

*Six spears' lengths from the entrance halted that deep array,
And for a space no man came forth to win the narrow way.*

The enemy is temporarily overawed by the prowess of the brave Romans, and none dare advance onto the bridge that turn. Any Roman Heroes who are not in hand-to-hand combat may retrieve helmets that have been knocked off, pick up enemy javelins, and each may recover one hit, but not a wound, of the player's choice.

*But all Etruria's noblest felt their hearts sink to see
On the earth the bloody corpses; in their path the dauntless Three;*

None of the enemy, after seeing their comrades slain by the Romans, dares to advance onto the bridge for one turn, during which time the Roman Heroes may retrieve helmets that have been knocked off, pick up enemy javelins, and each may recover one hit, but not a wound, of the player's choice.

Was none who would be foremost to lead such dire attack:

But those behind cried 'Forward!' and those before cried 'Back!'

Confusion in the enemy ranks: warriors in contact with the Romans must withdraw two squares, pushing back any of their comrades immediately behind them. Other warriors may advance into the empty squares, and may enter squares adjacent to those occupied by the Romans to engage them in hand to hand combat.

*But at his haughty challenge a sullen murmur ran,
Mingled of wrath, and shame, and dread, along that glittering van.*

All enemy warriors halt where they are, except for any in combat with the Romans, who withdraw back to their comrades. The Roman Heroes may retrieve helmets that have been knocked off, pick up enemy javelins, and each may recover one hit, but not a wound, of the player's choice.

*And backward now and forward wavers the deep array;
And on the tossing sea of steel, to and fro the standards reel;
And the victorious trumpet-peal dies fitfully away.*

All enemy warriors retire to their end of the bridge, including any in combat with the Romans, who withdraw back to their comrades. The Roman Heroes may retrieve helmets that have been knocked off, pick up enemy javelins, and each may recover one hit, but not a wound, of the player's choice.

CHARACTER

**Aunus of Tifernum,
Lord of the Hill of Vines**

CHARACTER

Seius of Ilva

CHARACTER

**Picus of Naquinum,
Umbrian Vassal of Porsena**

CHARACTER

**Astur,
Lord of Luna**

CHARACTER

Aruns of Volsinium

CHARACTER

Ocnus of Falerii

CHARACTER

Lausulus or Urgo,
Pirate Chieftain

CHARACTER

'False' Sextus,
Roman Traitor

CHARACTER

Peasant Soldier

CHARACTER

Peasant Soldier

CHARACTER

Peasant Soldier

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