

ROMA VICTRIX

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[1.0] INTRODUCTION

Roma Victrix is a grand strategic, Scenario-based boardgame recreating conflicts both historic and hypothetical during the period of Roman History ranging from 218 BC to 562 AD.

[1.1] GAME SCALE

Each Game-Turn simulates military and political events of an entire year; thus, each Scenario depicts a war of (potentially) many years duration. Infantry units consist of Legions (LGN), Heavy Infantry (HI), Auxilia (AUX), Barbarian Infantry (BI) and represent approximately 5,000 men each. Cavalry (CAV) units represent approximately 2,500 men and horses. Each Fleet unit represents approximately 50 ships.

[2.0] GENERAL COURSE OF PLAY

Roma Victrix may be played by 2 to 6 Players (and two Scenarios are suitable for solitaire play). Each Player represents an Active Major Power (Roman or non-Roman) vying for control of the Regions and Provinces which make up the Roman Empire and her neighbors. The Scenarios are played in sequenced Game-Turns which include an individual Player Turn for each of the Active Major Powers. During the Operations Phase of his or her Player Turn, the Phasing Player may move his Land and Naval units and engage enemy forces in combat for the purpose of acquiring territorial objectives, increasing or maintaining his Revenue base and reducing his opponent's military strength and Revenue base.

[3.0] GAME COMPONENTS

[3.1] GAME COMPONENT INVENTORY

A complete game of *Roma Victrix* contains the following:

- 1 Rulebook
- 1 Scenario Booklet
- 1 22" x 34" mounted map
- 10 sheets of 9/16" counters and markers
- 2 card decks (1 of Events, 1 of Provinces)
- 6 Major Power Displays
- 2 six-sided dice

If any parts are damaged or missing please contact:

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Online game support is available. Visit us on the web: <https://www.compassgames.com>. You can also use the URL or QR code to reach Compass Games online:

<https://linktr.ee/compassgames>



[3.2] THE GAME MAP

The Game Map represents the Mediterranean World and is the playing area on which Land and Naval units are maneuvered.

[3.21] Provinces and Regions

The land areas on the Game Map are divided into Provinces and Regions representing the various territories comprising the Roman World and neighboring areas. The names of Provinces are printed in small black type. Provincial borders are represented by thin gray boundary lines. Each Province is part of a larger area called a Region. The names of Regions are printed in large red type. Regional borders are represented by thick black boundary lines. Each Province has one to three coins showing the Revenue Value of the Province. Gold coins have a Revenue Value range of "1" to "3" Revenue Points. A single silver coin has a Revenue Value of "0".

[3.22] Impassable Regions and Provinces

The Regions of Arabia, Gaetulia, Garamantia, Nobadia, Sarmatia and Scythia are Impassable areas. Although these Regions may function as staging areas for Barbarian Raids and Invasions, Land units may not enter or transit these Regions. This prohibition also applies to retreats. If a Land unit has no alternative but to retreat into an Impassable area as the result of Land Combat, that unit is eliminated instead.

Example: A Land Combat unit in the Province of Arabia Petraea may not move into or through the Region of Arabia Magna to get to the Province of Babylonia. An Arabi Cavalry Warband unit may, however, originate in Arabia Magna and move and attack any Province adjacent to Arabia Magna.

[3.23] Straits

A Strait is a narrow crossing point between two Provinces separated by a small body of water and represented on the map by a circle. Straits simultaneously function as both Land and Sea Areas. The following are Straits:

1. Baetica – Tingitana (Pillars of Hercules)
2. Apulia – Sicilia (Strait of Messina)
3. Thracia – Bithynia (Bosporus)
4. Thracia – Asia (Dardanelles)



Example of a Strait

Land Movement across Straits

An Activated Leader with attached Land forces may enter and cross a Strait without using Naval Transport. The Activated Leader must expend 1 Operations Point to enter a Strait. In this regard, the Strait effectively serves as a separate land movement area. If an enemy Land unit occupies the Strait, Land Combat must occur before the Activated Leader may continue movement across the Strait. A Land force may not cross a Strait if an enemy Naval Unit is located in the Strait.

Sea Movement through Straits

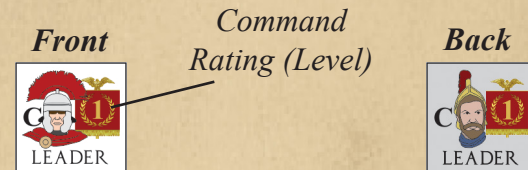
An Activated Leader with attached Naval units attempting to pass between Sea Areas separated by a Strait must first move into the Strait and expend 1 Operations Point for that movement. In this regard, the Strait effectively serves as a separate Sea Area. If enemy Naval units occupy the Strait, Naval Combat must occur before the Activated Leader and his Naval units may continue movement through the Strait. If an enemy Land unit occupies the Strait, Naval movement through the Strait is not affected.

Sea Movement through both the Bosporus and Dardanelles

An Activated Leader with attached Naval units attempting to move between the Mare Aegaeum and the Pontus Euxinus (W) (or vice versa) must move into and through both the Bosporus and Dardanelles. The Activated Leader must expend 1 Operations Point for each of those Straits. Naval units are not required to enter or expend an Operations Point for the Sea Area located in between the Bosporus and Dardanelles (the Sea of Marmara). In other words, Naval units move directly from the Bosporus Strait to the Dardanelles Strait and vice versa. All other rules governing Sea Movement through Straits otherwise apply to the Bosporus and Dardanelles.

[3.3] LEADERS

Leader counters represent Monarchs, Politicians, Military Commanders and Barbarian Chieftains in *Roma Victrix*. Each Leader counter bears the image of a Roman Leader on the front and a non-Roman or Barbarian Leader on the back. Each counter also has a letter for identification and a number for the Leader's Command Rating. Land and Naval units can only be moved during an Operations Phase if attached to, and under the command of an Activated Leader.

[3.31] Leader Command Rating (Level)

Each Leader has a Command Rating (also called a “Level”) ranging from “1” to “4” which represents his Leadership ability, charisma, tactical and operational skill. The Leader Command Rating is also used to determine the number of available Operations Points for the current Operations Phase and die-roll modifier for Land and Naval Combat.

[3.32] The Supreme Leader

The Supreme Leader is the most senior Leader of a Power and is designated on the Scenario Set-Up Chart as being highlighted in red type.

- For a Roman Major Power, the Supreme Leader may represent a Consul, Proconsul, Dictator, General or Emperor.
- For a non-Roman Power, the Supreme Leader may represent a King, Queen or General.
- For the Parthians and Persians, the Supreme Leader represents the Great King or Shahanshah.
- For a Barbarian Power, the Supreme Leader may represent a King, Chieftain or other warlord.

The Supreme Leader has a Command Rating and functions just like any other Leader. The Supreme Leader may be activated, attach Land and Naval units for Movement and Combat and suffer the adverse results of Combat.

A Major Power's Supreme Leader may create *any* new Land or Naval unit available to that Active Major Power. A Major Power's Supreme Leader may also replace previously eliminated Land and Naval units and rebuild Land and Naval units that were previously reduced by Combat.

In each Scenario, the Supreme Leader of any Power is listed in red type. Depending on the Scenario being played, loss of the Supreme Leader may result in the collapse of the Power. Some Scenarios allow for another Leader to succeed

as Supreme Leader, in which case the affected Power does not collapse.

[3.33] Other Leaders

All other Leaders belonging to an Active Major Power may *only* create new Auxilia and Fleet units, replace previously eliminated Land and Naval units and rebuild Land and Naval units that were previously reduced by Combat.

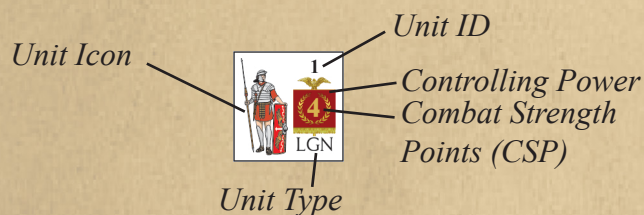
[3.34] Leader Casualties

A Leader is eliminated (removed from play) as the result of the following conditions:

- a. When an enemy force enters a Province containing a Leader unaccompanied by friendly Land or Naval units;
- b. When all friendly Land and / or Naval units attached to a Leader are eliminated as the result of Land or Naval Combat;
- c. When a Leader is defeated as the result of Land or Naval Combat and the owning player rolls a “1” on a 1d6 following that Combat.

[3.4] LAND AND NAVAL UNITS

There are six identical Player Unit Counter Sheets in six different colors in *Roma Victrix*. Each Player selects one counter set to represent the forces of his or her Power in each Scenario. Each Player Unit Counter Sheet contains several types of Land and Naval Units which are described as follows.



Legion (LGN)



Heavy Infantry (HI)



Auxilia (AUX)



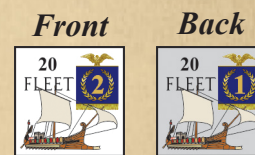
Barbarian Infantry (BI)



Cavalry (CAV)



Fleet (Fleet)



[3.5] MARKERS



[3.51] Game-Turn Marker

The Game-Turn Marker is used to record the current Game-Turn of the Scenario being played.



