Traders and Invaders of the Roman Empire
Experiential Exercise

Overview

This Experiential Exercise allows students to physically recreate the shape of the Roman Empire in order to understand its strengths and weaknesses. A large space is cleared in the middle of the classroom in which students stand and create a donut-like shape representing the Roman Empire and surrounding regions in A.D. 117. Each student is assigned a role to play as either a Roman, a Provincial, or a Barbarian. In the first phase of the activity, the Romans use their armies to gather wealth from the various provinces. In the second phase of the activity, the Romans attempt to defend their recently acquired empire from Barbarian invasions. Students learn that while the provinces provided the Roman Empire with wealth, they also created an empire whose borders were difficult to defend.

Procedures at a Glance

Explain to students that this activity is designed to give them an understanding of the role that the provinces played in strengthening and weakening Rome’s Empire. Project Slide 1.2A and have students respond to questions you ask. Use Role Card 1.2A to divide the class into three groups: Romans, Provincials, and Barbarians. Use Overhead Transparency 1.2B to show students how you want them seated. Allow Romans to “harvest” the wealth of their empire by collecting tokens from the provinces. Then, allow Barbarians to “attack” the Empire. Finally, debrief the experience to make connections to the history.
Procedures in Detail

1. Before class begins, prepare for this activity in two ways. First, cut out Role Cards 1.2A. Make sure you have one Role Card for each student. (Option: You may want to reproduce the Roman, Provincial, and Barbarian cards on three different colors of paper or card stock). Second, clear a large area of floor space in the center of the classroom. Use Overhead Transparency 1.2B: Map of the Roman Empire as a guide to create the shape of the Roman Empire with masking tape on the floor. To create each "province," place two desks side by side. To create Rome, place four desks together. To house Barbarians, either mark letters on the floor (for example, the letter "V" could be used to indicate the location of the Vandal settlement) and have students sit on the ground, or simply place one desk in each location.

2. When the bell rings, open your door and tell students that they may sit in any desk that has been designated as part of the activity, but that they may not move any desk. Once all students are quietly seated, explain to them that they will be participating in a two-phase activity that will allow them to assess the benefits and difficulties the Romans faced when governing their empire. Before doing this, tell them that you will quickly review the geography of the Roman Empire.

3. Project Slide 1.2A, which shows a map of the Roman Empire at the height of its expansion in A.D. 117. Ask students these questions to review Rome's geographic advantages and challenges:

   • On how many continents did the Romans have territory?
   • What body of water was surrounded by Roman territory?
   • Why do you think that early people called the Mediterranean the "Roman lake"?
   • Historians have described the shape of the Roman Empire as a donut? Why?
   • What is the approximate distance from the eastern edge of the Empire to the western edge?
   • How would you defend an empire of this size?

4. Once students have quickly reviewed the geography of the Roman Empire, explain that you will randomly distribute three types of Role Cards for this activity: Roman, Provincial, and Barbarian. Tell students that the Romans control a powerful army from their capital in Rome, that the twelve provinces of the Roman Empire will be inhabited by the provincials, and that the Barbarians will be forced to live outside of the Empire. Next, randomly distribute Role Cards 1.2A. (Hint: You may want to assign the Roman roles to students with strong interpersonal skills because these roles require the most interaction.) Distribute roles in these proportions: 4 Romans, 7 Barbarians, and 12 provincials. (Note: Two students can share one province, but it is important that all
twelve provinces be represented in this activity.) Project Overhead Transparency 1.2B. Have students move to the positions designated on the transparency.

5. Once students are seated in their proper locations, tell them that the first phase of this activity allows them to see how the Romans benefited from conquered provinces. Explain that the Romans will try to obtain as many trade goods as possible by using their military tokens to obtain trade tokens from any province they desire. In order for the Romans to obtain trade tokens from each province, they must leave one military token in that province. In return, however, the Romans may collect two trade tokens from the province. For example, if a Roman wants to obtain gold, she must go to Thrace, tear off one of her military tokens from her Role Card, and exchange it for the two gold tokens from the Thracian Provincial. Explain to the Provinceals that the military tokens they receive represent the efforts of the Romans to protect their province from hostile forces, such as the Barbarians. Tell them that you will not allow them to resist any transactions since it is in their interest to trade with the Romans.

