

SWORD OF ROME

DETAILED SEQUENCE OF PLAY

(5p) = 5 player only
(n5p) = 4 or less player only
(3p) = 3 player only

1. ETRUSCAN MINE DEPLETION CHECK

- If ETRUSCAN lost control of => 5 home spaces, bribe ability is lost for the game

2. DRAW CARDS

- ROMANS **may** discard and fill out some or all of an 8-card hand
- GREEK and ETRUSCAN/SAMNITES **may** discard and fill out some or all of a 7-card hand
- GAULS **must** Discard and replace 7-card hand
- (5p) CARTHAGE may discard and fill out some or all of hand = 5 + [1/controlled port in Sicily] - [unrest level/2, rounded down]
- *Desperate Times do not count against hand size*
- **Reshuffle** card: when played or discarded, shuffle at end of turn (place the card face up on the draw pile as a reminder)
- If deck is exhausted, shuffle discards into new draw pile

3. DETERMINE FIRST PLAYER

- Player with fewest VP decides who goes first during all 5 round of Actions

4. ACTIONS

- 5 rounds, proceeding clockwise from first player:
 - Action must be completed before another Action
 - Only 1 action per non player power per round
 - (3p) Use Gallic Event table in place of Gallic turn
- **Desperate Times** announcements between shifts of active player
 - All players may announce Desperate Time but only the player with lowest VP can play that round
- Active player may perform the following actions in any order:
 - **GALLIC player, at any time, for each plunder marker removed, may remove 1 enemy PC marker in Gallic home space, if no enemy PC present Pass**
 - **Propose alliances**
 - Cannot propose alliance with player whose cities or tribes you are besieging
 - Ally with powers, not players
 - Rome may not ally with Greece while allied with Carthage
 - **Break alliance by removing 3 support**
 - Any CU inside former ally's city go outside
 - If there were 3 CU inside city, place 0-level siege marker
 - **Move/place minor leaders**
 - May be placed in/out of besieged cities
 - **Play a Neutral Power Activate card for the event**
 - Player of the event controls the power until end of activation
 - Place marker on Action Round track
 - Max one action per non player power per round ((5p) including Unrest)
 - **Play one card as Event or as Operation (only one card per round)**

- *Play as Operation*
 - **Activate one leader:** if Initiative <= card value
 - Where leaders are together, activating a subordinate leader makes that leader the commander
 - **Movement:** activated leader may perform a Movement
 - **Siege/Subjugation:** If army with => 3 CUs begin action outside besieged enemy walled city or besieged enemy tribal space, may attempt a *Siege/Subjugation* procedure
 - **Political support/loyalty:** place PC marker and/or increase walled city loyalty, up to card value
 - Replace enemy PC marker with own PC marker in space with own CU (may only remove not replace enemy PC marker in ally's home territory)
 - Increase loyalty of unbesieged cities, max of 3 (*Gallic and Transalpine Gallic cities have max loyalty to 1*)
 - **Reinforce:** place 1 CU if card value = 3
 - (n5p) If Rome and Carthage are allied, ROMAN player may play any 3 value card to activate Carthage
- *Play as Event*
 - If named leader is placed in space containing another named leader, decide which is subordinate
 - **Remove cards** used as Events are permanently removed from play
 - **Remove own support**
 - Remove own PC marker, replace with independent PC marker
 - Reduce city loyalty: city reduced to 0 loyalty, replace with independent walled city marker, loyalty 1
 - **Remove another's support**
 - Remove PC marker from spaces where controlling player has no friendly CU present
 - Decrease city loyalty only where loyalty is > friendly CUs in space
 - **Campaign**
 - Must finish one campaign before next begins
 - Cannot be used to activate same commander twice
 - Can pick up and drop off with in CU and leader MP limits
 - Can be used to roll multiple siege/subjugation attempts vs a single space
 - Can be used to activate ally, with ally's permission (*if Rome and Carthage are allied, Carthage always grants permission*)
 - *Same Roman commander can be activated twice if second activation is to create a new walled city*
 - *Etruscan bribe on first army does not affect second army*
 - (5p) Carthage may attack Unrest twice, using different leader and CUs
 - Can interrupt campaign when 2 forces attack together **Coordinated Attack**
 - First battle begin
 - Flanking force activated if it can reach site via a connection different from primary force
 - Flanking force placed adjacent to, not in, battle site
 - (5p) Neutral power activates may be used to increase Unrest by 1
 - Max Unrest = 10 - [CU in Garrison box]
 - Max of 1 action per round
 - (5p) Insurrection creates Mercenaries non player power
 - Use Volsci CU
- (5p) CARTHAGE may play as operations for Mercenaries
 - [Mercenaries] = card value
 - Placed as if reinforcements
- **Pass**