[3.52] Initiative Markers

Each Player has an Initiative marker in his own color. At the beginning of each Game-Turn, each Player places his initiative marker in an opaque container. A marker is withdrawn blindly to determine which Player will be the first Player to conduct his Player Turn.



[3.53] Capital City Markers

Most Major and Minor Powers have a Capital City marker located in a specific Province indicated by the Scenario being played. The Capital City has a full-strength of [4] CSPs and a reduced strength of [2] CSPs. A Capital City’s CSPs are for defensive purposes only. Capital Cities may only be attacked and taken by Siege Combat (see Case 10.4).

A Major Power’s Treasury is always located with its Capital City. Each Player should substitute the Capital City Markers included in the Player Unit Counter Sheets with the variant Capital City Markers provided (see Case 17.2). If a Major Power does not have a listed Capital, the Major Power’s Supreme Leader functions in the role of the Capital City.



[3.54] Garrison Markers

Garrison markers are available in the colors for each Major Power Player and are used to identify those Provinces under the control of the respective Major Power Player. Garrison markers have a defense strength (only) of 1 CSP. A Province may only contain one Garrison marker.



[3.55] Client / Ally Markers

Client / Ally Markers are available in the colors for each Major Power Player and are used to identify those Minor Powers which are Clients or Allies of Major Powers according to the Scenario being played.



[3.56] Barbari Incognita Markers

Barbari Incognita Markers are placed faced down in each Province of Barbaricum as indicated by the Scenario being played. When a Province of Barbaricum is activated (by card play or as the result of invasion by a hostile Power), any Barbari Incognita Markers in that Province are turned over to reveal a number ranging from “1” to “10” representing the number of Warbands (Barbarian Infantry and / or Cavalry units) which are placed in that Province. (See Case 13.1).



[3.57] Pillage Markers



Pillage Markers are used to identify Provinces that have been looted by enemy forces. A Province containing a Pillage Marker may not generate Revenue, nor be used to create or replace Land and Naval units. Pillage Markers are removed at the beginning of each new Game-Turn on a die-roll of “5” or “6”.



[3.58] Limes Markers

Limes Markers represent Roman border fortifications (roads, walls, milecastles, watchtowers, etc). In all Scenarios beginning after 150 AD. Limes Markers have a value of “2” at full-strength and “1” at half-strength and are placed in Provinces of the Roman Empire which border on any non-Roman Province. Limes Markers serve two purposes:

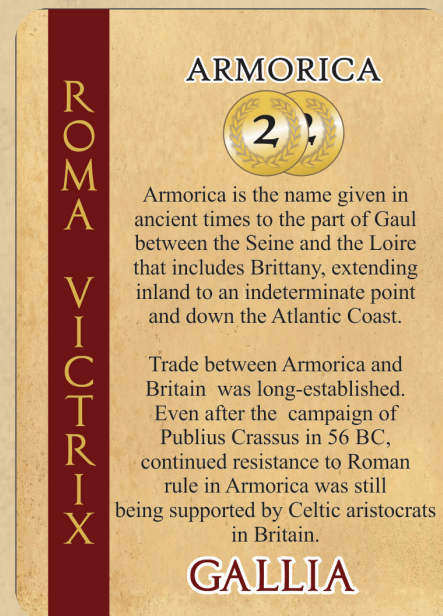
1. Limes Markers impede the movement of non-Roman Land Combat units by adding a number of Operations Points equal to their current strength to the Movement cost of entering the Province in which they are located; and
2. Limes Markers add a number of Combat Strength Points equal to their current strength to the defense of the Province when attacked by non-Roman Land Combat units.

[3.6] CARDS

[3.61] Province Cards

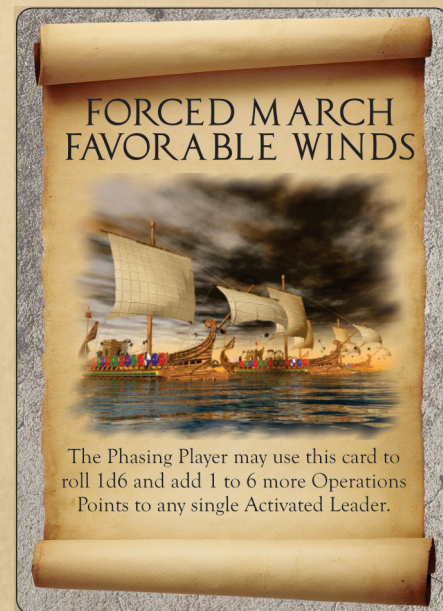
There are 89 different Province Cards which are used by the Players to assist in keeping track of which Provinces are owned and controlled by the various Major Powers and to speed up and ease the calculation of Revenue Collection. Each Province Card shows the name of the Province along with its Revenue Value and the Region in which the Province is located. At the start of each Scenario, Province Cards are allocated to each Player according to which Major Power owns each Province. When a Province is conquered or otherwise changes hands, the corresponding Province Card

is given to the Player controlling the Major Power which has just acquired the Province.



[3.62] Event Cards

There are 21 different Event Cards which may be used by Players to perform special actions that may affect the course (and outcome) of the game. The Event Cards are listed and described in Case 14.0.



[3.7] PLAYER AIDS

[3.71] Major Power Display Mat

The Major Power Display Mat contains the following features:

- a. The Treasury Track which is used for recording revenue in increments of 1’s, 10’s and 100’s;

- b. “The New Unit Creation, Rebuild & Maintenance Table” (Case 9.2) which lists the cost of creating, rebuilding and maintaining the various units used in the game;
- c. The Leader Display which is used to reduce unit density, stacking and potential congestion on the map by providing off-map holding boxes for Land units attached to specific Leaders;
- d. Holding Boxes for the various unit types belonging to a Major Power which are not currently in play.
Correction: A full-strength Cavalry unit is shown as having 3 CSPs on the Major Power Display Mat, however a full-strength Cavalry unit counter only has 2 CSPs and reduces to 1 CSP at half-strength.

[3.72] Percentage Table

A Percentage Table is included on the last page of this Rules Booklet as a ready reference tool for calculating Attrition and combat losses.

[3.73] Leader Display

The Leader Display is used to reduce unit density and congestion on the map by providing off-map holding boxes for Land units attached to particular Leaders.

[3.8] MAJOR AND MINOR POWERS

[3.81] MAJOR POWERS

A Major Power is any entity that possesses territory (Regions and or Provinces) on the Game Map and has Land and / or Naval units. Major Powers are further defined as follows:

[3.82] Active Major Powers

An Active Major Power is a Major Power that is controlled by a Player. A Player normally controls one Active Major Power. Only Active Major Powers collect Revenue, pay for the creation of new Land and Naval units, the rebuild (replacement) of reduced or eliminated units and the maintenance of existing units.

An Active Major Power may be any of the following:

1. Rome (the Republic, Empire, Eastern Roman Empire, Western Roman Empire etc.) or any Roman faction (Caesar, Crassus, Pompeius etc.)
2. A non-Roman Republic, Kingdom or Empire (Aegyptus, Armenia, Carthage, Macedonia, Palmyra, Parthia, Persia, Pontus or the Seleucid Kingdom)
3. A Barbarian Tribe or Kingdom (Dacia, Franci, Gallia, Hunni, Visigothi etc.)

[3.82] Active Parthian, Persian and Barbarian Major Powers

Active Parthian, Persian and Barbarian Major Powers do

not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[3.84] Neutral Major Powers

Some Scenarios list Major Powers that are Neutral. These are Major Powers that are controlled by no Player at the start of the Scenario. A Neutral Major Power does not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units. Neutral Major Powers are not setup for play unless or until their neutrality is violated or otherwise activated for play.

A Neutral Major Power may become an Active Major Power under the control of another Major Power Player if its neutrality is violated by another Active Major Power, an Allied Minor Power, or through play of an Event Card. In that case, it begins to function as any other Active Major Power and is controlled by the Player whose Capital City is furthest away from the violated Neutral Major Power’s Capital City. If the Capital Cities belonging to two or more Players are equidistant, each Player rolls 1d6 and the Player with the highest die-roll gains control of the violated Neutral Power.

A Major Power’s neutrality is considered violated whenever the Land or Naval units of an Active Major or Minor Power enter the territory of that Neutral Major Power, or attack Land or Naval units belonging to that Neutral Major Power.

[3.85] Minor Powers

Minor Powers include Barbarian Allies, Client States and Neutral Minor States. Minor Powers do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[3.86] Barbarian Allies

Barbarian Allies are Minor Powers that are friendly to and sometimes controlled by an Active Major Power. (Note: For more detail on Barbarian Allies, see Case 11.1).

[3.87] Client States

Client States are Minor Powers that are friendly to and sometimes controlled by an Active Major Power. (Note: For more detail on Client States, see Case 11.2).

