

# Ludus Latrunculorum (The Game of Brigands) **Romans**

1. Each player gets 13 counters, 12 regular ones and another called the **Dux**. These counters are lined up along the long edges of the board, the **Dux** is placed on the line in front in the middle. Then take it in turns to move.
2. Each counter can move any number of squares either horizontally or vertically as long as another piece isn't in the way. To capture your opponent's piece you must move two of your pieces next to it on opposite sides. However, if your opponent voluntarily moves their counter in between two of yours it is not captured. A counter can also be captured in a corner if you place two counters on both sides of it.
3. The dux cannot be captured, the game is won when one player traps their opponent's dux on all four sides. If there are too few counters left to capture the dux, the player with the most counters left on the board wins.

