Combat Sequence

1. **Walled City**
   Up to 3 Units may retreat behind city wall.
2. **Intercept / Avoid Battle Attempts**
3. **Etruscan Bribe**
4. **Automatic Victory Check**
   (Include ½ of Flanking Force strength)
5. **Activation of Flanking Force**
6. **Combat Resolution Rolls**
   + Force ratio modifier (include ½ of Flanking Force strength, rounded up)
   +1 per leadership points used *offensive* (other leadership points are used *defensive* to reduce casualties)
   +/– Response events (active player first)
   +1 Flanking force
   +1 Successful interception
   –1 Failed avoidance attempt
   –2 Attacking across Strait or Rough
7. **Retreat**
   Tie breakers: <u>friendly territory</u>, then *defender*.
8. **Political Consequences**

Movement

- Leaders: 4MP with max. 10 CU.
- Gallic and T-Gaul leaders: 2 MP + card value.
- Consuls may not move alone.
- **Movement Cost**
  - Clear, Raid, Appian Way: 1 MP
  - Rough, Strait: 2 MP
  - Naval move: 3 MP
  - Siege/Subjugation: All MP (minimum 3 CU)
- Transalpine Gallic must end movement, interception/avoidance in Gallic home space.
- Volsci must end movement, interception and avoidance in Antium or Roman home space.
- Carthaginians may not enter spaces in Italy.
- **Interception / Avoid / Refuse / Pursuit:**
  - *Roll ≤ Tactical Rating.*
    +1 DRM when intercepting into enemy controlled space without friendly CUs.
  - Active player may attempt *Refuse Battle* after *interception*. Inactive player may allow for *automatic* Refuse Battle.
  - Active player must *Pursuit* to continue move (<u>to anywhere</u>) after *Avoid Battle*.
  - No *Avoid/Pursuit* move across Rough, Strait.
  - No *Avoid* after failed *Interception*.
  - May use naval move to Avoid Battle. (no cost for invasion army or Carthaginians).

- **Naval Combat**
  - To any Carthaginian controlled port.
  - Any Greek naval movement after Carthage allies with Rome.
  - No naval movement to Africa.

Retreat

- Must retreat to closest space that either:
  - Is friendly or allied controlled <u>or</u>
  - Contains more friendly CU than the retreating force.
- Attacker must retreat *"back"*.
- Defender cannot retreat *"forward"*.
- Can pay card to retreat by ship (free if invading or Carthage).
- No retreat across rough or strait.
- No retreat more than *4 spaces*.
- Outnumbered CUs on retreat path are *routed*.
- No splitting up (exp. Walled City).
- **Retreat losses**
  -1 CU per enemy or tribe-controlled space
  -1 CU per enemy CU on retreat path

Political Consequences

- Winning power (player or non-player) add/remove support equal to half of loser's total CU loss (rounded up).
- Political Consequences may affect allied if allied force was used as flanking force.
- *Looting Fallen Foes*: Gallic or Transalpine Gallic forces may place plunder markers instead of adding/removing support.

Adding own Support
- Increasing the loyalty of unbesieged cities.
- Replacing an enemy PC marker in spaces with own CU.
- Replace losing power's PC marker in an empty, *before-battle adjacent* space.*****
- Replace an independent city in a home space free of enemy CU with a loyalty 1 city.*****
- When reducing one of the losing power's *before-battle adjacent* cities to zero loyalty: replace it with the loyalty 1 marker, instead of an independent city marker.*****

Removing enemy/independent Support
- Remove PC markers from empty spaces.
- Decrease city loyalty (not below number of CUs in garrison).
- Remove an independent PC marker in a home space free of enemy CU.*
  *) Special Political Consequence - Only available after battle.