[3.88] Neutral Minor Powers

Some Scenarios list Neutral Minor Powers which are controlled by no Active Major Power at the start of the Scenario. A Neutral Minor Power may be activated and come under the control of an Active Major Power Player if its neutrality is violated, or through play of an Event Card. A Minor Power’s neutrality is considered violated whenever

the Land or Naval units of an Active Major Power (or those of an Ally or Client State controlled by that Active Major Power) enter a Province or attack the Land or Naval units belonging to that Neutral Minor Power. A Neutral Minor Power does not collect Revenue nor does it create new units, replace destroyed units or maintain existing units. Control of a violated Neutral Minor Power is determined in the same way as a violated Neutral Major Power.

[3.9] DEFINITIONS OF BASIC TERMS

1d6: One standard six-sided die.

Activated Leader: A Player's activated Leader may engage in Movement and Combat during the current Operations Phase.

Active Major Power: An Active Major Power is a Major Power that is controlled by a Player. A Neutral Major Power is not controlled by any Player until it becomes Active.

Active Minor Power: An Active Minor Power is a Minor Power that is controlled by a Player who controls an Active Major Power. A Neutral Minor Power is controlled by no Player. Allies and Client States are always Minor Powers.

Ally: An Ally is a Minor Power, (Usually a Barbarian Tribe) that is allied to and controlled by a Major Power Player. An Ally must be successfully activated each turn by the Major Power Player in order for that Major Power Player to conduct Movement and Combat with the Ally's units. An Ally is successfully activated if the Major Power Player rolls a 1d6 and the die-roll result is less than or equal to the Command Rating of the Supreme Leader belonging to the Major Power Player.

Auxilia: Auxilia are Light Infantry (skirmishers, archers, slingers etc) equipped with little or no armor.

Barbaricum: Barbaricum consists of those Regions and Provinces which are located outside the control of a Major Power (Roman or non-Roman) or other Civilized Power or Client State at the start of a particular Scenario.

Barbari Incognita Markers: Barbari Incognita Markers are placed in Provinces of Barbaricum and used to determine the strength of the defending forces in that Province according to the Scenario being played.

Capital City: A Capital City represents the political and economic nerve center of a Major Power Player. A Capital City marker is placed in a Major Power Player's Province according to the Scenario being played. In each Scenario, the Province where a Major Power Player's Capital City is located is listed in red type.

Cavalry: Cavalry are soldiers mounted on horseback.

Client State: A Client State is a Minor Power (usually a Kingdom) that is allied to and controlled by a Major Power. A Client State must be successfully activated each turn by an Active Major Power Player in order for that Major Power Player to conduct Movement and Combat with the Client State's units. A Client State is successfully activated if the Active Major Power Player rolls a 1d6 and the die-roll result is less than or equal to the Command Rating of the Supreme Leader belonging to the Active Major Power Player.

Combat Die-Roll Modifier (DRM): A Combat Die-Roll Modifier is a number based on comparing the involved Leaders' Command Ratings, the total number of CSP's of the opposing forces, and whether or not one of those forces has Cavalry Advantage. All Combat Die-Roll Modifiers are cumulative.

The Player with the greater Combat Die-Roll Modifier subtracts his opponent's lesser Combat Die-Roll Modifier from his own. The result is the total number he may add to his own die-roll (to increase the percentage of casualties inflicted on the enemy force) or subtract from his opponent's die-roll (to reduce the percentage of casualties suffered by his own force), or any combination thereof. Each Die-Roll Modifier increases or decreases the number of casualties by 10%.

Combat Strength Point (CSP): A Combat Strength Point is a quantification of the offensive and defensive capabilities of a Land unit, Fleet unit or Capital City.

Control (Province): Control of a Province is defined as having sole possession of the Province (i.e. no Land units belonging to any other Power are present in the Province.)

Control (Region): Control of a Region is defined as having sole possession of more than half of the total number of Provinces within that Region.

Fleet: A Fleet is a Naval unit representing approximately 50 ships. Fleets are used to carry Land units (Naval Transport) as a function of Naval Movement. The terms "Naval" unit and "Fleet" unit are interchangeable.

Heavy Infantry: Heavy Infantry are armored foot soldiers equipped with spears and / or swords. Hoplite or Phalanx type infantry are two examples of Heavy Infantry.

Island Provinces: Baleares, Corsica, Creta, Cyprus, Rhodus, Sardinia and Sicilia are Island Provinces.

Isolated: A Land or Naval unit is isolated if it is unable to trace a Supply Path through Provinces and Sea Areas

unoccupied by enemy Land and Naval units to a friendly Capital City during the Supply and Maintenance Segment. Isolated Land and Naval units must roll 1d6 for Attrition (See Cases 4.2 and 8.4).

Land Units: Land units include Legions, Heavy Infantry, Barbarian Infantry, Auxilia and Cavalry units.

Leader: A Leader may represent a Monarch, Politician, Military Commander or Barbarian Chieftain of a Major or Minor Power. A Leader may be activated and used to move Land and Naval units.

Leader Command Rating: The Leader Command Rating is a quantification of a particular Leader's military skill and competence. The Leader Command Rating is used to determine the total number of Operations Points available for use during the Operations Phase and to modify the results of Land and Naval Combat.

Legion: A Legion is an elite Roman Heavy Infantry unit. Legions formed the backbone of the Roman Army until the late 3rd century A.D.

Major Power: A Major Power is an entity that possesses territory (Regions and or Provinces) on the Game Map and has Land and / or Naval units. A Major Power may be Roman (or a Roman Faction), a non-Roman Kingdom or a Barbarian Tribe or Kingdom. An Active Major Power is controlled by a Player. A Neutral Major Power is not controlled by any Player until it becomes Active.

Markers: Markers are playing pieces which are not Leaders, Land units, Naval units or Capital Cities. Barbari Incognita, Client, Game-Turn, Garrison, Limes and Pillage are examples of markers.

Minor Power: A Minor Power is a Power of lesser strength and influence than a Major Power. A Minor Power may be Roman (or a Roman Faction), a non-Roman Kingdom or a Barbarian Tribe or Kingdom. A Minor Power may be Active or Neutral. An Active Minor Power is a Minor Power that is controlled by a Player who controls an Active Major Power. A Neutral Minor Power is controlled by no Player. Allies and Client States are always Minor Powers.

Naval Units: Naval units are Fleet units. Naval units are used to carry Land units (Naval Transport) as a function of Naval Movement. The terms "Naval" unit and "Fleet" unit are interchangeable.

Operations Points (OPs): Operations Points equal the total of a Leader's Command Rating and the result of a 1d6. Operations Points can be equated with Movement Points. Operations Points exist only during the Operations Phase

of the Player Turn in which they are created. They must be expended during the current Operations Phase and may not be saved or accrued from one Player Turn to the next.

Phasing Player: The Phasing Player is the Player conducting an Operations Phase. The Phasing Player may also be called the Active Player.

Power: A Power is a political and territorial entity that controls one or more Provinces on the map along with its associated Leaders, Land and or Naval units. There are three types of Powers: A Roman Power (or Roman Faction), a non-Roman Kingdom or a Barbarian Tribe or Kingdom. A Power may be an Active or Neutral Major Power, an Active or Neutral Minor Power, or an Ally or Client State of a Major Power.

Province: A Province is a land area that is bounded by a light gray border. A Province is typically a subdivision of a Region. In the Scenario charts, the first letter of a Province name is capitalized, followed by lower case letters. Control of a Province is defined as having sole possession of the Province, meaning that there are no Land units belonging to any other Power present in that Province.

Region: A Region is a collection of connected Provinces bounded by a thick black border. In the Scenario charts, a Region name is listed in all capital letters. Control of a Region is defined as having sole possession of more than half of the Provinces within that Region.

Revenue: Active Major Powers collect Revenue Points during the Revenue Collection Segment of the Joint Economic Phase. The amount collected is based on the Revenue Value of those Provinces controlled and occupied by the Active Major Power. Collected and accumulated Revenue is recorded on the Active Major Power's Treasury track, and is used to create and rebuild new Land and Naval units, and to maintain those units already on the map. Parthian, Persian and Barbarian Major Powers do not collect, accumulate or store Revenue.

Revenue Point: A Revenue Point is a single unit of Revenue. Revenue Points are the currency of the game and are used to create and rebuild new Land and Naval units and to maintain those already on the map.

Revenue Value: Revenue Value is the economic value of a Province or Capital City. The Revenue Value of a Province is printed on the map below the name of the Province inside one to three gold coins ranging in from "1" to "3" Revenue Points. A single silver coin has a Revenue Value of "0". The Revenue Value of a Capital City is always "5" Revenue Points.

Sea Area: A Sea Area is an “all-water” area located on the Game Map and is used to regulate Naval Movement.

Strait: A Strait is a narrow crossing point between two Provinces separated by a small body of water and represented on the map by a circle. Straits simultaneously function as both Land and Sea Areas.

Supply Path: A Supply Path consists of any number of non-hostile or friendly controlled Provinces located between a Major Power, Allied or Client State Land unit and that Major Power’s Capital City. A Supply Path may be of any length. Land units may trace a Supply Path through Sea Areas provided there is at least one friendly Fleet unit present on the map. A Supply Path may not be traced through Barbaricum.

