PERIODS

PERIOD/TURNS	KING	SETUP	INAUGURATIO	NEW CHITS	CONTAINERS SETUP	CHIT DRAWINGS	ACTIONS	SENATE APPROVAL	KINGDOM MISSION
1/3	ROMOLUS		-	-29 military units - Rape of the Sabine Women - War of the Aequi - Latin Leaders Mamilius, Aegerius - Sabine Leader Valerius - Etruscan Leaders Arunth and Spurinna	Mix and split between R and NR containers	2R/2NR each turn	King Virtus + 1D6	-	Romanize at least 4 cities If he failes, loose military units equal to King's Virtus + 3 chits from R to NR
2/4	NUMA POMPILIUS	Change King with Inauguratio Senate and Pontifex Maximus activated	1D6 - 1-4, valid - 5-6, King removed, Interrex counter used as King	- 10 military units - Magister Populi - Magister Equitum - Tribuni Populi (2) - Tribunus Celerum - Avie, Celius Vibenna - Volscian, Picenian, Foliscian and Capena War	6 chits in each container remaining military units in General Pool remaining chits split in R and NR containers (majority in NR)	2R/3NR each turn	King Virtus + 1D6	-	Romanize at least 3 cities If he failes, loose military units equal to King's Virtus + 1 chits from R to NR If Falisci attack in Numa's first 3 turns, Rome must attack Falerii. If not, a random military unit from R to NR at the beginning of 7th turn
3/3	TULLUS HOSTILIUS	Change King with Inauguratio	1D6 - 1-4, valid - 5-6, King removed, Interrex counter used as King	- 8 garrisons - Horatii and Curiatii - Alba Longa War - Samnite War - Metius Fufetius	6 chits in each container	2R/2NR each turn	King Virtus + 1D6/2 (rounded down) + Virtus of 2 Leaders or Offices (maximum) on the map	Ask consent to war to senate if against Curiae each turn 1D6 for each Curia - 4-6 authorize	Romanize at least 4 cities If he failes, loose military units equal to King's Virtus + 2 military units from R to NR If Alba Longa is drawn and successfull, at the end of period 3 chits from NR to R
4/4	ANCUS MARCIUS	Change King with Inauguratio	1D6 - 1-4, valid - 5-6, King removed, Interrex counter used as King	- 11 garrisons - Ostia Foundation - Sublicius Bridge - Etruscan Leader Mastarna - Samnite War	4 chits in each container remaing chits in General Pool except events in NR	2R/2NR each turn	King Virtus + 1D6	Ask consent to war to senate if against Curiae each turn 1D6 for each Curia - 4-6 authorize	Romanize at least 2 cities If he failes, loose military units equal to King's Virtus + 2 military units from R to NR
5/3	TARQUINIUS PRISCUS	Change King with Inauguratio	1D6 - 1-5, valid - 6, King removed, Interrex counter used as King	- 4 garrisons - Bad/Nice Omens - End Action/End Omens - Gallic War - First Etruscan War	4 chits in each container	2R/3NR each turn	King Virtus + 1D6	Ask consent to war to senate if against Curiae each turn 1D6 for each Curia - 4-6 authorize	Romanize at least 3 cities If he failes, loose military units equal to King's Virtus + 2 military units from R to NR
6/4	SERVIUS TULLIUS	Change King with Inauguratio	1D6 - 1-5, valid - 6, King removed, Interrex as King	-5 garrisons - Second Etruscan War - Danaic War - Umbrian War	4 chits in each container	2R/1NR each turn	King Virtus + 1D6	Ask consent to war to senate if against Curiae each turn 1D6 for each Curia - 4-6 authorize	Romanize at least 4 cities If he failes, loose military units equal to King's Virtus + 2 military units from R to NR
7/5	TARQUINIUS SUPERBUS	Change King with Inauguratio	1D6 - 1-5, valid - 6, King removed, Interrex counter used as King	- 8 military units - Third Etruscan War - Mucius Cordus Scoevola - Horatio Cocles - Porsenna	6 chits in each container remaining counter in General Pool	1R/1NR each turn	King Virtus + 1D6	Ask consent to war to senate if against Curiae each turn 1D6 for each Curia - 4-6 authorize	Romanize at least 3 cities If he failes, loose military units equal to King's Virtus

ACTION PHASE (SOLITAIRE)