5. FINAL DESPERATE TIMES

- In descending VP order players may play one *Desperate Times* card

6. ATTRITION

- Non player powers, followed by players in descending VP order, roll on table for CU on enemy controlled spaces. CUs removed as for *Attrition Table*
- *Player winning the tie determine the order of those tied*

7. SURRENDER

- Non player powers, followed by players in descending VP order, may place their PC markers where CU occupy enemy (or uncontrolled) spaces
- Leader with \Rightarrow 3 CU on an enemy walled city or tribal space may attempt a *Siege/Subjugation* procedure per space
- *Player winning the tie determine the order of those tied*

8. ISOLATION

- Non player powers, followed by players in descending VP order, replace PC marker with independent PC marker where there is no path to:
 - A friendly walled city (even if besieged), or
 - Friendly reinforcement space, or
 - Friendly tribal space, or
 - Friendly port, or
 - Friendly CU
- Path cannot be traced through:
 - Enemy controlled space, unless friendly CU present
 - Rough connection
- *SAMNITES treat rough in home territory as clear*
- *Independent PC markers are never isolated*

9. SCORING

- Adjust VP totals, Check for Victory
 - +1 VP for each victory space (red letters) controlled outside home area
 - -1 VP for each home victory space (red letters) not controlled
 - (5p) Reduce CARTHAGE VP by $\lfloor \text{unrest}/3 \rfloor$, rounded down
 - Total is never < 0
 - Check for automatic victory or, if the game is over, the player with most VP is the winner
- *Besieged spaces still controlled by owner until lost*
- (5p) CARTHAGE home victory spaces are: Olbia, Caralis, Lilybaeum, Panormus, Kerkouane and Carthago myte
- GAULS does not gain VP for controlling victory spaces outside home area
- (n5p) In 2-player game, tie goes to Gallic-Greek

10. END/RENEW ALLIANCE

- In descending VP order, if players in alliance agree to remain allied, alliance continues, otherwise alliance ends with no penalty

11. REINFORCEMENTS

- **ROMANS remove Consuls**
- Player with fewest VP, place reinforcement for non player powers (player winning the tie determine the order of those tied)
 - Transalpine Gauls may not be controlled by Gauls or Gallic ally
 - Volsci may not be controlled by Roman or Roman ally
 - Carthaginians may not be controlled by Greece or Greek ally
 - If Carthage and Rome are allied, Rome controls Carthage
- Players place reinforcements in descending VP order for each reinforcement space controlled by the original owner and not besieged or undergoing subjugation
 - Transalpine Gauls = 1
 - Volsci = 1 for Antium
 - **Carthage = 3 for Carthago, (5p) 2 Mercenaries (only 1 if "Insurrection" is active)**
 - **(5p) Mercenaries (if active) = 1 (use Volsci)**
 - **Romans = 2 for Rome, 1 for every other controlled walled city**
 - **Greek = 2 for Syracuse, 1 for Messina, 1 for Tarentum, 1 for Neapolis**
 - **Gauls = 1 for each Eporedia, Genua, Mediolanum, Bononia, Sena Gallica, Patavium**
 - **Etruscans = 1 for each Pisa, Tarquinii**
 - **Samnites = 1 for each Aufidena, Bovianum, Larinum**
- Place CU and named leaders in friendly controlled spaces:
 - Free of enemy CU
 - Not besieged
 - Can trace a path of connected friendly spaces free of enemy CU to any unbesieged controlled home reinforcement space
 - Path may not be traced across rough (**except Samnites in their home territory**) or strait
 - **Only Carthage and her allies may trace via naval spaces**
 - **(5p) Carthage may place in Garrison box**
 - Displaced named leaders must be placed with CU
- If there are no space where reinforcement may be placed
 - Reinforcement is forfeited
 - Displaced Leaders remain displaced
- **ROMANS randomly replace Consuls, drawing from pool**
- **(5p) CARTHAGE removes 1/2 of mercenaries, rounded up**
- **GREEK must reduce the total loyalty of Greek walled cities by the amount shown in a red circle on the counter of each leader he keeps, or permanently removes the leader from the game**
 - **(5p) For each Carthaginian home space in Sicily controlled by Greece, 1 Greek Leader in Sicily has -1 support penalty (min. of 0)**
- **Etruscan/Samnite player may combine reinforcements and place them with either or both powers**
- **(n5p) Carthaginian citizen militia are not replaced**
- Players may add or reposition minor leaders
- Players with no CU on the map after this phase are out of the game
 - Remove leaders
 - Convert PC and loyalty markers to Independent

