

PERIODS

PERIOD/ TURNS	KING	SETUP	INAUGURATIO	NEW CHITS	CONTAINERS SETUP	CHIT DRAWINGS	ACTIONS	SENATE APPROVAL	KINGDOM MISSION
1/3	ROMOLUS	<ul style="list-style-type: none"> - Counter as in Garrison Table - King + 4 Infantry + 1 Cavalry in 3906 - Val 3 Garrison + 3 Infantry on Rome minimap 	-	<ul style="list-style-type: none"> -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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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 MARCUS	Change King with Inauguratio	1D6 - 1-4, valid - 5-6, King removed, Interrex counter used as King	<ul style="list-style-type: none"> - 11 garrisons - Ostia Foundation - Sublicius Bridge - Etruscan Leader Mastarna - Samnite War 	4 chits in each container remaining 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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> -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	<ul style="list-style-type: none"> - 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 garrison 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	<ul style="list-style-type: none"> - 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) <ul style="list-style-type: none"> - if > Virtus, turn garrison chit - if <= Virtus, +1VP

SEQUENCE OF PLAY

Phase	Procedure
Turn Preparation Phase	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - Draw chits as dictated by the historical period
Roman Actions Phase	<ul style="list-style-type: none"> - Determine the number of Roman actions for period's rule - Execute all Roman actions before starting the Hostile Reactions
Hostile Reaction Phase	<ul style="list-style-type: none"> - Determined by Roman Actions phase - Execute all Hostile Reactions before starting End of Turn phase
End of Turn Phase	<ul style="list-style-type: none"> - Resolve conflicting situations on the map, check the Romanisation Goal, score VPs for captured unit, and container adjustments are made

END OF TURN PHASE

Phase	Procedure
Map disputes resolution	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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	<p>At the end of any turn,</p> <ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - 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 between R and NR containers

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

CHIT DEPLOYMENT AND MANAGEMENT

Type	Procedure
Military Units	<ul style="list-style-type: none"> - R units in Rome - NR units in city indicated on the chit
Special Events	<ul style="list-style-type: none"> - Apply immediately following the rules
Garrisons	<ul style="list-style-type: none"> - In friendly city, NR garrisons according with the color of the star marked on the map - 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 <ol style="list-style-type: none"> 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	<ul style="list-style-type: none"> - If drawn from R container they are placed in Rome - If drawn from NR container they are placed two turn ahead on the turn track (enter play at the beginning of that turn) <ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> - If drawn from R container, is placed in NR container - If drawn from NR container, is placed on the map - In case of capture, flip over the chit <ul style="list-style-type: none"> - "Captivus", he becomes prisoner - "NR", he is placed in NR container - "R", he joins the Roman Army, becoming R General from now on

END GAME CONDITIONS

Automatic Victory conditions
<ul style="list-style-type: none"> - NR container empty - 20VP or more at the end of a royal period
Automatic Defeat conditions
<ul style="list-style-type: none"> - R container empty and the player must draw a chit - IPs reaches zero

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 units (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	<ul style="list-style-type: none"> - 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 Tactics	<ul style="list-style-type: none"> - The player choose a tactics: attack (soldier) or defense (mask) - Draw randomly for the NR
2	Clash of Vanguard (only if both armies have cavalry units)	<ul style="list-style-type: none"> - The number of cavalry opposing units must be even (exceeding cavalry units do not participate and the rest of both armies withdrew on an adjacent hex) - Each cavalry units rolls 1D6 trying to overcome the opponent's Virtus <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - <u>Defense vs. Defense</u> <ul style="list-style-type: none"> - No third phase, No winner or loser, Infantry and Leader of both Armies retreat to an adjacent hex - <u>Attack vs. Defense</u> <ul style="list-style-type: none"> - 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 withdraw; 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 until DRM-1; only one round; no triumph awarded - <u>Attack vs. Attack</u> <ul style="list-style-type: none"> - This phase is omitted and players go directly to third phase

ID	Phase	
3	Combat (simultaneous)	<p>Setup</p> <ul style="list-style-type: none"> - 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; <p>Fight</p> <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - 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): <ul style="list-style-type: none"> - 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) <p>Win/Lost</p> <ul style="list-style-type: none"> - Battle is won by the player with lower negative number - 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 ignominy (if he was leader or subordinate in an army led by the King or Magister): <ul style="list-style-type: none"> - 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 he 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 <p>Eliminated Units</p> <ul style="list-style-type: none"> - Eliminated units: <ul style="list-style-type: none"> - Captives is kept aside; 1IP for captured unit. - Eliminated R unit goes to the General Pool; - Eliminated NR unit goes back to its setup area or, if there is none, it goes to the General Pool <p>Surviving Units</p> <ul style="list-style-type: none"> - 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