ACTION	TARGET	COST	PROC	SUCCESS	FAILURE	ADJUSTMENT	HOSTILE REACTION
MOVEMENT	Army	-	Army along roads Army MP = slowest unit - Leader and Cavalries = 20MP, - Infantry = 14MP, - Ships = 25MP MP Costs: - Trail = 1MP - Main Road = 1/2MP	-	-	-	-
INTIMIDATION	City with Enemy Leader and at least one military unit	1IP	Liberating a Roman Unit 1D6 against Virtus of an enemy unit - if >, then flip to Roman and Army move to adjacent hex - if <=, not flip and Army move to adjacent hex	2IP	-	1R->NR	-
PILLAGE DEFENDED CITY	NR city with a garrison and/or enemy military units but without leaders	1IP	1D6, compared with strongest Virtus in NR city - if > and King, eliminates 2 enemy units - if > and no King, eliminates strongest unit - if city garrison eliminated, is turned to R side If survivors NR troops or garrisons, Army retreat to adjacent hex	1VP+1IP (King) 1VP (no King)	-2IP (King) none (no King)	1R->NR	2
PILLAGE UNDEFENDED CITY	NR city without garrison, enemy military units and leaders	1IP	one infantry as garrison (until the end of the royal Period) or pillage it gaining IP/VP as pillaging defended city but leaving it unoccupied	-	-	-	-
SIEGE	NR city with a garrison or enemy leader	-	1) 1D6, compared with double the Virtus of garrison or enemy unit in NR city - if >, turn garrison, enemy units in R container 2) another 1D6, compared with double Virtus of garrison+1 or enemy unit in NR city - if >, return 1 enemy unit (2 if King in Army, one must be leader if present) to NR container - if NR leader remains alone, he is captured 3) if failure, R army retreat to entering hex	3IP (King) 1IP (no King)	-2IP (King) -1IP (no King)	1NR->R (success) 2R->NR (failure)	1 for each die roll
SIEGE - SORTIE	NR city with leader and military units >= besiegers	-	Resolve battle	-2VP if NR units survives	R container if lose	-	-
CORRUPTION	NR city with a garrison and/or enemy military units but without leaders	2IP	1D6, compared with garrison Virtus - if >, garrison replaced by a Roman combat unit and enemy units in R container	1VP	-	1NR->R	1
BATTLE	Enemy Army	-	Battle Procedure	2IP+1VP (King) 1IP+1VP (no King)	-2IP (King) -1VP (no King)		2
NAVAL MOVEMENT AND BATTLE	Enemy Fleet	2IP if carrying troops and/or leaders	movement only in sea hexes with light color extra MP for some hexes Roman fleets in Ostia 3 rounds of combat if not eliminated, retreat in nearest friendly port eliminated R ships in R container eliminated NR ships in enemy area on map	1VP+2IP	-2VP	-	-

HOSTILE REACTION

If an enemy army is formed, the first reaction is Military. Thereafter the reactions are chosen at random

DIE ROLL	NR Reaction	Who Perform it
1	Military	NR armies with a leader
2-3-4	Revolts	NR armies with or without a leader
5	Ambush	NR armies with a leader
6	Betrayal	-

NR Reaction	Target	Procedure
Military	Roman or Romanized cities and cities of different people	Perform siege and/or battle Siege against cities without garrisor or combat unit is automatically successful
Revolts	Enemy units or NR chit	One of the following, in priority order: 1) Move loose units on the map to one of their leaders to create an army 2) Move loose units to a friendly city 3) Extract a chit from NR container
Ambush	NR army on the map	- Place NR army in a city occupied by Rome that originally belonged to its nation - Reinforce the NR army by a unit of his nationality taken at random from, in order, the map, pool or container - if city with only Roman garrison, perform a Siege with a DRM +1 on first roll - if city with roman units or leaders, perform pitched battle: deploy Roman Leader first, no battle start markers, NR group deployed facing weaker units with their stronger units; in the first round of combat, Roman does not respond to attacks; no further reactions; if Roman wins, +2VP
Betrayal	Roman city with weakest roman garrison (at random in case of tie)	1DS (-3DRM for each -1IP spent) - if > Virtus, turn garrison chit - if <= Virtus, +1VP

END GAME CONDITIONS

Automatic Victory conditions
- NR container empty
- 20VP or more at the end of a royal period

Automatic Defeat conditions
- R container empty and the player must draw a chit
- Ips reaches zero

END OF TURN PHASE

PHASE	Procedure
Map disputes resolution	- Move R unit or army 1 hex from adjacent NR units - Magisterial and Tribune offices places back in R container, their armies re-enter the pool of Rome
Release of captured units	- Score as many VP as captured units - Units that entered the game as a result of events are returned to their starting space
Redeployment of NR units	- During the last turn of a kingdom's period, all NR leaders and units on the map are put back in the NR container; only NR garrisons remain on the map
Romanization	- During the last turn of a kingdom's period, calculate how many cities have been Romanized (contain roman troops or garrisons) - +VP equal to the excess with respect to Royal Period Mission
Prestige	At the end of any turn, - if Romanized cities > double Royal Period Mission, gain 3VP - if not already Romanized city captured by NR armies, -1VP per city - if already Romanized city re-captured by NR armies, -2VP per city
End of Turn adjustments	- swap 2 chits between NR and R containers - at the end of each turn ending a royal period, apply the initial rules of the new period and add new chits to the containers and then swap 2 chits betwee R and NR containers