12. ADVANCE TURN MARKER

- Advance the turn marker and begin the next turn

OPERATIONS

DESPERATE TIME

- May be played before, not during, any action
- May be played just before Attrition phase
- Can't be played back to back
- Once played are permanently removed
- May be pre-empted by another Desperate Times
 - If >1 player plays Desperate Times to preempt, player with fewest VP decides
 - Player winning the tie decides which of the tied player's card is used
 - Preempted players keep their cards for future use

CONTROL OF NON-PLAYER POWERS

- If activated by event, player of event controls until end of activation
 - Place marker on Action Round track
- When inactive, control goes to player with fewer VP that is not allied with active player
- Player winning the tie decides which of the tied players is in control
 - Transalpine Gauls may not be controlled by Gauls or Gallic ally
 - Volsci may not be controlled by Roman or Roman ally
 - (n5p) Carthaginians may not be controlled by Greek or Greek ally
 - (n5p) If Carthage and Rome are allied, Rome controls Carthage
 - (5p) Mercenaries may not be controlled by Carthage or Carthage ally

SIEGE/SUBJUGATION

- Roll 2 dice on the *Siege/Subjugation Table*
 - **Gauls and Transalpine Gauls has -1 DRM for Siege (not Subjugation)**
 - If siege/subjugation level => city loyalty or tribe subjugation factor, then
 - City:
 - Remove siege marker
 - Eliminate CUs
 - Displace leaders
 - Place own loyalty 1 marker, or if city is in ally home territory, use ally loyalty 1 marker
 - Tribe:
 - Place own PC marker
 - **If city was controlled by another power, and besieger was Gaul or Transalpine Gaul, may place independent 1 loyalty marker instead and place 5 plunder markers on the plunder track**
 - **Gallic and Transalpine Gallic plunder cancel each other on the plunder track**
 - **If Gallic plunder fills the track: +1 VP for Gaul, clear the track**
 - **If Transalpine plunder fills the track: -1 for Gaul, clear the track**
- *Only one siege/subjugation roll per space per action round*

