (e.g. a chess clock)
- by paralysis - The opponent can't move anymore (happens extremely rarely in Tribun©)

and 3 ways to end with "draw":

- by agreement:

You agree to peace

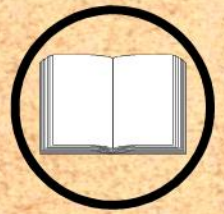
- by exhaustion:

Victory is impossible due to lack of sufficient fighting power. (since there is no computer evaluation it is unknown when this condition definitely occurs. In the real game it will probably come to an agreement)

- by fatigue (competition rule):

You play too long undecided. This means that you play only reversible movements for 64 turns. (Movements are called reversible if you can undo their effects at some point in the game. Irreversible, hence the exact opposite of this, are e.g. the taking of pieces or the combining-up of the Tribune).

Vocabulary



Dominating a field

A field is dominated by the player whose pieces are highest on that field.

Fork

A Fork is a tactical motif in which two units are attacked, but only one can be protected.

Impero (lat. for "I'm commanding")

A unit is commanded by an enemy unit as soon as enemy pieces are placed above it. Impero is always the result of a combat action. The maximum total height is 12 pieces. Sentinels command prisoners.

Magnus Angor (lat. for "great fear")

This motif occurs when the Tribune is attacked by at least two units. This means that the attack cannot be stopped by eliminating the attacker and the Tribune has to move.

Nex (lat. "Death")

Exclamation, as soon as you kill the opposing Tribune (similar to "mate" in chess).

Round

A round is the total sequence of a turn by both players.

Taking

Pieces are removed from the playing field starting always from the top. Due to this it emerges that the Tribune dies as soon as a piece is removed from a Tribune-Unit, since he is always on top.

Turn

A player's entire action is regarded as a turn until it is handed over to their opponent.

Zugzwang

If a movement can be made, a movement must be played! This can also force a bad move.

Move



Moving is the most intuitive way to bring your units from one place to another. You can find the **movement patterns** of all units in the **"Move and Attack Patterns"** instruction.

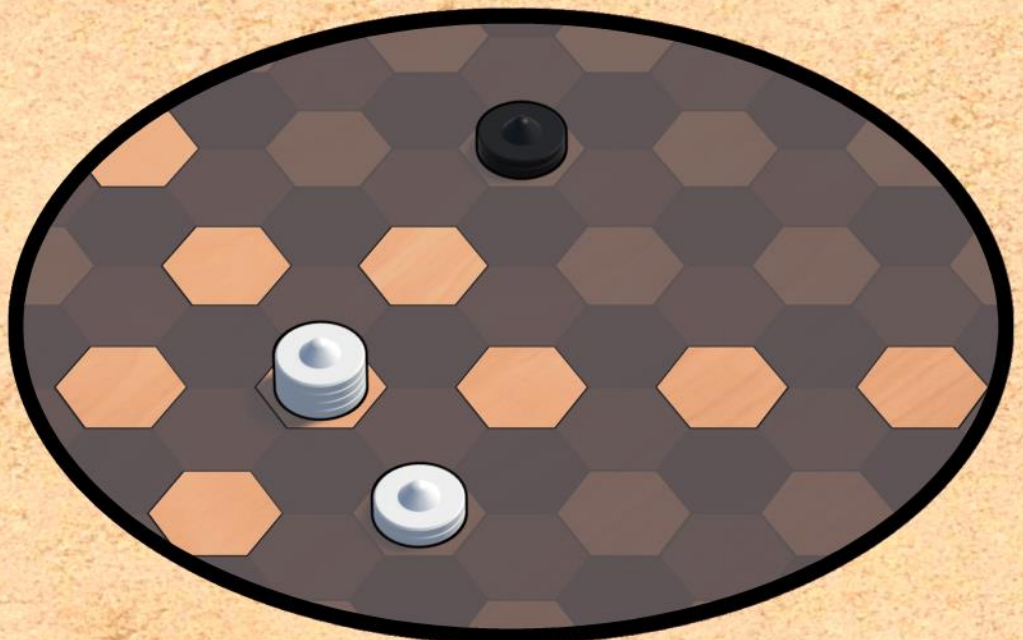
Moving always consists of the following steps:

1. Select one of your units.
2. Select an **empty** field on the movement pattern of the executing unit.
(note blocked paths on sequence patterns).
3. Move your unit to the hexagon.