6. Allow Romans 5 to 10 minutes to obtain as many different kinds of trade goods from the provinces as they can. Have Romans move about the “empire” to trade with the provinces. Provinceals must remain in their seats. Make sure students tear off and keep the appropriate tokens for each transaction. Encourage the Romans to obtain a variety of goods by asking Provinceals about their resources. Also, suggest that the Romans distribute their military tokens in a manner that will provide the best defense for the borders of their empire.

7. Once you are confident that the Romans and Provinceals can properly trade tokens without your supervision, it’s time to prepare for the second phase of the activity. Meet inconspicuously with the Barbarians, perhaps by your desk or some other location that doesn’t allow the Romans and Provinceals to hear your discussion. Tell the Barbarians that they are responsible for trying to take control of the provinces indicated on their Role Card. Explain that they may do this by “attacking and conquering” individual provinces. Victory is contingent upon the attacker having at least one more military token than the province being attacked. For example, if a Vandals with five military tokens attacked Egypt, which only had three tokens for defense, the Vandals would take control of all of the trade goods possessed by the Egyptians. However, both the Vandals and the Egyptian would lose three tokens due to “combat casualties.” These casualties always correspond to the equal number of forces presented by each side. For example, if a Visigoth with three military tokens attacked the province of Spain, which also had three military tokens, the forces of both sides would be reduced to zero, and the Spaniard would maintain possession of his province.

Point out that, although they may form one common plan, each Barbarian must attack the Empire separately. Let the Barbarians know that it is permissible to attack any of the
Romans and take possession of the trade goods possessed by those individuals. (Of course, the Barbarians should be aware of the fact that some of the Romans might possess significant numbers of military tokens.) Finally, request that they not inform the rest of the class of their plans until you have explained to the other students what is going to happen in the second phase of this activity.

8. After the trading portion of the activity has taken place, hold a brief discussion to process students’ feelings and to help all students understand the significance of what took place in phase one. Center the discussion on these questions:

- How did it feel to be a Roman during this activity?
- How did it feel to be a Provincial during this activity?
- What did the provinces provide for the Romans during this activity?
- What did the Romans provide for the provinces?

9. Explain that now it is time to execute the second phase of this activity. Have the two Romans with the most trade tokens move to the area representing Constantinople; this action represents Constantine’s movement of the Empire’s capital in A.D. 330. Inform students that beginning in the fourth century A.D. attacks by various groups of barbarians against the Roman Empire began. Consequently, during this portion of the activity the Barbarians will have an active role. Just like the Romans, they may use their military tokens to obtain trade goods. Explain that the Barbarians may do this by attacking and conquering individual provinces. Make clear to the Romans and the Provincials what will happen during this phase of the activity as you did with the Barbarians earlier. Finally, tell all students that each Barbarian will be operating independently and is free to attack any part of the Empire—including any one of the Romans.

10. A province may appeal to Rome for extra help, but remind the Romans that because of the size of their empire and the ancient methods of transportation that existed in those days, their ability to respond is severely limited. Consequently, the Romans may only send one military token to each province that makes a request for help. Of course, in the interest of self-preservation, the Romans may decline to send forces to the provinces at all.

11. Allow the Barbarians 5 to 10 minutes to “invade” parts of the Empire. Carefully monitor all transactions, making sure that tokens are properly torn from Role Cards, and that “combat casualties” are disposed of in a trash can in your presence. Expect some Romans to watch the invasions passively, while others may valiantly attempt to defend the Empire. After 5 to 10 minutes, take an inventory of the provinces conquered by the Barbarians.
Connecting the Experience with History

1. After the activity ends, hold a discussion to process students’ feelings and to draw parallels between their experience and historical reality. Center the discussion on these questions:

- **How did the Romans profit from their empire?**
- **What do you think caused the barbarians to attack the Roman Empire?**
- **How did you feel as you watched the Romans lose control of their empire?**
- **In what ways do you think that this activity differs from the actual barbarian invasions that took place? In what ways was this similar?**
- **Why do you think it was so easy for the barbarians to take control of different parts of the Roman Empire?**
- **What do you think Rome’s leaders could have done to preserve their empire?**

