

Tempore Belli



Sumario

Introduction.....	2
Campaign.....	2
Powers.....	2
General.....	2
Challenges.....	2
List of army used.....	3
Battles.....	3
Record.....	3
Winners.....	3
Example of scenario: Pyrrhic Wars.....	4



Introduction

Tempore Belli is a package of rules designed to give to the sporadic battles carried out with different miniatures rulebooks, all the Background of historical campaigns but **keeping the maximum of flexibility and hardly demanding a minimum of commitment to the participants.**

Campaign

Depending on the scenario, the campaign begins, ends and covers a historical period where several powers intervened, within a geographic and political framework.

Each real week of play, is equivalent in general to a few years of the historical campaign according to scenario.

Powers

Depending on the scenario, a few historical powers play. Each of them is defined by the following:

- **Army list** (L'Art de la guerre, DBx, Armati, Warrior, ...): May vary by year
- **Distance** to other powers: Unchanged throughout the campaign
- **Influence**: It is won or lost according to the development of the campaign. Influence and distance determine which powers can fight or not.
- **Vitality**: Influence that the power gains or loses in each turn by default, according to scenario.

General

Leaders belonging to some of the powers of the scenario, and driven by

one player of the campaign each. The attributes of every General:

- Name: Imaginary or real
- Year of birth (and age)
- Prestige: Won in battle
- Player representing him.
- Power to which they belong
- List options: For example, if in the list of power there is some option only for the king, this must be record in the general; If there are options for a particular city / tribe, it must be recorded too; And so with all the options in the list.

They can be created at any time by players at will (many times before a battle). For this, you must give a name, decide the year of your birth and the relevant list options. The initial prestige is 0.

There is no limit to the generals that can create the players, or those that have each power. In fact it is very common that generals who achieve negative prestige, are given up by players.

Challenges

When two players want to make a battle, they have to decide first which two powers they will face. The only restriction is the need, **the sum of the influence of both powers must be at least equal to their distance** (the distance between the powers is a fixed value that is determined on the scenario).

For battle, you can create a general or use one that you have created from the power that you represent, as long as he has not died in any previous battle and is less than 80 years old.



List of army used

- At no time may the composition of the army be outside the limits of the lists provided by the rulebook.
- The options corresponding to the current year of the campaign must be taken, or the last one in case the year is later than the end of the list.

Battles

- Battles are carried out according to the chosen rulebook. At the end, between the winner and the loser 10 points will be distributed (according to standard tournaments).
- Both generals will increase their prestige according to this score subtracting 5 (if the result has been 7-3, the first general wins 2 prestige points, while the second loses another 2).
- The powers involved will vary the influence on the same number as prestige than their generals.
- The players will increase their personal score also according to the prestige of their generals, but counting only positive scores.
- In order to reward games with different players, it will be rewarded

with a point of prestige each battle that is realized with a player with whom it has not yet been played.

- After the battle, two six-sided dice will be thrown for all generals, in order to decide their death (as a result of battle).
 - The general dies if the sum of both dice is equal to or greater than 13.
 - +1/2 for every ten years if general has engaged in combat
 - +1 for every ten years if general element has been destroyed

Record

All the time, a public record of the **vitality** of each power at the moment (varies with each battle), the **prestige** of all generals (including the deceased), and the **personal score** of each participant must be kept.

Winners

The campaign ends with two winners: The player with a higher personal score will win, and the player with the General, alive or dead, with more prestige.



Example of scenario: Pyrrhic Wars

It covers the period between 300 and 250 in the central Mediterranean (Italy and Sicily).

- Each real week represents 5 years of campaigning.
- The rulebooks that can be used will be those based on the DBx and Arnati lists.
- The powers involved are described below, with their relative geographic situation (distance from the other powers), initial influence and vitality (influence gained or lost each turn).

Power	Distances									Initial Influence		Vitality								
	Cisalpine Gaul	Etruria	Rome	Samnium	Magna Graecia	Lucania-Apulia	Syracuse	Epirus	Carthage	300	295	290	285	280	275	270	265	260	255	250
Galia C.	10	15	20	50	35	70	70	130	20	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Etruria		5	20	50	35	70	70	130	8	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Rome			10	40	25	60	60	120	30	3	3	3	3	3	3	3	3	3	3	3
Samnium				20	5	40	40	100	10	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
M.Graec.					5	10	10	70	20	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
Luc-Ap.						25	25	85	15	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Syracuse							30	50	20	0	0	0	0	0	0	0	0	0	0	0
Epirus								90				30	0	0	0	-4	-4	-4	-4	-4
Carthag.									60	1	1	1	1	1	1	1	1	1	1	1

As can be seen, the Roman armies, for example, in the year 300, can only be fought with those powers whose distance from Rome is less than the sum of Rome's influence with it. In this case they are:

- Cisalpine Gaul: $30 + 20$ (sum of both vitalities) > 15
- Etruria
- Samnium
- Magna Graecia
- Lucania-Apulia

But not with the rest. For example the influence of Syracuse added to that of Rome is $20 + 30 = 50 < 60$ (the distance between the two).

As battles are fought, the influences of each power vary. In addition, at the end of the turn, a fixed: the vitality, which appears on the right side of the table is added/subtracted.

In the turn of the year 285 appears Epiro with an initial influence of 30.