Example:

You can see the possible movement fields of a white Eques (light areas). You can see how its movement is blocked by both, the enemy and your own unit. Neither the occupied hexagons themselves, nor the hexagons behind them can be reached by the Eques. This example applies schematically to all units. Units without a continuous pattern (e.g. Sagittarius) cannot reach occupied hexagons. Fields behind them do not exist because of their movement pattern.

However, fields occupied by enemy units can be taken after a combat action. But this is not moving.



Attack



The combat system of Tribun© is complex, but due to its natural structure intuitive and easy to learn. Exactly one target field can be attacked per turn.

Attacking always consists of the following steps:

1. Select an enemy unit. This is the target of your attack.
2. Find all friendly units that reach the target hexagon via their **attack pattern** (see the "**Move and Attack Patterns**" instruction). They can participate in the attack.
3. Choose from these units those that should participate in the attack (at least one unit).
4. The damage of the attack is the sum of the attack strengths (height of the participating units). This number of pieces is removed from the top of the enemy unit and taken from the board. It is irreversible. Captured pieces do not return to the board during this game.

The attack can have two different results:

1. The total damage is greater than or equal to the height of the attacked unit. This is called "defeat". The entire unit is removed from the board. One of the attacking units must now occupy the target field!
2. The total damage is less than the height of the attacked unit. This is called "wound". Some enemy pieces remain on the target hexagon. The enemy unit has been changed.

Important: If this creates a unit that does not exist (height 5 or 7), an additional piece has to be removed!

Example:

You can see three white units (a Servus and two Sagittarii) attacking a black unit (a Ballista). It is white's turn and they can now choose from the three attackers which ones should carry out the attack.

There are five different variants, which we will look at below:

Wound:

- 1) Only the Servus attacks:

There is a total damage of 1. Therefore, 1 piece is removed from the black Ballista. So, in this special case, a unit with 5 pieces would be created, but it does not exist. Therefore, 1 additional piece is removed, resulting in a black Eques.

- 2) Only one Sagittarius attacks:

There is a total damage of 3. Therefore, 3 pieces are removed from the black Ballista, creating a black Sagittarius.

- 3) Servus and a Sagittarius attack together:

This results in a total damage of 4. The Ballista becomes a Hastatus.

Defeat:

- 4) The two Sagittarii attack together:

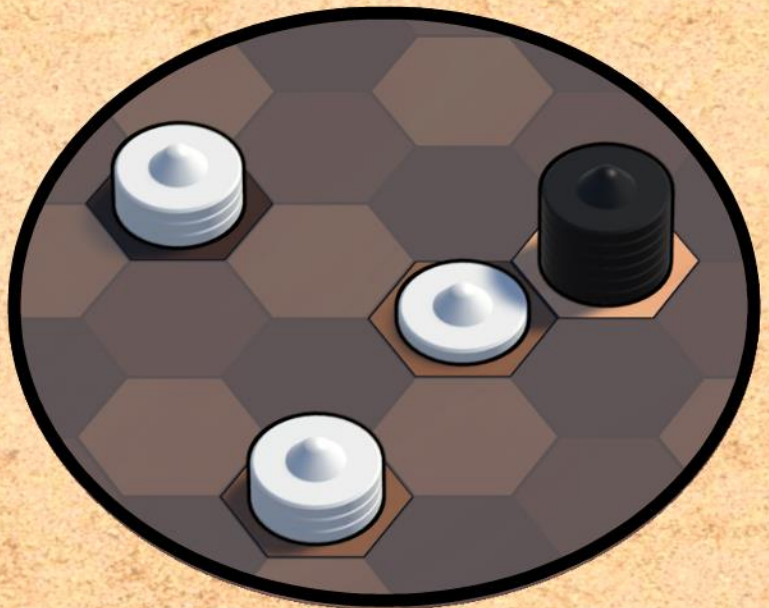
This results in a total damage of 6. The Ballista is defeated and completely removed from the board. White must decide at the end which of the two Sagittarii will occupy the Ballista's hexagon.

- 5) All three units fight together:

The result is a total damage of 7. The Ballista is also defeated, since the damage actually exceeds the unit's strength. So White could now also use the Servus to capture the target field.

Conclusion:

If you want to defeat an enemy unit, you should use all available units in combat so that you could put any of them on the target field as well. In most cases, it is recommended to push weaker units forward and let stronger units protect them from cover.



Merge



Merging is a distinctive feature of Tribun© and means to combine your forces to bigger and more powerful ones. Merging always consists of the following steps:

1. Find an empty field where at least 2 of your units verge on (adjacent hexagons).
2. Select 2 "donating" units.
3. Stack pieces from the donating units on the target field.

