

Tribun

Pugna pro Cannae

Move and Attack Patterns

In advance:

The graphics represent sections of the playing field, with the upper corner marking a forward movement and the lower corner marking a backward movement (from the players' perspective). The respective unit is in the center of the section (white field with yellow dot).

Each unit is symbolized by a stack of pieces, each of which can be found in the upper left corner. Always shown is a stack of ordinary soldiers and one with the Tribune (golden piece) on top.

Some units move differently than they attack; in this case there are two graphs (blue for movement, red for attack, and units with identical patterns in purple).

In general:

- Each move must be within the playing field,
- The movement patterns only reach empty fields,
- The attack patterns only reach fields occupied by opponents.

The unit advances along the path to the next marker (circle or arrowhead). Only fields marked with a marker can be reached via the pattern.

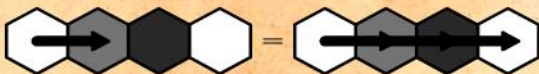
This is an 'End'-marker. It is not possible to continue over this marker. If a pattern only contains the circle, the line is omitted.



This is a 'Go'- marker. You may move over it if the square below it is not occupied.



If a 'Go'-marker is at the end of a path, the last step may be repeated as often as desired.

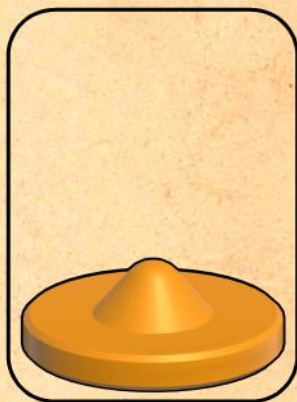


(Sequence pattern)

Tribunus

pl. Tribuni

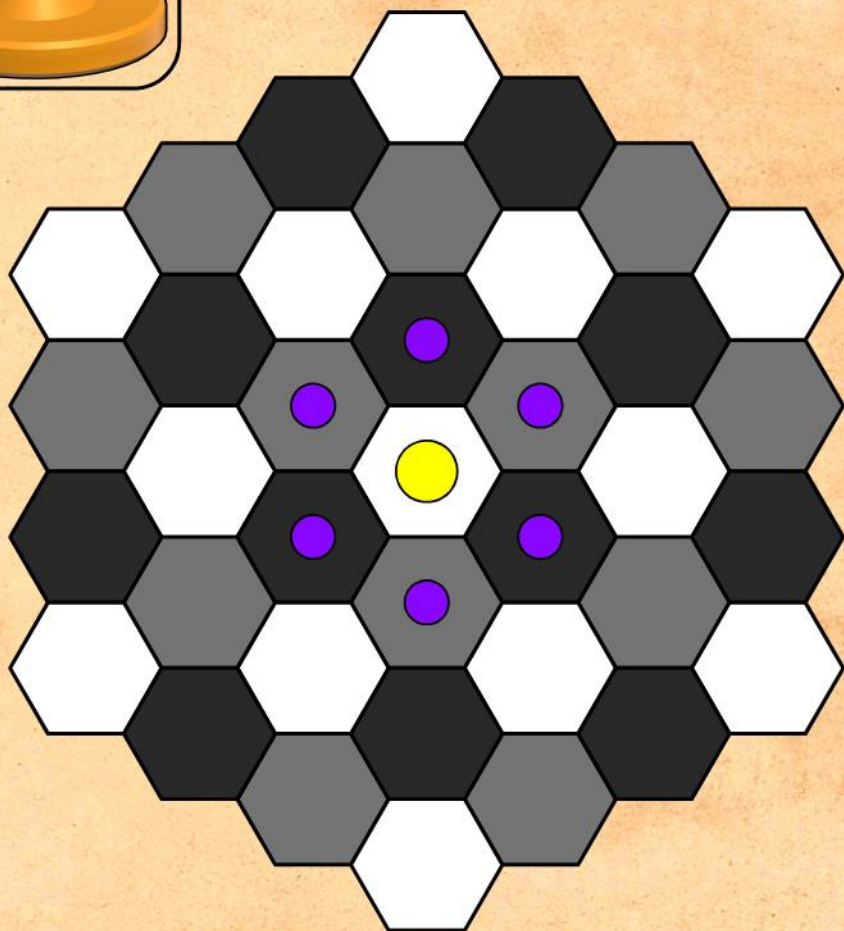
The Tribune



The Tribune is the head of the army. But like the ancient way, he stands next to his soldiers and goes to war.