MOVEMENT

- An Activate leader may move with ≤ 10 CUs, + any number of subordinate leaders
 - May move alone
 - Leaders with no CU may not enter spaces with enemy CUs or stop in spaces with enemy leaders
 - **ROMAN consuls must always be left with at least 1 CU**
 - May pick up and drop off CUs
 - Minor leader may not pick up named leader
 - Picked-up leaders are subordinate to moving leader
 - May move through allied forces
 - May not end movement with allied forces or allied leaders
 - Leaders and CU inside a city with enemy CU outside may not leave
 - Non naval movement between Rhenium and Messana allowed only if both cities are friendly
 - Appian Way is Clear until event change it
 - When a non player power's army is moving, the non player power is allied with player who activated it
 - **VOLSCI must end movement in Antium or any Roma home space**
 - **(n5p) Carthaginians may not enter Italy**
 - **(n5p) Bomilcar and Carthaginian citizen militia may not leave Africa**
 - **(5p) Only Carthage can move CUs/leaders to/from Garrison box, and only via Naval Movement**
 - **(5p) Mercenaries must end movement in Carthago or Kerkouane**
- Leaders have 4 MA
 - Clear = 1 MP, Rough or Strait = 2 MP, Naval = 3 MP
 - **TRANSALPINE Gauls have 5 MA and must end movement in Gallic home space**
 - **GAULS have 2 MA + card value (from 3 to 5 MA)**
 - **SAMNITES treat home space Rough as Clear**
- **A ROMAN army of $\Rightarrow 3$ CUs that begin on a Roman PC marker may, instead of moving, remove 1 CU from the army and replace the PC marker with a Roman loyalty 1 city marker**
- **GALLIC or TRANSALPINE Gaul force in a space with another power's PC marker:**
 - May spend 1 MP to **raid** the space
 - Roll on Siege/Subjugation Table
 - May continue raiding same space until raid is successful or all MPs are spent
 - If at least 1 siege point is inflicted
 - Replace enemy PC marker with independent PC marker
 - Place plunder marker on plunder track
 - Gallic and Transalpine Gallic plunder cancel each other on the plunder track
 - If Gallic plunder fills the track: +1 VP for Gaul, clear the track
 - If Transalpine plunder fills the track: -1 for Gaul, clear the track
- **(n5p) If Greek CU is in Carthage at end of any action phase**
 - Carthage may no longer be activated via Neutral Power Activates event
 - Rome-Carthage alliance ends
 - All Carthaginian CU and leaders removed permanently
 - All Carthaginian controlled spaces outside Africa receive Greek PC or loyalty 1 markers
 - Greek player places all Greek CU and leaders in Africa in Greek reinforcement space
 - Place all CU and named leaders as reinforcements if possible, otherwise reinforcement is forfeited and displaced leaders remain displaced

MOVEMENT RESPONSE

- **Walled city with enemy CU and/or Leader**
 - City owner decides which leaders and CU are inside the city (below city marker)
 - Max of 3 CU inside city (no max for Leaders)
 - No allies inside
 - Those inside do not affect enemy movement

- **Interception:** may attempt when enemy army moves into an adjacent space
 - Multiple attempt can be made
 - Only 1 interception from each space
 - If made by subordinate, commander must retain at least 1 CU
 - If die roll \leq intercepting leader's Tactics (+1 to roll if space is controlled by enemy and has so interception power CUs):
 - then
 - Place intercepting army in space
 - CUs and leader already in space combine into 1 army
 - Intercepting power remain the defender in battle
 - Moving army may try to **Refuse Battle**
 - May be allowed by enemy player to move back to space from which it entered
 - If not allowed, must roll vs. Tactics: if die roll \leq leader's Tactics, moving army may move back to space from which it entered and MA is now 0
 - If army entered space via naval movement, attempting to refuse battle is naval movement
 - else
 - Moving army may continue to move, up to MA limit
- *Interception cannot be attempted*
 - *Not across rough terrain (Samnites treat home space Rough as Clear)*
 - *Not across strait*
 - *Not vs. an army inside a walled city attacking enemy CU outside*
 - *Not into a space with non moving unbesieged allied or enemy CU*
 - *Not into a space into which another power's army has just intercepted*
 - *Not by already-engaged army against a flanking force*
 - *Not into a space in which an ally's army is being attacked*
 - *Not against attempts to avoid battle, refuse battle, retreat, intercept or reinforce*
 - *Not by more than one power for each space enemy may enters*
 - *Not by bribed CUs vs. Etruscans*
 - *Not against allies*
 - *Not if Transalpine Gauls would not end in Gallic home space*
 - *Not if Carthaginians would enter Italy*
 - *Not if Volsci would not end in Antium or any Roma home space*
 - *Not vs. Mercenaries just placed via "Insurrection"*
- **Avoid Battle:** may attempt when enemy army moves into an adjacent space
 - May be allowed automatically by enemy player
 - If made by subordinate, commander must retain at least 1 CU
 - If in port, may attempt to avoid battle by moving to another friendly port via a card that allows naval movement
 - If not allowed, must roll vs. Tactics: if die roll \leq leader's Tactics,
 - moving army may move back to a friendly port (by sea), or
 - may move to adjacent space (by land)
 - may pass through allied army but not if other spaces are available
 - may not enter more than 4 spaces
 - moving army may pursue
- *Avoid Battle cannot be attempted*
 - *Not if intercepted (Refuse Battle instead)*
 - *Not if army attempted intercept this action*
 - *Not by army inside a Walled city with enemy CUs outside*
 - *Not against a flanking force*
 - *Not across rough terrain (Samnites treat home space Rough as Clear)*
 - *Not across strait*
 - *Not into spaces with enemy CU, PC markers, walled cities or tribes*
 - *Not if Transalpine Gauls would not end in Gallic home space*
 - *Not if Carthaginians would enter Italy*