Supreme Leader: The Supreme Leader is the most senior Leader of a Power and is identified on the Scenario Set-Up Chart in red type.

Treasury: The Treasury is the repository for an Active Major Power’s Revenue. An Active Major Power’s Treasury is always located in its Capital City. A Treasury track is included on each Major Power Display Card and is used to record the number of Revenue Points currently held by an Active Major Power.

Unsupplied Units: A Land or Naval unit is unsupplied if it is unable to be Maintained due to a lack of adequate Revenue Points during the Supply and Maintenance Segment. Unsupplied Land and Naval units must roll 1d6 for Attrition (See Cases 4.2 and 8.4).

Warband: On the reverse side of each Barbari Incognita Marker is a number ranging from “1” to “10” representing the number of Warbands (Barbarian Infantry units and / or Cavalry units) which inhabit that Province.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Roma Victrix is played in sequenced Game-Turns. Each Game-Turn consists of a number of Player Turns equal to the number of Players playing a particular Scenario. Each game turn consists of a **Pillage Marker Removal Phase**, an **Attrition Check Phase**, a **Joint Economic Phase** and an **Initiative Determination Phase** followed by a series of Player Turns. The Active Player of a Player Turn is called the Phasing Player. All activity takes place according to the Sequence of Play as described below. All Game-Turns except the first Game-Turn are identical and follow one another until the Scenario is ended. (The first Game-Turn is unique in that the **Pillage Marker Removal Phase** and

the **Attrition Check Phase** do not occur).

[4.2] SEQUENCE OF PLAY OUTLINE

A. Pillage Marker Removal Phase

Roll 1d6 for any Province containing a Pillage marker. On a die-roll result of “5” or “6”, the Pillage Marker is removed from the Game Map.

B. Attrition Check Phase

An Attrition Check must be made for any Land and Naval units which are unsupplied (Case 8.2), isolated (Case 8.4) or whenever a Province is occupied by Land units belonging to two or more opposing Powers (i.e. not allied to one another). A Player making an Attrition Check consults the **Attrition Table** (below) and rolls 1d6 for his Land and Naval units based on the Command Rating of the Leader to which they are attached. Land and Naval units without a Leader suffer Attrition losses of 10% to 60% based on the die-roll result. Leaders are never affected by an Attrition Check die-roll. A result of “NE” means “No Effect” in which case no Attrition is suffered.

ATTRITION TABLE

DR	Leader Rating			
	1	2	3	4
1	10%	10%	10%	10%
2	20%	20%	20%	20%
3	30%	30%	30%	NE
4	40%	40%	NE	NE
5	50%	NE	NE	NE
6	NE	NE	NE	NE

C. Joint Economic Phase

1. Revenue Collection Segment

Each Active Major Power collects the combined total of the Revenue Value of its Capital City and all Provinces currently under its control. This total is added to the Active Major Power’s Treasury. Revenue may not be collected from any Province containing a Pillage Marker.

2. Supply and Maintenance Segment

Each Active Major Power expends 1/2 Revenue Point to maintain each full-strength Legion, Heavy Infantry, Auxilia, Cavalry and Fleet unit that is owned by it and deployed on the Game Map. Two reduced strength units of the same type are equivalent to one full-strength unit.

3. New Unit Creation and Rebuild Segment

Each Active Major Power may spend Revenue Points to create new Land and Naval units; replace Land and Naval units that were previously eliminated and rebuild Land and Naval units that have been reduced through Combat. (See Cases 3.32, 3.33 and 9.0)

- a. An Active Major Power's Supreme Leader and Capital City may create any new Land and Naval unit available to that Active Major Power. No Leader is required to be in the Capital City.
- b. All other Leaders belonging to an Active Major Power may only create new Auxilia and Fleet units as available to that Active Major Power.
- c. All Leaders belonging to an Active Major Power may replace previously eliminated Land and Naval units and rebuild Land and Naval units that were previously reduced by Combat.
- d. Two reduced strength units of the same type may be combined to form a full-strength unit of that type at any time, as long as they are located in the same Province.
- e. Barbarian, Parthian, Persian, Neutral Major Powers and Minor Powers do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

4. Event Card Replenishment Segment

A Player who played an Event Card during the previous Game-Turn may draw a new Event Card to replace the one played. A Player may also discard an Event Card currently being held and draw a replacement card. At no time may any Player hold more than one Event Card unless otherwise permitted by the Scenario being played.

D. Initiative Determination Phase

An Initiative marker for each Active Major Power is placed in an opaque container. One Initiative marker is then drawn blindly from the container. The Player controlling the Active Major Power whose Initiative marker is drawn is designated as the Phasing Player and conducts a Player Turn according to the Sequence described below.

E. The Active Player Turn

1. Operations Phase

- a. Leader Activation Segment
- b. Movement Segment
- c. Combat Segment

Each segment of the Operations Phase is repeated by the Phasing (Active) Player for each eligible Leader selected for activation.

Once the Phasing Player has completed conducting operations for all eligible Leaders, that Major Power's turn is over and a new Initiative marker is drawn at random to determine the next Active Major Power. This process continues until every Major Power's Initiative marker has been drawn and each Major Power Player has completed a

Player Turn.

After all Major Powers have conducted a Player Turn, the Game-Turn is ended. The Game Turn Track is advanced and the Sequence of Play is repeated for the next Game-Turn [See Case 4.2].

[4.3] GAME LENGTH

Each Scenario shows the year in which the particular event historically began and (usually but not always) the year in which it historically ended. The Game Length indicates the complete number of Game-Turns for the particular Scenario. (Note: The period of time indicated by the Start Date and End Date do not necessarily correspond with the Game Length given for the Scenario). Victory Objectives are shown for each of the Major Powers and are used to determine which Major Power has won the Scenario at the conclusion of the Game.

[4.31] Prior to the start of the Scenario, the Players may decide whether the Scenario will run for the duration of the number of complete Game-Turns as shown, or if the Scenario will end in a "sudden-death" victory.

[4.32] If the Players elect to play a "sudden-death" victory Scenario, the Game ends at the conclusion of the following complete Game-Turn in which any Major Power Player has achieved and maintained his Victory Objectives. This means that all other Players will have had at least one final opportunity to prevent the "sudden-death" victory from occurring.

[4.33] If the Players agree to play the Scenario until the Scenario end date, Victory is determined following the completion of the final Game-Turn.

[4.34] Players may also mutually agree to extend a Scenario beyond the historical Scenario end date.

[4.35] Likewise, Players may mutually agree to end a Scenario any time prior to the historical Scenario end date.

[4.4] VICTORY OBJECTIVES

Depending on the particular Scenario, Victory Objectives may include one or more of the following:

[4.41] Control One or More Specific Provinces

The Player must control the specific Provinces as directed by the Scenario Victory Objectives for his Power. Each individual Province counts as one Victory Objective.

[4.42] Control a Specific Number of Provinces

The Player must control the specific number Provinces as directed by the Scenario Victory Objectives for his Power. Each individual Province counts as one Victory Objective.

[4.43] Control All Provinces of One or More Specific Regions

The Player must control all Provinces located in the specific Region(s) as directed by the Scenario Victory Objectives for his Power. Each individual Province counts as one Victory Objective.

[4.44] Eliminate Specific Leaders

The Player must eliminate the Specific Leader or Leaders as directed by the Scenario Victory Objectives for his Power. Each individual Leader counts as one Victory Objective.

[4.45] Have the Sole Remaining Supreme Leader

The Player must have the sole remaining Supreme Leader left in play after all other Supreme Leaders have been eliminated as directed by the Scenario Victory Objectives for his Power. Having the sole remaining Supreme Leader left in play counts as one Victory Objective.

[4.5] VICTORY DETERMINATION

Following the completion of the last full Game-Turn of a Scenario, the Victory Objectives achieved by each Player are totaled and the winner is determined.

[4.51] Each Player totals the number of his achieved Victory Objectives. The Player then divides this number by the total of all his Victory Objectives to obtain a Victory percentage. The Player with the highest Victory percentage is declared the winner of the Scenario.

[4.52] If two or more Players are tied in Victory percentages, the Player with the highest base Revenue Value of all controlled Provinces is declared the winner of the Scenario. (Ignore Pillage Markers).

[4.53] If two or more Players are tied in Victory percentages and base Revenue Value of Provinces, then the Player with the highest total of Revenue Points in Treasury is declared the winner of the Scenario.

[5.0] THE OPERATIONS PHASE

There are three types of units in *Roma Victrix*: Leader units, Land units and Naval units. Land and Naval units do not have an intrinsic Movement Point allowance and may only be moved when attached to (and under the command of) an Activated Leader. Thus, an Activated Leader attaches, moves and commands the otherwise immobile Land and Naval units.

During the Operations Phase the Phasing Player may activate and move as many or as few Leaders (along with any attached Land or Naval units) as desired. Land and Naval Movement and Combat are conducted by expending

an Activated Leader's Operations Points. An Activated Leader's available Operations Points are equal to the sum of his Command Rating and the result of a 1d6 die-roll.