2. At the conclusion of the discussion, clarify the salient points about the collapse of the Roman Empire. First, explain to students that there was no sudden collapse of the Roman Empire, as is implied in the word “fall.” Rather, there was a long process during which a host of interacting incremental changes occurred and gradually produced a transformation of economic, social, political, and cultural life. Second, explain that while the western half of the Empire broke up into separate Germanic kingdoms, the eastern half survived and underwent a much more gradual change into the Byzantine Empire. This empire survived for another thousand years under the emperors at Constantinople. These two points will help students in Activity 1.3 as they evaluate the various reasons that have been given for the “fall” of the Roman Empire.
Rome

Resources: You command ten cohorts (each cohort consists of 600 soldiers) of the Roman army. The Roman army was one of the greatest military forces the world has ever seen. Before the Romans, most armies triumphed over their enemies simply by outnumbering them. The Roman army, however, won its victories mainly because of its determination, discipline, and organization. Arrow makers, nurses, and engineers traveled with the soldiers; thus, the army could wage long battles without returning to Rome for supplies. The Roman army was also unusually good at adapting to changing conditions. Specially trained troops of skilled archers, spear throwers, or horse riders could be called into battle.

What To Do: You are responsible for accomplishing two goals. First, you must obtain as many trade goods from the provinces as possible. Be sure you don’t concentrate on just one item, but rather get trade goods from as many different provinces as possible. Second, work with the three other Roman leaders to place your cohorts strategically to protect the borders of your empire from outside attack. Remember: In return for trade goods you receive from a province, you promise to protect that province from any future hostilities.

✂️ Cut out these tokens and trade them for goods from other provinces.
Province of Britain

Resources: One of Britain's most important resources was iron, a metal, which the Romans referred to as ferrum. (Modern scientists often use the abbreviation “Fe” when writing lab reports involving iron.) During the time of Ancient Rome, iron was the hardest metal available and was used for weapons, cooking utensils, and reinforcements for monuments and buildings.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your iron for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of iron for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade
Province Of Gaul (Modern France)

**Resources:** One of Gaul’s most important resources was wool, which the Romans usually gathered from the coats of sheep. The fibers of wool were then woven into cloth, which was used for warm outer garments, blankets, and other items.

**What To Do:** You are responsible for accomplishing one very important goal. You must secure military protection before second phase of this activity begins by agreeing to trade some of your wool for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of wool for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Africa

Resources: One of Africa’s most important resources was ivory. Most of this ivory came from the tusks of elephants, but additional tusks were obtained from the hippopotamus and the wild boar. The Romans used ivory for statuettes, combs, jewelry, and to decorate caskets. Ivory was very popular among wealthy Romans because it was considered a symbol of prestige.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your ivory for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of ivory for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Egypt

Resources: One of Egypt's most important resources was wheat. The Romans referred to Egypt as the "breadbasket" of their empire. Wheat was the basic ingredient in making bread, and bread was one of the most important foods consumed by the Romans. Indeed, the threat of a bread riot among the homeless in the city of Rome forced the emperor to make sure an adequate supply of wheat was always on hand.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your wheat for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of wheat for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the "civilized" leadership of the Roman emperor than be conquered by a "ruthless" group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Greece

Resources: One of Greece's most important resources was marble. In its pure form, marble is white; however, impurities may make it pink, red, yellow, brown, gray, or green, and give it a design. The Romans used marble for buildings, monuments, interior decorations (such as floors, stairs, or fireplaces), and statues.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your marble for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of marble for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the "civilized" leadership of the Roman emperor than be conquered by a "ruthless" group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Asia Minor

Resources: One of Asia Minor’s most important resources was silk cloth. During ancient times the secret process of making silk was possessed only by the Chinese, but silk cloths were rewoven in Asia Minor. Silk was prized by the Romans as a precious and luxurious fiber. Also, because of its delicate appearance and draping quality, wealthy Roman women loved to dress in silk cloth.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your silk cloth for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of silk cloth for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your

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Province of Syria

Resources: One of Syria’s most important resources was cedar, a fragrant wood similar to pine. Cedar was considered the symbol of long life, prosperity, and strength by many people who lived in the ancient world. The Romans used cedar as timber for their ships, fragrant chests, or during the construction of any object that required a “premium wood.”