- *Not if Volsci would not end in Antium or any Roma home space*
- *Not vs. Mercenaries just placed via "Insurrection"*
- Moving army may **pursue**, by rolling a die vs. Commander's Tactics
 - If die roll > commander's Tactics, then pursue not succeeded and MA is now = 0
 - If die roll ≤ commander's Tactics, moving army may continue to move in any direction up to MA limit
 - Not across rough terrain (Samnites treat home space Rough as Clear)
 - Not across straits
- **Bribe:** If mines are not depleted, Etruscan may play any 3 value card as bribe
 - Enemy army entering space with Etruscan army backs up to previous space and ends its move
 - Card permanently removed from play
- Entering space with enemy CUs
 - Etruscans may pass through as if allied via bribe, using 3 value card (used card is permanently removed from play)
 - Activate flanking force (by Campaign)
 - CUs and leaders inside friendly besieged city may join attacking force
 - Resolve combat
 - (5p) Carthage may 'attack' Unrest, using Leaders and CU in Garrison box
 - Unrest has leader with Tactics = 0

NAVAL MOVEMENT

- Naval movement is conducted from one port to another ((5p) or to/from Garrison box for Carthage only) and costs 3 MP. Control of a port is not necessary for embarkation or debarkation. Naval movement / avoid battle / retreat:

Available to	Via	Max CUs allowed
(n5p) Carthaginian leader(s)	Neutral Power Activation event or Roman 3 value card after Carthage allies with Rome	10
(5p) Carthaginian leader(s) or just activated allied leader(s)	1 Value card played by Carthage	3
	2 Value card played by Carthage	6
	3 Value card played by Carthage	10
Greek leader(s)	3 Value card	3
	3 Value card if sailing to/from Syracuse	6
	(5p) 3 Value card if sailing to/from Syracuse or Lilybaeum if Lilybaeum is Greek controlled	10
Roman leader(s)	3 Value card, after Douviri Navales event	3
	(n5p) 3 Value card, after Rome allies with Carthage	10
Etruscan leaders(s)	Naval Transport event	3

- *Not from/to inside of walled besieged city*
- (n5p) *Greek strike into Africa allowed only by event*
- (n5p) *If Greek CU in Kerkouane, treat as normal Greek port*
- Naval combat (die roll on *Naval Combat Table*) occurs if:
 - (n5p) Non Carthaginians moving to Carthaginian controlled port

- (n5p) Greeks are moving after Carthage allies with Rome
- (5p) Carthage contest the move / avoid battle / retreat (by playing a card)
- Naval combat DRM:
 - -2 Sailing to friendly port
 - (5p) [Card Value] - 1 for card played by Carthage