The Land and Naval Movement and Combat procedures are described in further detail below. Land Movement (Case 5.2) Land Combat (Case 5.3) Naval Movement (Case 5.6) Naval Combat (Case 5.7) and Siege Combat (Case 10.4).

[5.1] LEADER ACTIVATION

[5.11] To activate a Leader, the Phasing Player identifies the Leader to be activated, rolls 1d6 and adds the Leader's Command Rating to the die-roll. The result is the total number of Operations Points available to that Leader for the current Operations Phase.

[5.12] An Activated Leader may be moved independently or with any attached Land and Naval units during the Operations Phase. The Leader and his force may use some or all of his Operations Points to conduct both Land and Sea Movement, and engage in both Land and Naval Combat as well. After engaging in Land or Naval Combat, the Leader and his force may resume moving up to the limit of the Leader's available Operations Points.

[5.13] Each Activated Leader is moved individually, tracing the path of Movement through consecutive Provinces and Sea Areas on the Game Map. Leaders may be moved in any order however an individual Leader's Movement (and any resulting Land or Naval Combat) must be completed and resolved before another Leader is activated.

[5.14] Movement is conducted by expending Operations Points. A Leader expends one Operations Point for each Province or Sea Area entered.

[5.15] An Activated Leader may attach and / or detach Land and Naval units in any Province the Leader occupies or enters during the course of the Phasing Player's Operations Phase. There is no additional Operations Point cost to attach, transport or detach Land and Naval units.

[5.16] Each Activated Leader may be moved into and through as many or as few Provinces and / or Sea Areas as desired, so long as any individual Leader's total Operations Points allowance is not exceeded in a single Operations Phase.

[5.17] An Activated Leader's unused Operations Points may not be saved or accrued from Game-Turn to Game-Turn, nor may they be transferred from one Activated Leader to another.

[5.18] When an Activated Leader has completed its Movement and Combat, the Phasing Player must announce

so. The Activated Leader and any units that moved with it may not be moved again during the current Operations Phase.

[5.19] During the Operations Phase all, some or none of the Phasing Player's units may be moved. Land and Naval Combat may occur at the Phasing Player's option. A non-Phasing Player is not permitted to move his units except when attempting to perform an Interception of the Phasing Player's Movement.

[5.2] LAND MOVEMENT

[5.21] In order to move Land units, the Phasing Player expends an Activated Leader's Operations Points (OPs). An Activated Leader's total Operations Points allowance is equal to his Command Rating plus the result of a 1d6 die-roll.

[5.22] An Activated Leader expends Operations Points as follows:

- 1 OP to enter a Province.
- 2 OP's to enter a Province occupied by a reduced strength Limes Marker. (see Case 10.6)
- 3 OP's to enter a Province occupied by a full-strength Limes Marker (see Case 10.6)
- 1 OP to enter a Strait.
- 1 OP to embark Land units for Naval Transport
- 1 OP to disembark Land units from Naval Transport
- 1 OP to initiate Land Combat.
- 1 OP to initiate a round of Siege Combat.
- 1 OP to Pillage a Province.

[5.23] No Leader may be activated more than once in a single Operations Phase. Thus, no Leader or Land unit may move more than once in a single Operations Phase.

[5.24] A Land unit may only be attached to one Activated Leader during the course of a single Operations Phase. A Land unit may not participate in Movement or Combat under the command of different Leaders during a single Operations Phase. A Land unit that is moved by one Leader may not participate in Movement or Combat under the command of a different Leader during the same Operations Phase.

[5.25] An Activated Leader and attached Land units may move from one Province to an adjacent Province, across a Provincial or Regional border, or into a Strait. A Land unit may not enter a Sea Area except when embarked on a Fleet unit performing Naval Transport.

[5.26] An Activated Leader and attached Land units may freely enter and move through Provinces occupied by other

friendly units. A Leader does not expend any additional Operations Points to enter or leave friendly occupied Provinces.

[5.27] An Activated Leader and attached Land units may enter, but not move through any Province occupied by Land units belonging to another Power at no additional Operations Point cost. An Activated Leader may only move through such a Province if permitted to do so by the Player controlling the units occupying that Province. If permission is not granted, the Phasing Player may initiate Land Combat by expending an Operations Point. If the Phasing Player elects not to initiate Land Combat, the non-Phasing Player may initiate Land Combat by Interception. Interception within the same Province is automatic and does not require the expenditure of any Operations Points.

[5.28] Opposing forces may occupy the same Province at the end of the Operations Phase however they are subject to an Attrition Check if both forces still occupy the Province at the beginning of the next game- turn (*Note:* See the Sequence of Play Outline, Case 4.2; item B "Attrition Check Phase").

[5.29] An Activated Leader and attached Land units which begin their turn in a Province containing Land units belonging to another Power may leave that Province at no additional Operations Point cost.



The Phasing Player has activated his Leader and is conducting Land Movement. He rolls a 1 and adds the Leader's Command Rating (1+1=2) resulting in 2 OP's. The Phasing Player can use 1 OP to move into Lycia. The Phasing Player cannot move into Cilicia as the full-strength Limes costs 3 OP's to enter

[5.3] LAND COMBAT

Whenever an Activated Leader and attached Land units enter a Province occupied by enemy Land units, Land Combat may occur. The Phasing Player is the attacker, and the non-Phasing Player is the defender. In the case of a successful Land Movement Interception (Case 5.4) the roles are reversed.

[5.31] Land Combat Procedure

Step 1, Attack: The Phasing Player expends 1 OP of his Activated Leader's Operations Point allowance to attack.

Step 2, Withdrawal Before Combat: The non-Phasing Player determines if he wishes to attempt a Withdrawal Before Land Combat (Case 5.5). If the Withdrawal is successful, Land Combat does not occur, however the Phasing Player's Activated Leader may continue Movement and attack again.

Step 3, Total CSPs: Each Player totals the Combat Strength Points (CSPs) of his Land units that will participate in Combat (LG = 4 CSPs, HI = 3 CSPs, BI = 2 CSPs, AUX = 2 CSPs, CAV = 2 CSPs).

Step 4, Calculate CSP Ratios: Each Player's CSP totals are compared as a ratio of the larger force to the smaller force. Ratios are always rounded in favor of the smaller force.

Example 1: 9 CSPs vs 3 CSPs is a ratio of 3 to 1;

Example 2: 9 CSPs vs 5 CSPs is a ratio of 1 to 1.

Step 5, Calculate DRMs: Each Player calculates his applicable Land Combat Die-Roll Modifier (DRM). The Land Combat DRM is determined according to the following criteria:

Leader Command Differential

The Player whose Leader has the higher Command Rating receives a DRM equal to the difference between his Leader's Command Rating and the enemy Leader's Command Rating.

(*Note:* If 2 or more Leaders belonging to the same Power occupy the same Province during Land Combat, the Command Rating of only 1 Leader may be used as a DRM.)

Numerical Advantage

The Player with the larger force (in terms of CSP's) receives a Land Combat Die-Roll Modifier equal to the difference of the terms of the CSP ratio.

Example: A 2 to 1 CSP ratio provides a 1 DRM; 3 to 1 CSP ratio provides a 2 DRM; 4 to 1 CSP ratio provides a 3 DRM and so forth.

Cavalry Advantage

The Player whose force has a ratio of Cavalry CSP's of 2 to 1 or better over his opponent receives a 2 DRM.

Land Combat Die-Roll Modifier Application Procedure

The Player with the greater number of Land Combat Die-Roll Modifiers subtracts the total of his opponent's Land Combat Die-Roll Modifiers from his own total DRM's. Thus, one Player will be left with a net Land Combat Die-Roll Modifier which he may apply to the Land Combat Resolution Die-Roll.

Example: Caesar has a total DRM of 5. Pompeius has a total DRM of 3. Pompeius' DRM is subtracted from Caesar's DRM leaving Caesar with a net Combat Die-Roll Modifier of 2.

All Land Combat Die-Roll Modifiers are cumulative.

Step 6, Roll 1d6: Each Player rolls 1d6. This is the Land Combat Resolution Die-Roll. Each Player's die-roll result is multiplied by 10, the result being the percentage of CSPs lost by his opponent.

Example: An unmodified die-roll of "4" means that your opponent loses 40% of the CSPs in his force.

Step 7, Apply DRMs: The Player with the net Land Combat Die-Roll Modifier may modify one or both Land Combat Resolution Die-Roll results up or down as he wishes. The Player may increase his own die-roll by 1 for each DRM which raises the percentage of his opponent's losses; he may decrease his opponent's die-roll by 1 for each DRM which lowers the percentage of his own losses; or he may use his net Land Combat Die-Roll Modifier in any combination of the two up to his total net DRM.

A Land Combat Resolution Die-Roll may never be modified greater than 10 (100%) or less than 1 (10%).