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your cedar for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of cedar for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians.

Cut out these tokens and trade them for goods from other provinces.
Province of Raetia

Resources: One of Raetia's most important resources was amber, a hard yellowish to brownish transparent stone. In ancient times amber was thought to have magic power and was worn as jewelry for protection against evil spirits. If a piece of it is rubbed briskly, a strong charge of electricity is produced, giving amber the power to attract light articles, such as bits of paper. This curious power amazed the ancient Greeks, whose name for amber was elektron, the very word from which we get our present-day word electricity.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your amber for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of amber for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the "civilized" leadership of the Roman emperor than be conquered by a "ruthless" group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Thrace

Resources: One of Thrace’s most important resources was gold, which the Romans referred to as aurum. (Modern scientists often use the abbreviation “Au” when writing lab reports involving gold.) Gold is the most easily worked of all metals. Therefore, it can be easily made into such items as rings, bracelets, crowns, and coins. Its value is based on its scarcity and its beauty. To obtain this precious metal, the Romans used thousands of slaves to work the dangerous gold mines of Thrace.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your gold for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of gold for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Illyricum

Resources: Two of Illyricum’s most important resources were honey and grapes. Both were considered delicacies by the Romans. Honey was the most convenient sweetener available to the Romans and was used in the preparation of many foods. The versatile grape was dried into raisins, made into wine, or eaten fresh.

What To Do: You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your honey and grapes for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of honey and grapes for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Mauretania

**Resources:** One of Mauretania’s most important resources was salt, which the Romans referred to as natrium. (Modern scientists often use the abbreviation “NaCl” when writing lab reports involving sodium chloride—table salt.) The Romans used salt to preserve and flavor food. They also needed to include salt in their diets to replace the salt lost through perspiration.

**What To Do:** You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your salt for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of salt for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the “civilized” leadership of the Roman emperor than be conquered by a “ruthless” group of barbarians. Therefore, be very assertive in your efforts to trade with the Romans.

Cut out these tokens and trade them for goods from other provinces.
Province of Spain

**Resources:** One of Spain's most important resources was mercury, which the Romans called hydrargyrum, or "water silver." (Modern scientists often use the abbreviation "Hg" when writing lab reports involving mercury.) The Romans used mercury as a decorative coating and for medical purposes. Some Roman scientists thought it could be mixed with other metals to make gold.

**What To Do:** You are responsible for accomplishing one very important goal. You must secure military protection before the second phase of this activity begins by agreeing to trade some of your mercury for at least one cohort (about 600 soldiers) of the Roman army. Unfortunately, you will have to give up two tokens of mercury for each Roman cohort stationed in your province. Remember: Without the protection of the Roman army, you are too weak to survive on your own, and you would rather live under the "civilized" leadership of the Roman emperor than be conquered by a "ruthless" group of barbarians.

Cut out these tokens and trade them for goods from other provinces.
Huns (Barbarians)

**Background:** Led by their leader Attila (considered the "Scourge of God" by the Romans), the Huns were considered the fiercest of all of the barbarian groups living in Europe during the fifth century. Originally driven from their pasture lands in Mongolia, they rode small shaggy horses without saddles or bridles. To make themselves look fearsome, the face of every warrior was scarred with hot irons when they were boys; they also drank the blood of their victims after battle. The Huns were feared even by the other barbarians, especially the Ostrogoths.

**What To Do:** You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Illyricum. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Illyricum there are not any Roman leaders left to defeat, don’t be afraid to "go after" the weakest barbarian group and take possession of that barbarian’s trade tokens. After all, you are the fiercest barbarian group of all.) Once you have accomplished these two objectives you may conquer any other province or Roman leader.