Size,
Life,
Damage:

1



Servus

pl. Servi

The Slave

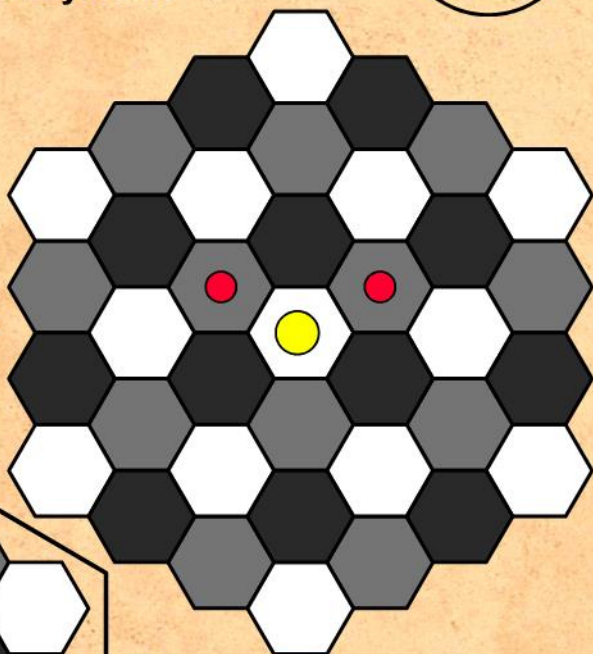
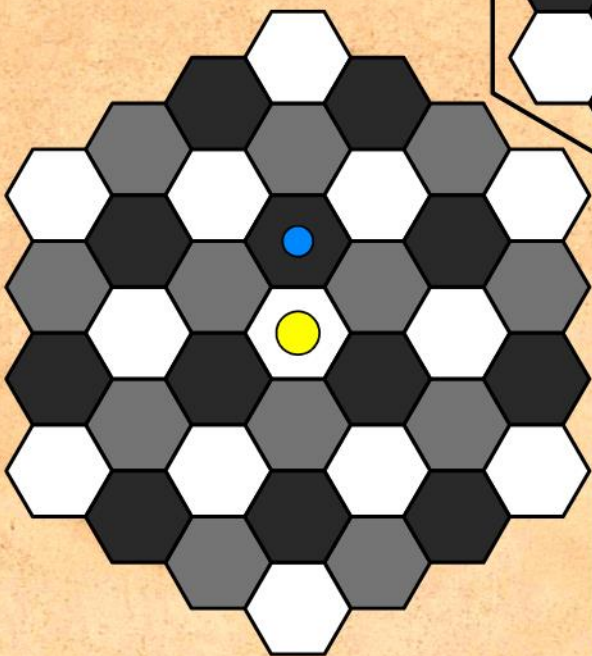


Fiercely the slaves fight for Rome. For glory in war and freedom in Elysium.

Size,
Life,
Damage:

1

Move



Attack

Important

The Servus moves in a straight line forward and attacks slantwise ahead. It can never go back.