The following has to be present at the end of your turn:

1. Only existing units may be created (**5, 7 or more than 8 pieces are forbidden!**). Neither on the origin fields of the donating units, nor on the destination field of the newly created unit.
2. Each donating unit has given at least one piece. In principle, "donors" may also donate all of their pieces. Hence "donors" can only become smaller.

If your Tribune merges ("Yes, he can!"), the following also applies:

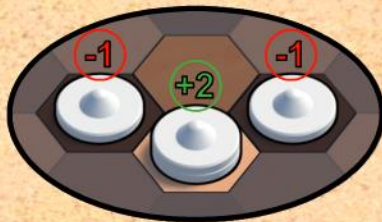
1. The Tribune unit (all own pieces with the Tribune on top) always participates in full.
2. The Tribune is always on top.

Example 1:

In this example, you can see two Hastati that could even combine on two different fields, since they are both adjacent to these fields respectively (light and medium brown). Since both fields are not blocked either by an own unit or by an enemy one, the player now chooses a target field. In the following, they decide on the light field.

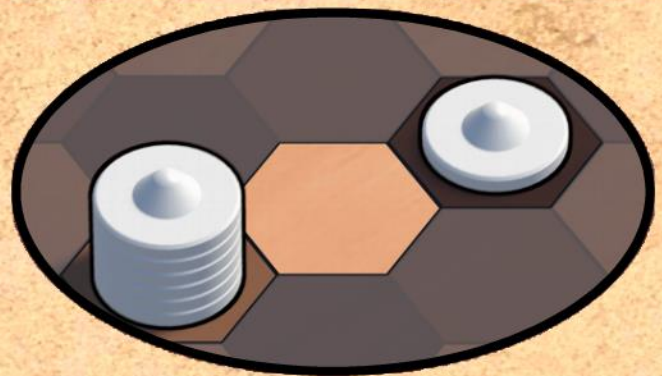


Here you can see possible results of the merging:



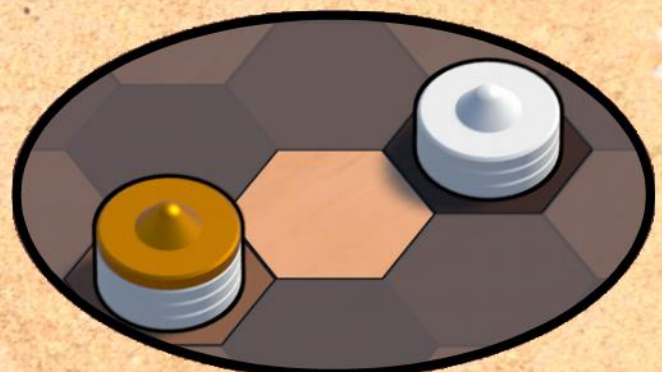
Example 2:

The Ballista and the Servus have no choice in this example, since they only "share" the light field in the center. The Ballista may donate either 2, 3, or 5 pieces, since combining them with the Servus would create a 3er, 4er, or 6er unit. Donating 4 or all 6 pieces, however, would be forbidden, as this would create a forbidden unit in the center (5er or 7er). If, on the other hand, the Ballista donates only one piece, it would itself become a forbidden 5er.



Example 3:

The final example shows an Eques-Tribune (4 pieces in total with the Tribune at the top) and a Sagittarius. Since the Tribune unit must always participate completely, 4 pieces are always donated by it. This means that the Sagittarius may only donate exactly 2 pieces, otherwise a forbidden Tribune of 5 or 7 pieces would be created in the middle.



Split



This is the most versatile move. It allows you to convert a large unit into several smaller ones. Splitting always consists of the following steps:

1. Select one of your units that is greater than 1 and not a Tribune.
(A Tribune unit may not split up. The Tribune keeps his elite around - until victory or downfall).
2. Distribute all your pieces in any way to any empty adjacent hexagons and/or the origin field.
(A field can have up to 6 neighboring fields. With the origin hexagon in the center, there is a maximum of 7 distribution fields).

The following must be present at the end of your turn:

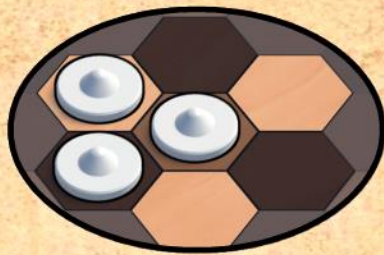
1. Only existing units may have been created.
2. At least 2 of the maximum 7 fields must be occupied, otherwise no division of the former unit took place.