Cut out these tokens and trade them for goods from other provinces.
Ostrogoths (Barbarians)

Background: The Ostrogoths originally lived in what is now eastern Germany. Towards the end of the second century, seeking a warmer climate and a “taste” of Rome’s splendor, they moved south to a region near the Black Sea. Eventually, many Ostrogoths became Christians and lived peacefully until attacks by the fearsome Huns forced them to flee into Roman territory. However, the Romans sent to supervise their migration took advantage of the Ostrogoths by selling them rotten food and seizing some of their children as slaves. Outraged, the Ostrogoths joined with the Visigoths to humiliate a Roman army at Adrianople in A.D. 378. Twenty years later the Roman Empire was divided into two parts, East and West.

What To Do: You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Thrace. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Thrace there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the Empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s tokens.

Cut out these tokens and trade them for goods from other provinces.
Lombards (Barbarians)

Background: The Lombards, or Longbeards, were one of many tribes living in what is now Germany. In about the second century they began to fight their way south to move into the more pleasant climate of Italy. Eventually, the Lombards settled in northern Italy and that region is still called Lombardy. During the third century, the Lombards, along with the Visigoths, drove another barbarian group, the Vandals, out of Europe.

What To Do: You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Raetia. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Raetia there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the Empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s trade tokens.

Cut out these tokens and trade them for goods from other provinces.
Angles (Barbarians)

**Background:** Considered by the Romans to be a merciless people, whose songs were all songs of war, the Angles lived on or near the shores of the North Sea and the Baltic. Fair-haired, tall, and very courageous, they were intrigued by the wealth that existed in Britain.

**What To Do:** You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Britain. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Britain there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s trade tokens.

Cut out these tokens and trade them for goods from other provinces.
Franks (Barbarians)

Background: Of all the barbaric tribes in western Europe, the Franks were considered one of the strongest. Originally from what is now Germany, the Franks were brave warriors. When they were killed in battle, they were buried fully armed, in order to be prepared for battle at any time. Another reason the Franks were stronger than other barbarian groups was that they did not give up their homeland when they invaded the Roman Empire. Instead, they kept what territory they had and slowly extended it until they controlled new territories.

What To Do: You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Gaul. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Gaul there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the Empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s trade tokens.

Cut out these tokens and trade them for goods from other provinces.
Visigoths (Barbarians)

Background: The Visigoths originally lived in what is now eastern Germany. Towards the end of the second century, seeking a warmer climate and a “taste” of Rome’s splendor, they moved south to a region near the Black Sea. Eventually, many Visigoths became Christians and lived peacefully until attacks by the fearsome Huns forced them to flee into Roman territory. However, the Romans sent to supervise their migration took advantage of the Visigoths by selling them rotten food and seizing some of their children as slaves. Outraged, the Visigoths and Ostrogoths united to humiliate a Roman army at Adrianople in A.D. 378. Twenty years later the Roman Empire was divided into two parts, East and West.

What To Do: You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Spain. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Spain there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the Empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s trade tokens.

Cut out these tokens and trade them for goods from other provinces.
Vandals (Barbarians)

**Background:** Originally from central Europe, the Vandals first emigrated to Gaul to escape war with the Goths and the Lombards. In A.D. 409, to escape total defeat by the Franks, they fled from Gaul and crossed the Pyrenees into Spain. Twenty years later the Vandals were invited by the count of Africa, who was having a quarrel with his government in Rome, to settle in his province. The governor soon found that the Vandals were to be feared more than the Romans and asked them to leave. In ten years the Vandals proceeded to conquer most of North Africa for themselves. Although the Vandals were not as vicious as the Huns, the term “vandal” came to mean one who destroys precious things.

**What To Do:** You are responsible for accomplishing two very important military objectives. First, use the minimum number of your eight tribes (each tribe represents 1,000 warriors) to conquer the province of Africa. Second, devote the remainder of your tribes to defeating one of the Roman leaders. (Note: If you find that after conquering Africa there are not any Roman leaders left to defeat, try to conquer as many of the other provinces in the Empire as you can.) Finally, if you feel that you have a strong enough military force, you might try to conquer one of the other barbarian groups and take possession of that barbarian’s trade tokens.

Cut out these tokens and trade them for goods from other provinces.