Hastatus

pl. Hastati

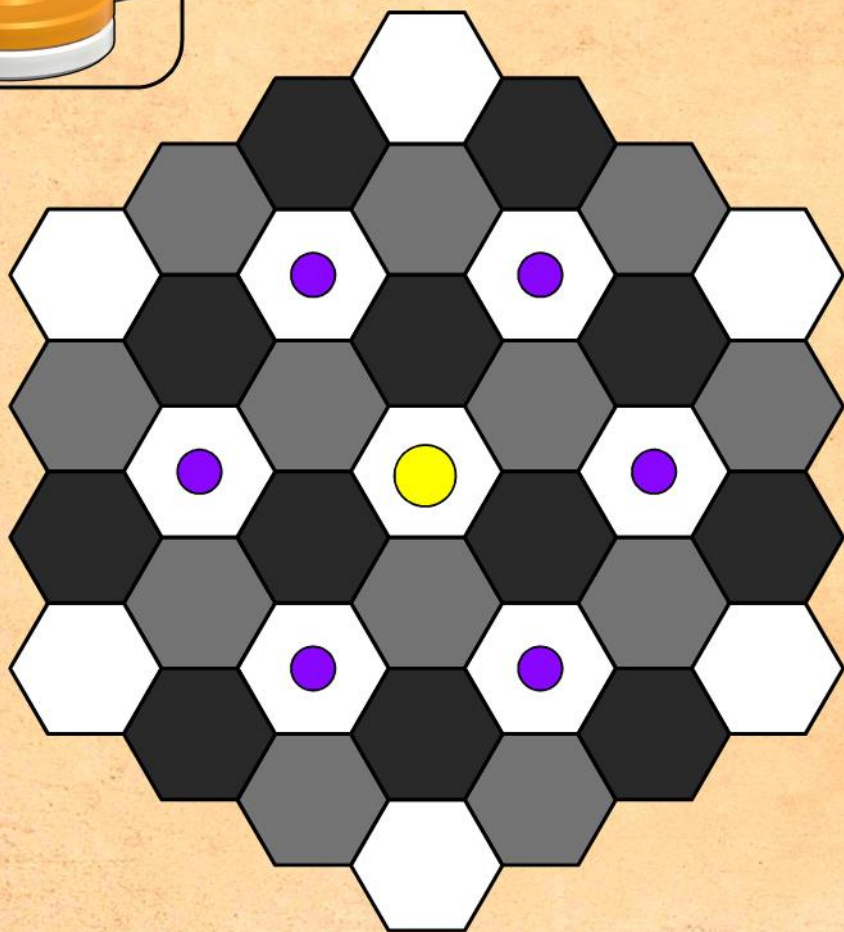
The Spearman



Courageously, the spearmen stand in the front rows. United, they face death. Steadfast and fearless.

**Size,
Life,
Damage:**

2



Sagittarius

pl. Sagittarii

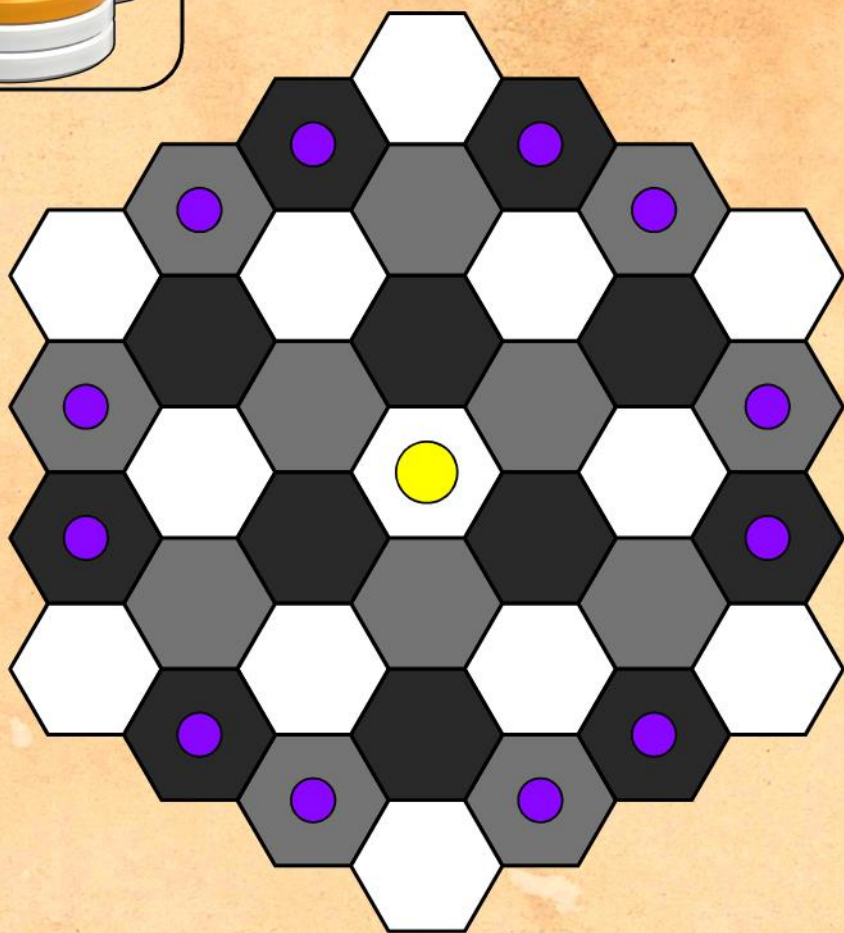
The Archer



Dark clouds gather,
arrows are raining.
And the hissing of
sinews fills the
silence of the night.