Step 8, Convert DR to Percentage: Each Player's modified die-roll result is now applied to his opponent's force as a percentage of CSPs eliminated in Land Combat. The Player who lost the higher percentage of CSPs is the loser. In the event that both Player's CSP loss percentages are equal, the Land Combat is declared a "draw".

Step 9, Consult Percentage Table: Both Players consult the Percentage Table and allocate their own respective CSP losses as required. Land units may be reduced or eliminated as necessary in order to satisfy the total CSP loss. Leaders may not be eliminated to satisfy CSP losses. (*Note:* To use the Percentage Table, simply cross-index the total number of Combat Strength Points with the applicable percentage and reduce the affected force by the number shown.)

Example: A force consisting of 15 Combat Strength Points must lose 40% of its total. Cross-indexing the row of 15 CSPs with the 40% column yields a result of “6” CSPs. The affected force is reduced from 15 CSPs to 9 CSPs.

Step 10, Leader Elimination Check: The Player controlling a Leader that is defeated as the result of Land Combat must check for a Leader casualty by rolling a 1d6. A defeated Leader is eliminated and removed from play on a die-roll result of “1”. In the event that all friendly Land units attached to a Leader are eliminated as the result of Land Combat, the Leader is eliminated as well.

Step 11, Retreat Procedure: The defeated Player now decides if the defeated force will retreat to an adjacent Province or attempt to remain in the Province.

Step 11a, Voluntary Retreat: If the defeated Player elects to retreat, the defeated force may retreat into a Capital City (if located in the same Province), or it may retreat up to two Provinces away from the battle location.

Step 11b, Remain in Place: If the defeated Player wishes to have the force remain in the Province, the defeated Player rolls 1d6. If the die-roll result is equal to or less than the defeated Leader’s Command Rating, the defeated force may remain in the same Province. If the defeated force has no Leader, a roll of “1” on a 1d6 permits the defeated force to remain in the Province.

Step 11c, Mandatory Retreat: If the die-roll result is greater than the defeated Leader’s Command Rating, (or greater than “1” for a Leaderless force), the defeated Player must retreat the defeated force a distance equal to the difference of the failed die-roll.

Step 11d, Retreat Restrictions: A defeated force may

conduct a retreat by any path open to it, no matter how circuitous it may be, with the following restrictions:

1. A retreating force may not enter the Province from which the attacking force entered the battle area;
2. A retreating force may not enter any Province occupied by enemy Land units;
3. A retreating force may only move into or through a given Province once during the course of retreating; it may not retreat into any Province through which it has already retreated as part of its current retreat. In other words, a retreating force may not “double back” in order to satisfy a retreat requirement.
4. A retreating force may not enter any Impassable area (Arabia, Gaetulia, Garamantia, Nobadia, Sarmatia or Scythia).
5. A defeated force may not retreat via Naval Movement by embarking onto friendly Fleet units and using Naval Movement. A defeated force may retreat by moving into and through a Strait.

Step 11e, Inability to Retreat: If a defeated force is unable to satisfy the total distance required by a retreat result, for any of the reasons cited above, the defeated force is eliminated instead.

Step 11f, Garrison Markers: Garrison markers are permitted to retreat into a friendly City located in the same Province as the Garrison marker. If a Garrison marker is required to retreat outside of the Province in which it is located, it is eliminated instead.

Step 12, Combat Continuation: If the victorious Activated Leader has Operations Points remaining, the Phasing Player may determine if he wishes the Activated Leader to continue to move and / or attack again.

Combat Example, Image 1 and 2



Step 1: The Red Leader 1 in Cisalpia spends 1 OP to enter Pannonia and another 1 OP to initiate Land Combat.

Step 2: The Blue Leader 1 in Pannonia may choose to withdraw before land combat but chooses not to.

Step 3: The Red Power has a total of 8 CSPs (4+2+2=8) and the Blue Power has 5 (3+2=5).

Step 4: The CSPs are compared, 8 to 5, and made into a ratio of 1 to 1.

Step 5: The Leader Differential is now compared with the Red Leader having a 3 and the Blue Leader having a 4 yields a DRM of 1. There is no numerical Advantage. The Red Power has a Cavalry Advantage (2 cavalry CSPs to 0) for a 2 DRM. The Red Power has a 2 DRM and the Blue Power has a 1 DRM so the Red Power will have a 1 DRM that he can apply to the combat.

Step 6: Each Player then rolls 1d6 and multiplies by 10. The Red Power rolls a 5 (5x10) yielding 50% losses to the Blue Power while the Blue Power rolls a 2 (2x10) yielding a 20% loss to the Red Power.

Step 7: According to the Percentage Table, the Red Power would lose 2 CSP's (20% of 8) and the Blue Power would lose 3 (50% of 5). The Red Power decides to lower the Blue Power's DR by 1 (The Land Combat DR Modifier from Step 5) and suffers a 10% loss (1x10) resulting in 1 CSP loss.

Step 8: The Blue Power has lost the combat since it has lost the higher percentage.

Step 9: The Red Power flips is AUX unit over to satisfy his 1 CSP combat losses and the Blue Power eliminates the BI unit while flipping the HI unit to its reverse side satisfying the 3 CSPs in losses.

Step 10: The Blue Leader rolls for Leader Casualty, rolling a 5. On a 1 or 6 the Leader would have been a casualty.

Step 11: The Blue Power may wish to remain in the Province (**Step 11a** and **Step 11b**) but chooses not to. If the Blue Power had a Capital in Pannonia, the units could have retreated to it. The Blue Power chooses to retreat the required 2 provinces (**Step 11c** and **Step 11d**).

Step 12: The Red Power has 1 OP remaining and could continue to move but chooses not to.



[5.32] If a defeated force was not eliminated or forced to retreat as the result of Land Combat and the victorious Activated Leader lacks sufficient Operations Points to initiate further Land Combat then both forces will end the Operations Phase mutually occupying the Province. In such cases, neither Power controls the Province for purposes of Revenue Collection or New Unit Creation and Rebuild.

[5.33] A defeated force is never required to retreat when it is: **1.** A Client State, Barbarian Ally or Minor Power defending any “home” Province(s); **2.** A Barbarian Minor Power defending any “home” Province(s) in Barbaricum. **3.** An attacking force created by the play of the “Ambush”, “Minor Rebellion” or “Major Rebellion” Event Cards. (Note: a home Province is any Province which the forces of a Client State, Barbarian Ally, or Minor Power control at the start of a Scenario.)

[5.4] LAND MOVEMENT INTERCEPTION

[5.41] A non-Phasing Player's Leader and attached Land units may attempt to intercept an activated enemy Leader and attached Land units that enter an adjacent Province.

[5.42] There are no limitations to the number of times that a Leader may attempt Land Movement Interception provided those Interception attempts are made against different enemy forces.

[5.43] Land Movement Interception may be attempted against any enemy force that is conducting Land Movement or Retreat from Combat. Land Movement Interception may not be attempted against an enemy force which has itself just performed a successful Land Movement Interception.

[5.44] Land Movement Interception attempts may be made (and executed) by multiple eligible forces, with each resulting Land Combat being individually resolved one at

[5.45] When attempting Land Movement Interception, the non-Phasing Player rolls 1d6. Land Movement Interception is successful if the die-roll result is equal to or less than the Command Rating of the Leader making the attempt. The non-Phasing Player may now attack the Phasing Player's intercepted force.

[5.46] A non-Phasing Leader attacking an enemy force as the result of a successful Land Movement Interception does not expend any Operations Points to initiate Land Combat.

[5.47] Land Combat that occurs as the result of a successful Land Movement Interception follows the same Land Combat Procedure (Case 5.31), except that the Intercepting force is the attacker and the Intercepted force is the defender.

[5.48] An Intercepted Leader may not attempt to conduct a Withdrawal Before Land Combat.

[5.49] The Intercepted Leader remains active after resolving Land Combat and may continue to move as long as he has sufficient Operations Points remaining. If the Intercepted Leader was defeated in Land Combat, one additional Operations Point is deducted from the Intercepted Leader's remaining Operations Point allowance.

[5.5] WITHDRAWAL BEFORE COMBAT

When an Activated Leader and attached Land units enter an enemy occupied Province, the non-Phasing Player may attempt to Withdraw before Combat.

[5.51] The non-Phasing Player rolls 1d6. If the die-roll result is equal to or less than his Leader's Command Rating, he may withdraw his forces up to a maximum number of Provinces equal to the difference of the die-roll and his Leader's Command Rating. Even if the die-roll is equal to the Leader's Command Rating, the non-Phasing Player is still permitted to Withdraw into an adjacent friendly Province.

[5.52] If the non-Phasing Player's Capital City is located in the same Province as his Land units, those Land units may always elect to Withdraw into the Capital City in which case Siege Combat may occur (see Case 10.4).

[5.53] If a defending force in a Province does not have a Leader with it, that force may still attempt to Withdraw. The non-Phasing Player rolls 1d6. On a die-roll result of "1", the defending force may Withdraw into an adjacent friendly Province.

[5.54] A non-Phasing Player's forces conducting Withdrawal Before Land Combat may only Withdraw into or through friendly Provinces.