Example 1:

In this example a Sagittarius has the possibility to split freely on all 7 fields as described above, because none of these fields is blocked by another unit (friend or foe would not matter). Mathematically, with 7 free hexagons, the Sagittarius already has exactly 77 ways to split up. What this means for a Ballista, you can perhaps already anticipate. Feel free to calculate it yourself.



Here you can see 3 possible of the 77 results of the division:



Example 2:

In this example we will witness an already quite tricky situation, focusing on the white Ballista. Friendly and enemy units take away almost all of its splitting potential. Only the middle brown field on the lower left remains. This reduces the otherwise almost 1000 possibilities of splitting to 3, since only existing units may be created. Thus, the Ballista can only deliver 2, 3 or 4 pieces.



Here you can see the only 3 results of the splitting process:



At this point the rules for the basic game end, with which certainly over 90% of the possibilities in Tribun© can be played. We recommend that you familiarize yourself with these rules at the beginning and learn which tactical possibilities are already available on the board (also the Centuria should not be used at the beginning). Once you have successfully gained your first experience, return to this part of the manual and learn the expansions for professional Tribun©. Among other things, it will then be possible not only to take an enemy unit, but to subdue it in order to take advantage of its characteristics. Have fun and...

si vis pacem para bellum - If you long for peace, get ready for war!

Expansions



For professional Tribun© some additions and changes are still needed:

The first rule expansion concerns merging, because as long as the own units are in a symmetry, 3 or even 6 units can combine at once, which saves a lot of time. The general basic requirements for merging remain the same. Triangle and ring formations are considered a symmetry, as shown here (the triangle of course is also possible with the point facing upwards). It is crucial that only identical units can participate. **That means that on all participating fields exactly the same pieces must be placed in same amount and order** (and this both, before and after the combination. Hence all participants donate the same number!) Any units not participating in the combination (friend or foe) do not disturb the symmetry!



Even only the respective triangles could combine symmetrically from a ring formation. **And the Tribune can never be part of a symmetry.**

The second expansion is the new Centuria unit (see the "**Move and Attack Patterns**" leaflet). Especially its special feature of jumping over allied units shall be discussed here.

In the adjacent graphic, the Centuria can be clearly seen in the center. Let's take a closer look at the situation in the lower part of the graphic. On the left side there are 3 enemy units, one of which is hiding behind another one, so the Centuria cannot attack it. On the right side, however, there is an enemy unit behind an allied one, which is why it can be attacked by the Centuria. Because of this feature, the Centuria is the perfect supporter, since enemy units near it will always be defeated, but in the best case only small units have to step forward. In addition, the Centuria is very well shielded against enemy attacks by its smaller allies.

The Centuria can reach the remaining light fields regularly due to its attack and/or move pattern.



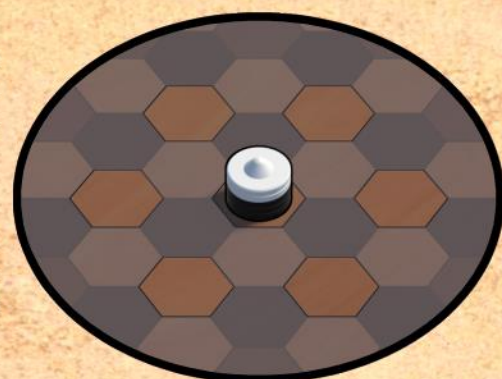
The last addition is the one with the most far-reaching consequences, as it can affect basically everything. But it's also the one that sets Tribun© significantly apart from other games of this genre and gives us additional tactical moments. We present: **Impero!**

"Impero - I'm commanding" is always the result of an attack in which a unit was **defeated**. But instead of removing the enemy pieces from the board, you simply place your own pieces on top.

In our example, a Hastatus (sentinel) has taken a Sagittarius (prisoner) Impero (of course, it did not succeed alone, since it could not defeat the Sagittarius on its own). As a result, an Impero unit has been created. In further moves White can decide which move or attack pattern to use for this unit.

