PERIODS

PERIOD/ TURNS	KING	SETUP	INAUGURATIO	NEW CHITS	CONTAINERS SETUP	CHIT DRAWINGS	ACTIONS	SENATE APPROVAL	KINGDOM MISSION
1/3	ROMOLUS	Counter setup as in Garrison Table	-	-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 (max) 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 - 1-4, valid - 5-6, 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 - 1-4, valid - 5-6, King removed, Interrex counter used 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 - 1-4, valid - 5-6, 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 PHASES

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 immediate
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	3VP+3IP (Spolia Opima) 2IP+1VP (King) 1IP+1VP (no King)	-3VP-3IP (Spolia Opima) -2IP (King) -1VP (no King)	2 from loser to winner	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

SEQUENCE OF PLAY

Phase	Procedure
Turn Preparation Phase	- Follow instruction for each Period - Add and Remove Chits from containers - Replace the King's chit at the beginning of each royal period

Chit Extraction Phase	- Draw chits as dictated by the historical period
	  - Special Events are applied immediately
	  - R Military Units are deployed in Rome
	  - NR Military Units are deployed in the city indicated by the chit
	  - Garrison are deployed to a friendly city
	    - if drawn from R container in a city occupied by Rome (max 3 points, only one chit, can be searched in pool or containers, no combination); if cannot be placed go to General Pool
	    - If drawn from NR container, in this order
	      1. With no garrison or with 1 garrison point before those with larger garrisons
	      2. Starting with the cities closest to Rome
	    - In case of elimination, garrison is simply turned on its back
	  - Offices are placed in Rome if drawn from R container, two turn ahead on the turn track if drawn from NR container (enter play at the beginning of that turn)
	    - Magister and Tribuni takes combat unit from the Pool of the city of Rome
	    - Magister has Virtus = 3 and Astutia = 2
	    - Tribuni has Virtus = 2 and Astutia = 1
	    - if one or more Magistri on the map, one army must remain in Rome
	  - NR Leaders are placed in NR container if drawn from R container, on the map if drawn from NR container
	    - In case of capture, flip over the chit
	      - "Captivus", he becomes prisoner
	      - "NR", he is placed in NR container
	      - "R", he joins the Roman Army, becoming R General from now on

Roman Actions Phase	- Determine the number of Roman actions for period's rule - Execute all Roman actions before starting the Hostile Reactions
Hostile Reaction Phase	- Determined by Roman Actions phase - Execute all Hostile Reactions before starting End of Turn phase
End of Turn Phase	- Resolve conflicting situations on the map, check the Romanisation Goal, score VPs for captured unit, and container adjustments are made

ARMIES AND LEADERS

- At least two units together with one Leader
- Only one Leader is in command
- The type and rank of the commanding Leader determines the maximum number of troops that can be commanded, as reported in Leaders's Command capacity table

BATTLE PROCEDURE

- A battle can occur when two enemy armies are in the same hex, marked by a battle marker
- Battle can only be fought by army consisting of at least 3 unix (excluding leaders)
- NR army always repairs within the walls of a friendly city (star with the same color) if there is one present in the hex, transforming a battle in a siege
- Defender is the faction present in the hex at the beginning of the action

ID	Phase	
-	**Spolia Opima**	- The player may challenge the NR Leader to a duel with his own Leader - Both roll 1D6 + Astutia (no die reroll) - Leader die if the opponent make more than his Virtus - If the King dies, an Interrex must be immediately created in Rome; it must stay in Rome and keep the office until the end of the period - If both Leaders die, the battle is fought without a Leader
1	**Choosing Tacticts**	- The player choose a tactics: attack (soldier) or defense (mask) - Draw randomly for the NR
2	**Clash of Vanguards (only if both armies have cavalry units)**	- The number of cavalry opposing units must be even (exceeding cavalry units do not partecipate and the rest of both armies withdrew on an adjacent hex) - Each cavalry units rolls 1D6 trying to overcome the opponent's Virtus - If exceeded, then flipped and eliminated/captured - If a cavalry unit, has no more opponent in front of it, quit the clash of vanguards and rejoins the rest of the Army - Combat lasts until one side is completely destroyed - Effects of tactical choices on this phase - <u>Defense vs. Defense</u> - No third phase, No winner or loser, Infantry and Leader of both Armies retreat to an adjacent hex - <u>Attack vs. Defense</u> - Who has the best score on battle track wins; If R army wins can engage in battle reaching enemy army in the hex where it withdrow; If NR army wins, engage only if 1D6 > NR Leader's Astutia - An Army must retreat another hex only if its choice was Defense and it has no cavalry remaining; before retreat it suffers an attack by enemy infantry units; R I-II class units with DRM+1; retreating unti DRM-1; only one round; no triumph awarded - <u>Attack vs. Attack</u> - This phase is omitted and players go directly to third phase
3	**Combat (simultaneous)**	- Only one Leader may be used in battle (the others retreat on an adjacent hex) - Place units on the battle display in the front line, infantry first and then cavalry (if not enough infantry); excess units in reserve - Leaders can be deployed in front line with another unit or in reserve; if deployed in front line can use Astutia to reroll die but can also be attacked by enemy cavalry; Leaders are not automatically eliminated if the unit of their space is; NR Leaders are always deployed in the front line - Battle Track setup with Victory marker on 0 and move to negative values for each penalty incurred before or during a battle by his army (until -19; battle ends one or more spaces in front line are left empty and cannot be occupied by unit in reserve; battle is won by the player with lower negative number - Units fight against corresponding opposing unit; each unit in battle rolls 1D6; if the Virtus of the target is exceeded that unit is eliminated or captured, otherwise there is no effect - When all units in the front line have rolled the dice, the round of fighting ends and the units in reserve can intervene - If they are infantry, they can replace an eliminated/captured infantry of their army - If they are cavalry, they can alternatively (NR cavalry in Reserve will always choose first option if possible): - Move to the front line replacing eliminated friendly units (NR can attack only minor Roman classes (III-IV-V)) - Attempt to capture/eliminate an enemy Leader, without moving from Reserve; roll 1D6 against his Virtus value (only if Leader deployed to front line) - A victorious surviving Roman Army can receive a marker of Triumph only if has eliminated all enemy infantry and/or captures/eliminated an enemy leader; if claimed, must immediately return to Rome with all troops and claim the Triumph - In case of victorious NR Army, a General retreat takes place: Romans retreat to Rome and NR retreats to nearest friendly city. A Tribune may suffer trial of ignomiy (if he was leader or subordinate in an army leaded by the King or Magister): - The accused leader's counter is placed on the Rome minimal, leaving army where they are - Roll 2D6, with DRM-2 if he lost in battle or DRM-1 if e host in siege - If > 8, nothing happens and he can return to the army; otherwise, the Leader's Office is taken away and it remains in the map of Rome; Player loses 3IP - Eliminated units: Captives is kept aside; 1IP for captured unit. Eliminated R unit goes to the General Pool; NR unit goes back to its setup area or, if there is none, it goes to the General Pool - Leaders alone: if R returns to Rome, NR goes to the closest friendly city - Routs: defeated armies rout to an adjacent hex or within friendly walls (if present in combat hex) - Advance after Combat: victorious units commanded by Leader, may: advance in the hex where defeated enemy is routed and start a new battle or lay a siege where the battle occurred; in both cases, it is not a new action but a continuation of the victorious action

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

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