COMBAT

- The size of an army is the number of CU (plus half CU in the flanking force if present)
- The larger army may receive a modifier to their roll or have an automatic victory (AV) as in *Force Ratio Modifier Table*. In case of AV:
 - Displace any leader and eliminate all CU in the smaller army
 - The larger army (including flanking) may continue moving as if the battle did not occur
 - (5p) Carthage vs Unrest: all Unrest eliminated
 - Political consequences are still calculated for an automatic victory
- MP now = 0
- Each player rolls 3d6, modifies total with
 - + Force ratio modifier for larger army. Add half of flanking army force CUs
 - + Differences in Tactics of leaders
 - +/- Response events (played in clockwise order, starting from active player)
 - +1 to attacker for flanking force
 - +1 for fighting in a friendly or allied controlled space
 - +1 to defender for successful interception
 - -1 to defender for failed avoidance attempt
 - -2 to attack for attack across strait or rough
 - Samnites treat home space Rough as Clear
 - Flanking force ignore terrain penalty
 - (5p) 'Unrest' is friendly to no one
- Highest total wins, ties to defender
- **Apply Losses:** Check *Combat Loss Table*
 - Primary and flanking force split losses, primary takes odd loss
- **Retreat:**
 - Loser(s) must retreat to closest space that is free of enemy CU and
 - Is friendly or ally controlled, or
 - Has more friendly CUs than retreating force
 - Attacker must first retreat into space from which is attacked
 - If defender, not into space from which attacker attacked
 - Not across rough terrain (Samnites treat home Rough space as Clear)
 - Not across a strait
 - Not more than 4 spaces
 - Not into a space already entered in this retreat
 - May not split up, unless some go in friendly walled city in battle space
 - May not end in space with enemy CU
 - May not end in space with another power's CU
 - Flanking force ignore terrain penalties
 - (n5p) Carthage may retreat via naval movement without a card
 - If attacking force retreats after naval invasion, no additional card needed to retreat by sea
 - If Greece defeats Carthage in Kerkouane, place Hamilcar and CU with him in Carthage (considered naval movement) unless he is besieged or displaced
 - Retreating forces loses 1 additional CU for each space entered with enemy PC, Walled City, Tribe or CU outside walled city
 - **Rout:** any of CU encountered along retreat path, unless they outnumber the retreating CU, are swept up in the retreat and become part of the retreating force
 - Armies that cannot retreat are eliminated and leaders are displaced
- **Leader Displacement:** if leader is alone with enemy CU and space does not contain a friendly walled city, named leader is displaced and minor leaders is set aside,
- **Remove Siege:** if besieging CUs = 0p

- Remove all siege/subjugation points
- **Start Siege:** if army win battle in unbesieged enemy walled city space
 - Place '0' level siege marker
- Apply *Political Consequences* of battle

POLITICAL CONSEQUENCES

- Half of defeated CUs removed (via combat, retreat, related events, etc.), rounded up = support added/removed. For each support may do one of the following:
 - Increase loyalty of unbesieged cities (or those of flanking force ally), max of 3
 - Decrease loyalty of loser's cities (or those of losing flanking force ally)
 - Loyalty may not be reduced below the number of enemy CUs in the city
 - Replace independent city in a home space free of enemy CU with own loyalty 1 city
 - Replace enemy PC markers with own PC markers (or those of flanking force ally) in spaces with own CU
 - Remove enemy PC markers (or those of flanking force ally)
 - May only remove, not replace enemy PC marker in ally's home territory
 - May not remove enemy PC markers in space with enemy CU present
 - Remove independent PC markers in home space free of loser's CU
 - If winning player begin battle controlling space adjacent to enemy controlled space now free of enemy CU
 - Replace losing power's PC marker in that space free of enemy CU with winner's PC marker (or those of flanking force ally)
 - When reducing losing power's city to 0 loyalty, replace with winner's loyalty 1 city (or that of flanking force ally)
- *Gallic and Transalpine Gallic forces*
 - *May instead place 1 plunder marker for each point of support*
 - *Gallic and Transalpine Gallic plunder cancel each other on the plunder track*
 - *If Gallic plunder fills the track: +1 VP for Gaul and clear the track*
 - *If Transalpine plunder fills the track: -1 VP for Gaul and clear the track*
 - *Have max city loyalty of 1*
- *(5p) Carthaginian victory vs. Unrest*
 - *Unrest removed according to support gained (CU lost per Combat Losses Table/2, rounded up), no by number of Unrest 'removed'*
- *(5p) Carthaginian loss vs. Unrest*
 - *Unrest added according to support gained (CU lost per Combat Losses Table/2, rounded up)*
 - *Max Unrest = 10 - [CU in Garrison box]*