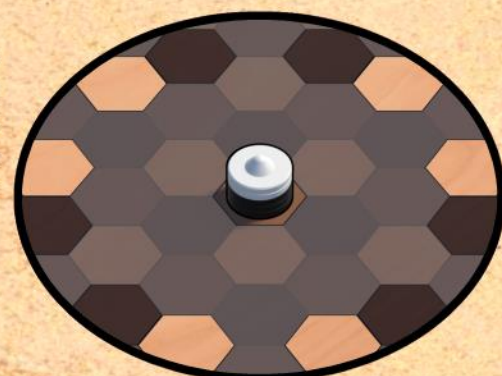
Option A:

White decides to continue with the Hastatus patterns. In this case the black pieces have no meaning. They are simply ignored and the Hastatus behaves in all movements (**note: not merging/ splitting!**) as known from the previous set of rules. This can also cause it to leave the Sagittarius, which would **release** it.



Option B:

White decides to continue with the Sagittarius patterns. In this case, the white pieces have no meaning. They are simply ignored and the Sagittarius behaves in all movements (**note: not merging/ splitting!**), as known from the previous set of rules. The special feature here, however, is that when the prisoners are moved, always the entire Impero unit (including the white pieces) is moved. This way, **the sentinels still keep control over their prisoners.**



Expansions



The Impero condition:

Basically, in case of an Impero unit, In addition to all previously known rules, the Impero condition must be met. This means that the sentinels must be strong enough to maintain controlling their prisoners. If at any time they become too weak due to an enemy wounding, they are subdued by the prisoners and taken off the board. Tribunes will never be taken Impero!

Sentinels are strong enough if: $2 \times \text{number of sentinels} \geq \text{number of prisoners!}$ (max. 2 prisoners per sentinel)

Important:

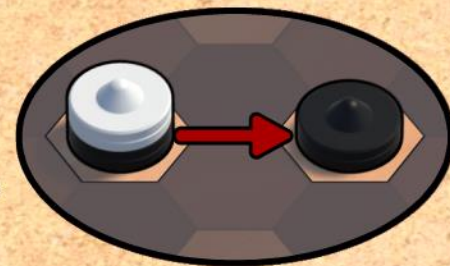
- The Tribune may also take Impero, as long as it meets the Impero condition.
- Units greater than 4 may not take Impero (Ballista & Centuria), but may very well be taken Impero, i.e. a Ballista is never on top in Impero, but may well be on the bottom. The largest Impero unit is therefore 4 on 8 (12 high).
- Voluntary sacrifices of own pieces by merging or splitting, where at the end the Impero condition is violated (and which would consequently lead to the loss of the now too weak sentinels) is forbidden. Merging/ splitting in principle is possible!
- For symmetrical combining, only identical units may participate. As already described, exactly the same pieces must be placed in exactly the same order on the original fields.
- Sentinels have the additional move option of **assassination**. In this case, the sentinels are placed on a free adjacent hexagon and the prisoners are removed from the board.



Impero additions to the Tribun© combat system:

An Impero unit (Hastatus on Hastatus) faces an enemy Hastatus. White can now fight the black pieces in 4 ways:

1. The unit uses its prisoners to strike. The entire unit is active.
2. Only the guards are active and strike. This frees the prisoners.
3. The sentinels take the target Impero. Thereby they are releasing their previous captives.
4. The sentinels assassinate. They can be placed on any free adjacent hexagon.



1. Taking, whole unit



2. Taking, sentinels only



3. Impero



4. Assassination



And a few more examples about the Impero combat system:



Hastatus and Servus attack an Eques/ Sagittarius-Impero:

White can now choose between a wounding with 1 or 2 points, provided the units enter the fray alone. Together, the attackers score a damage of 3, which is actually not enough to defeat the Eques. However, since only one Servus would be left as a sentinel, it also dies automatically, since the Impero condition is now violated. The prisoners are freed.



Hastatus/ Eques-Impero attacks Ballista:

White can wound the enemy Ballista with either 2 or 4 points of damage. Defeat is impossible in this example, since White must decide which of the two units will be active and thus their damage points may not be added together. The maximum damage is 4. Taking the Ballista Impero is not possible because defeating it does not occur. Also, the Hastatus does not meet the Impero condition for a Ballista ($2 \times 2 < 6$). But assassinating the Eques would also be an option.



Hastatus/ Eques-Impero attacks Sagittarius:

White could wound the Sagittarius with 2, and thus would continue to keep its Impero position on the Eques, since the opponent was not defeated. With the entire Impero unit, the Sagittarius could also be easily defeated. However, the Hastatus could not take the Sagittarius Impero. It fulfills the Impero condition for the Sagittarius, but it can't defeat it alone. For this it needs the fighting power of the Eques. Unfortunately an Impero unit is not allowed to take an additional enemy unit Impero. And, as described before, the damaging powers of the two Impero partial units cannot be summed up.