Size,
Life,
Damage:

3



Eques

pl. Equiti

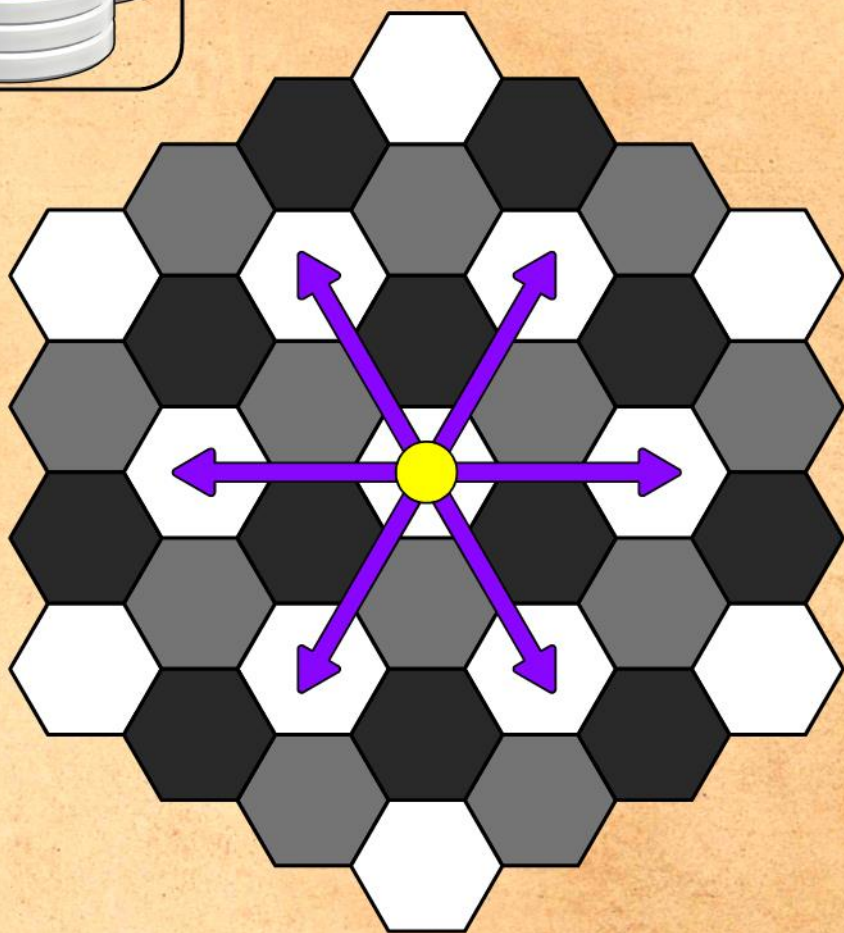
The Horseman



**A thunder and tremor
shakes the enemy's
line. A cloud of dust
approaches:
Horsemen!**

**Size,
Life,
Damage**

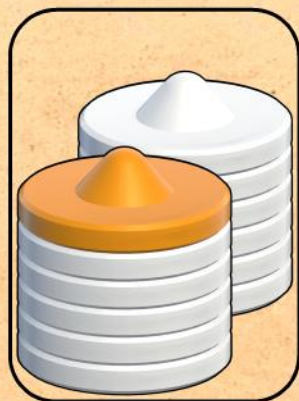
4



Ballista

pl. Ballistae

The heavy Bolt Gun

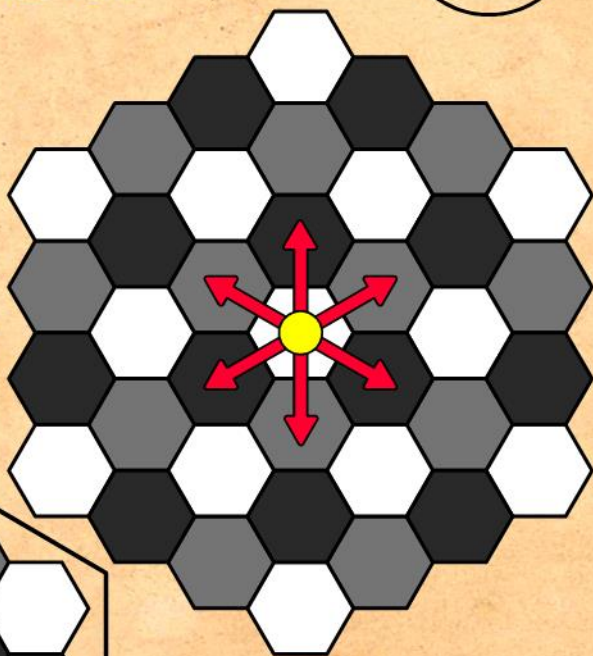
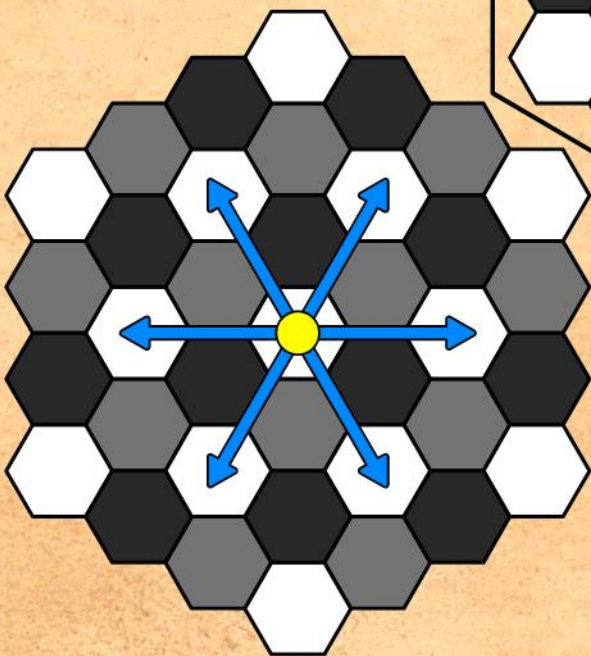