[5.55] A Phasing Player's force that is Intercepted may not

attempt to Withdraw Before Land Combat.

[5.56] A non-Phasing Player's forces may not Withdraw Before Land Combat by retreating (embarking) onto friendly Fleet units and using Naval Movement.

[5.6] NAVAL MOVEMENT

Naval Movement (and Naval Transport) may be performed by a Fleet unit which is based in a coastal Province or Strait and under the command of an Activated Leader. A Fleet unit that is based in a coastal Province is placed on the coastline of that Province and the adjacent Sea Area. A Fleet unit that is based in a Strait is placed inside the circle representing that Strait. Some Provinces have coastlines adjacent to more than one Sea Area, such as Cisalpina (Mare Tyrrhenum / Mare Adriaticum) or Baetica (Oceanus Atlanticus / Mare Balearicum). In such cases, a Fleet must be positioned on the coastline adjacent to one or the other Sea Area.

[5.61] An Activated Leader may move Fleet units from a coastal Province or Strait to a connected Sea Area or adjacent coastal Province. To move a Fleet unit, an Activated Leader expends Operations Points (OPs). As in Land Movement, the Activated Leader's total Operations Points allowance is equal to the Leader's Command Rating plus the result of a 1d6 die-roll.

[5.62] An Activated Leader conducting Naval Movement expends Operations Points up to the limit of his allowance as follows:

1 OP to embark or debark a Land unit or units for Naval Transport*

1 OP to move from a coastal Province to an adjacent coastal Province or a connected Sea Area **OR** from one Sea Area to a connected Sea Area or an adjacent coastal Province.

1 OP to initiate Naval Combat.

**Applies to any Land unit in a coastal Province which has not previously moved under the command of another Leader during the current Game-Turn.*

[5.63] A Fleet unit may only be attached to one Leader during the course of a single Operations Phase. A Fleet unit may not participate in Movement or Combat under the command of different Leaders during a single Operations Phase. A Fleet unit that is moved by one Leader may not move or participate in Combat under the command of a different Leader during the same Operations Phase.

[5.64] An Activated Leader and attached Fleet units move from a coastal Province to an adjacent Sea Area and then

either to additional connected Sea Areas or another coastal Province.

[5.65] A Fleet unit may never end an Operations Phase in a Sea Area. Naval Movement must begin and end in a coastal Province (Port).

[5.66] As an exception to the above rule, a Fleet unit may locate and remain at a Strait. When a Fleet unit is positioned at a Strait, Land Movement across that Strait is prohibited. A Fleet unit may remain at the Strait until it is voluntarily moved by the owning Player or forced to move or eliminated as the result of Naval Combat.

[5.67] A Fleet unit may never move overland across or through a coastal Province.

[5.68] If a Phasing Player's activated Leader and Land units move into, occupy or remain (after Movement or Combat) in a coastal Province occupied solely by a non-Phasing Player's Fleet unit(s), he may attempt to capture the Fleet unit(s). The Phasing Player rolls 1d6 for each Fleet unit. If the die-roll result is equal to or less than the activated Leader's Command Rating, the Fleet unit is captured and is replaced it with one of his own. If the die-roll is unsuccessful, the non-Phasing Player's Fleet unit simply relocates to any friendly controlled coastal Province.

[5.69] When conducting Naval Movement, the Phasing Player must roll 1d6 for each Fleet unit after it expends 3 Operations Points moving through Sea Areas. On a die-roll result of "1" that Fleet unit is reduced (flipped over). If the Fleet unit is carrying a Land unit (performing Naval Transport) the Land unit is also reduced (flipped over). If the Fleet unit making the attempt was already at reduced strength, it is eliminated instead. A Land unit being transported by a Fleet unit which is eliminated, is eliminated as well.

[5.7] NAVAL COMBAT

Naval Combat may occur whenever a Phasing Player's Fleet units enter a coastal Province or Strait containing enemy Fleet units.

[5.71] Withdrawal Before Naval Combat

A non-Phasing Player may attempt to Withdraw Before Naval Combat. In order to Withdraw Before Naval Combat the non-Phasing Player rolls 1d6. On a die-roll result of 1-3, the non-Phasing Player may relocate his Fleet unit(s) to any friendly Coastal Province. If the non-Phasing Player rolls a 4-6, or does not wish to Withdraw before Naval Combat, Naval Combat is conducted.

[5.72] Naval Combat Procedure

Step 1, Total CSPs: Each Player totals the Combat Strength Points (CSPs) of his Fleet units that will participate in Naval Combat. A full-strength Fleet unit is worth 2 CSPs. A reduced strength Fleet is worth 1 CSP.

Step 2, Calculate CSP Ratios: Each Player's CSP totals are compared as a ratio of the larger force to the smaller force. Ratios are always rounded in favor of the smaller force.

Step 3, Calculate DRMs: Each Player calculates his applicable Naval Combat Die-Roll Modifier (DRM). The Naval Combat DRM is determined according to the following criteria:

A. Leader Command Differential

The Player whose Leader has the higher Command Rating receives a DRM equal to the difference between his Leader's Command Rating and the enemy Leader's Command Rating. (*Note:* If 2 or more Leaders belonging to the same Power occupy the same coastal Province where Naval Combat is about to occur, the Command Rating of only 1 Leader may be applied as a DRM to the Combat Die-Roll).

B. Numerical Advantage

The Player with the larger force (in terms of CSP's) receives a Naval Combat Die-Roll Modifier equal to the difference of the terms of the CSP ratio.

C. Naval Combat Die-Roll Modifier Application Procedure

The Player with the greater number of Naval Combat Die-Roll Modifiers subtracts the total of his opponent's Naval Combat Die-Roll Modifiers from his own total DRM's. Thus, one Player will be left with a net Naval Combat Die-Roll Modifier which he may apply to the Naval Combat Resolution Die-Roll. All Naval Combat Die-Roll Modifiers are cumulative.

Example: Agrippa has a total DRM of 5. Antonius has a total DRM of 3. Antonius' DRM is subtracted from Agrippa's DRM leaving Agrippa with a net Combat Die-Roll Modifier of 2.

Step 4, Roll 1d6: Each Player rolls 1d6. This is the Naval Combat Resolution Die-Roll. Each Player's die-roll result is multiplied by 10, the result being the percentage of CSPs lost by his opponent.

Example: An unmodified die-roll of "4" means that your opponent loses 40% of the CSPs in his force.

Step 5, Apply DRMs: The Player with the net Naval Combat Die-Roll Modifier may modify one or both Naval Combat Resolution Die-Roll results up or down as he wishes. The Player may increase his own die-roll by 1 for each DRM which raises the percentage of his opponent's losses; he may decrease his opponent's die-roll by 1 for each DRM which lowers the percentage of his own losses; or he may use his net Naval Combat Die-Roll Modifier in any combination of the two up to his total net DRM.

Restrictions and Limitations on Die-Roll Modifiers and the Naval Combat Resolution Die-Roll

A Naval Combat Resolution Die-Roll may never be modified greater than 10 (100%) or less than 1 (10%). (*Note:* As in the case of Land Combat, it is entirely possible to produce results in which one side suffers 10% casualties and the other is completely eliminated).

Step 6, Convert Die Roll to Percentage: Each Player's modified die-roll result is now applied to his opponent's force as a percentage of CSPs eliminated in Naval Combat. The Player who lost the higher percentage of CSPs is the loser. In the event that both Player's CSP losses are equal, the Naval Combat is declared a "draw".

Step 7, Consult Percentage Table: Both Players consult the Percentage Table and allocate their respective CSP losses as required. Fleet units may be reduced or eliminated as necessary in order to satisfy the total CSP loss. (*Note:* To use the Percentage Table, simply cross-index the total number of Combat Strength Points with the applicable percentage and reduce the affected force by the number shown. Example: A force consisting of 15 Combat Strength Points must lose 40% of its total. Cross-indexing the row of 15 CSPs with the 40% column yields a result of "6" CSPs. The affected force is reduced from 15 CSPs to 9 CSPs.)

Land units being carried as Naval Transport do not participate in Naval Combat, however they may be reduced or eliminated if the Fleet units that are carrying them are reduced or destroyed because of Naval Combat. A Leader is lost as the result of Naval Combat only if all his Fleet units are eliminated.

Step 8, Retreat Procedure: Once Naval Combat has been resolved, the defeated Naval force must retreat to the nearest friendly coastal Province.

Step 9, Leader Elimination: In the event that all friendly Naval units attached to a Leader are eliminated as the result of Naval Combat, the Leader is eliminated as well.

[5.8] NAVAL MOVEMENT INTERCEPTION

[5.81] A non-Phasing Player's Leader and Fleet units may attempt to intercept enemy Fleet units that enter an adjacent coastal Province.

[5.82] There are no limitations to the number of times that a Leader may attempt Naval Movement Interception.

[5.83] Naval Movement Interception may be attempted against any enemy Fleet units that are conducting Naval Movement, or Withdrawal Before Naval Combat.