The thumb-thick string is taut enough to tear. A soft click unleashes hell.

Size,
Life,
Damage:

6

Move

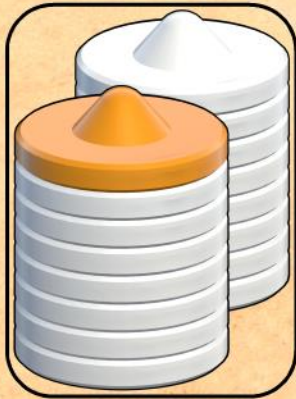


Attack

Centuria

pl. Centuriae

The Hundreds

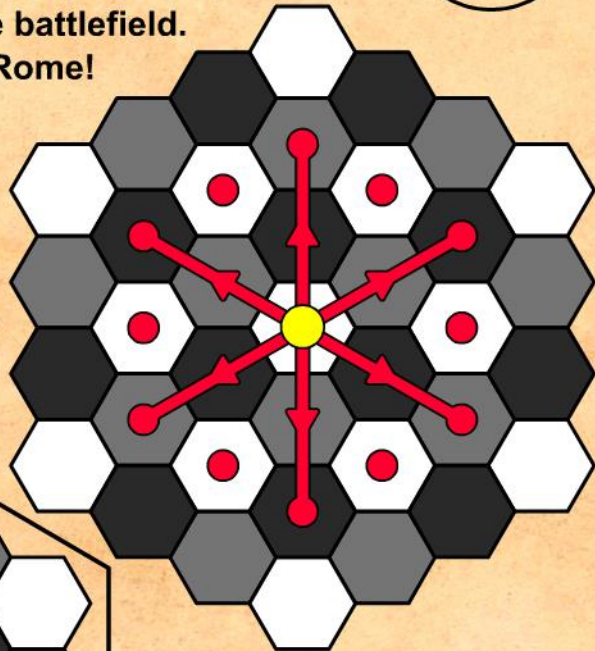
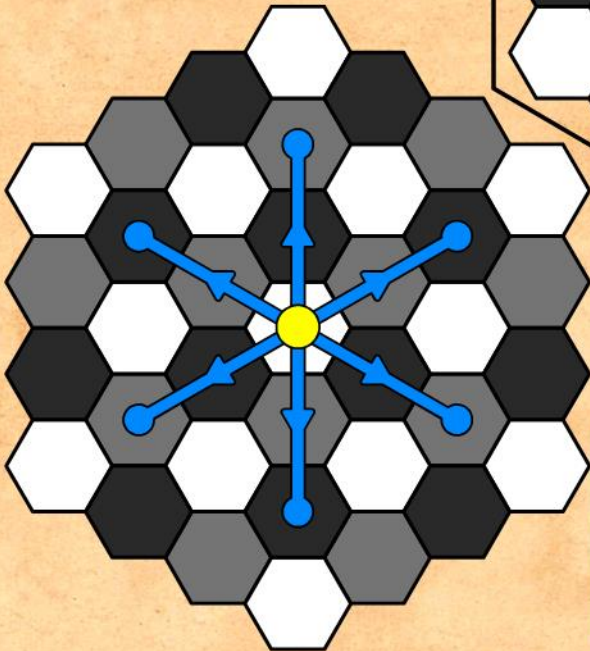


Banners wave,
blades gleam, a
shout of hundreds of
throats echoes
across the battlefield.
For Rome!

Size,
Life,
Damage:

8

Move



Attack

Specialty

The Centuria is not blocked by own units.
It can jump over/ skip these units while
moving as well as attacking the enemy.