[5.84] Naval Movement Interception attempts may be made (and executed) by multiple eligible forces, with each Naval Combat being resolved one at a time.

[5.85] To conduct a Naval Movement Interception attempt, the non-Phasing Player rolls 1d6 and modifies the die-roll by adding his Leader's Command Rating. If the result is "7" or greater, the Naval Movement Interception attempt is successful and the non-Phasing Player becomes the attacker.

[5.86] A non-Phasing Leader attacking enemy Fleet units as the result of a successful Naval Movement Interception does not expend any Operations Points to initiate Combat.

[5.87] Naval Combat that occurs as the result of a successful Naval Movement Interception follows the same Naval Combat Procedure outlined, except that the Intercepting force is the attacker and the Intercepted force is the defender.

[5.88] The Intercepted Leader may not attempt to conduct a Withdrawal Before Naval Combat.

[5.89] The Intercepted Leader remains active after resolving Naval Combat and may continue to move as long as he has sufficient Operations Points remaining.

[5.9] NAVAL TRANSPORT

[5.91] An Activated Leader and any attached Land units must be embarked for Naval Transport on Fleet units located in a coastal Province.

[5.92] Embarkation takes place when an Activated Leader and attached Land units move to a coastal Province where one or more friendly Fleet units are located. The Activated Leader expends 1 OP and the Leader and his attached force embark onto the friendly Fleet units.

[5.93] The Activated Leader must have sufficient Operations Points to complete the intended Naval Movement. This includes 1 OP to debark in the destination coastal Province. A Land unit may not end an Operations Phase embarked on a Fleet unit, nor may a Fleet unit end an Operations Phase

embarked on a Fleet unit, nor may a Fleet unit end an Operations Phase “at sea”.

[5.94] A full-strength Fleet unit may carry one full-strength Land unit or two reduced strength Land units of any type. A reduced strength Fleet unit may only carry one reduced strength Land unit. A Leader is never counted against the transport capacity of a Fleet unit.

[5.95] An Activated Leader and any attached Land units may disembark in any coastal Province at a cost of 1 OP. The coastal Province may be friendly or not.

[5.96] If an Activated Leader and attached Land units disembark in a Province occupied by Land units belonging to another Power, Land Combat may take place. (Refer to the procedure in Case 5.3).

[6.0] STACKING

Stacking is defined as more than one Land or Fleet unit occupying a single Province or Sea Area.

[6.1] A Player may have any number of Land units in the same Province and any number of Fleet units in the same Sea Area. There is no limit to the number of units which may occupy any Province and Land units may move through Provinces occupied solely by other friendly Land units without impediment.

[6.2] A Player may not inspect a stack of Land and / or Fleet units belonging to another Player. The composition of a stack of Land and / or Fleet units is known only to the Player to whom said stack belongs.

[6.3] Any time during a Phasing Player’s Game-Turn, two reduced strength Land or Naval units of the same type, in the same Province, may be reformed as one full-strength unit.

[7.0] THE REVENUE COLLECTION SEGMENT

Each Active Major Power receives income for controlling Capital Cities and Provinces which generate Revenue in the form of Revenue Points during the Revenue Collection Segment of the Joint Economic Phase.

[7.1] In the Revenue Collection Segment, each Active Major Power Player collects Revenue Points for his Capital City and for each Province controlled by that Active Major Power. The collected Revenue Points are recorded on the Treasury Track of the Major Power Display Card and stored in the Active Major Power’s Treasury which is located in its Capital City.

[7.2] Revenue Points are available for spending and are necessary to create new Land units and Naval units, maintain existing Land and Naval units, replace Land and Naval units previously destroyed in Combat and to rebuild Land and Naval units that were reduced through Combat back to full-strength.

[7.3] Every Province has a Revenue Value ranging from “0” to “3” Revenue Points which is shown both on the map and on its corresponding Province Card. Each Scenario lists the Provinces and Regions controlled by the various Powers. A Province or Region with a Revenue Value of “0” does not generate Revenue.

[7.4] Capital Cities have a value of “5” Revenue Points. Provinces containing Capital Cities are highlighted in red type on the Scenario Set-Up Charts.

[7.5] A clear path of travel must be able to be traced from a controlled Province to the controlling Active Major Power’s Capital City in order for Revenue to be added to Treasury. The path may be any length of distance over land and water, however it may not be traced across or through:

1. An enemy occupied Province,
2. A Province belonging to another Major Power’s Ally or Client State,
3. Any Province of Barbaricum, or a Province occupied by Barbarian units.

[7.6] If a clear path of travel cannot be traced from a controlled Province to the controlling Active Major Power’s Capital City, Revenue from that Province may not be added to the Active Major Power’s Treasury.

[7.7] A Major Power must have at least one available Fleet unit in a coastal Province bordering on any Sea Area over which it attempts to trace a path of travel from a controlled Province to its Capital City.

[7.8] If an Active Major Power’s Capital City is captured by another Power as the result of Siege Combat, half of the Treasury (rounded up) is lost to the capturing Power. The remaining half is retained by the original Major Power.

[7.9] The following entities do not collect Revenue or pay for the creation, replacement or maintenance of Land and Naval units:

1. Barbarian Major Powers
2. Parthian and Persian Major Powers
3. Neutral Major Powers
4. Minor Powers, Allies and Client States

[8.0] THE SUPPLY AND MAINTENANCE SEGMENT

Each Active Major Power must expend Revenue Points to maintain each Legion, Heavy Infantry, Auxilia, Cavalry and Fleet unit owned by it and currently deployed on the Map. The cost of maintaining each unit is .5 Revenue Points, as shown on **The New Unit Creation, Rebuild And Maintenance Table** (Case 9.2 below).

[8.1] MAINTENANCE PROCEDURE

Each Active Major Power determines the total number of owned Legion, Heavy Infantry, Auxilia, Cavalry and Fleet units currently deployed on the Map. The total number of owned Land and Naval units is then divided by half (rounded up). The result is the total cost in Revenue Points for maintenance of all of the Active Major Power's Land and Naval units for the current Game-Turn.

[8.2] UNSUPPLIED ROMAN UNITS

[8.21] Roman Land and Naval units which are unable to be maintained due to a lack of adequate Revenue Points during the **Supply and Maintenance Segment** are deemed to be unsupplied.

[8.22] Unsupplied Land and Naval units must roll 1d6 for Attrition (See Case 4.2).

[8.23] (Optional Rule). Instead of being eliminated, Roman Land and Naval units which suffer Attrition as the result of being unsupplied defect to the nearest opposing Roman Leader in Roman Civil War Scenarios. Roman Land and Naval units will never defect to a non-Roman Power.

[8.3] UNSUPPLIED NON-ROMAN UNITS

[8.31] Non-Roman Land and Naval units which are unable to be maintained due to a lack of adequate Revenue Points during the Supply and Maintenance Segment are deemed to be unsupplied.

[8.32] Unsupplied Land and Naval units must roll 1d6 for Attrition (See Case 4.2). Barbarian Infantry and Cavalry units are never considered to be unsupplied.

[8.4] ISOLATED UNITS

Land and Naval units which are unable to trace a Supply Path (see 3.9) through Provinces and Sea Areas unoccupied by enemy Land and Naval units to a friendly Capital City are deemed to be isolated and must roll 1d6 for Attrition (See Case 4.2). Barbarian Infantry and Cavalry units are never considered to be isolated. (Players may use Optional Rule [8.23] for isolated Roman Land and Naval units).

[9.0] THE NEW UNIT CREATION AND REBUILD SEGMENT

There are no reinforcements in Scenarios. Instead, each Major Power may increase its Land and Naval forces by creating new Land and Naval units, and rebuilding reduced or destroyed Land and Naval units during the New Unit Creation and Rebuild Segment of his Player Turn. The quantity of new Land and Naval units which can be created and rebuilt depends on the number of Revenue Points available in the Major Power's Treasury and the Province in which the activity will occur. In no instance may a Major Power exceed the limitations imposed by the counter mix.

[9.1] THE NEW UNIT CREATION AND REBUILD PROCEDURE

[9.11] Each Active Major Power may spend Revenue Points to create (recruit) new Land and Naval units and rebuild (replace) Land and Naval units that were previously reduced or eliminated through Combat.

[9.12] New Land and Naval units may only be created or replaced in the Province which contains the Active Major Power's Capital City or any controlled Province occupied by a Leader belonging to that Active Major Power subject to the restrictions shown below:

- a. An Active Major Power's Supreme Leader and Capital City may create any new Land and Naval unit available to that Active Major Power (Legions, Heavy Infantry, Auxilia, Cavalry and Fleets). No Leader is required to be in the Capital City.
- b. All other Leaders belonging to an Active Major Power may only create new Auxilia and Fleet units as available to that Active Major Power.
- c. All Leaders belonging to an Active Major Power may replace previously eliminated Land and Naval units and rebuild Land and Naval units that were previously reduced by Combat.
- d. Two reduced strength units of the same type may be combined to form a full-strength unit of that type at any time, as long as they are located in the same Province.
- e. Barbarian, Parthian, Persian, Neutral Major Powers and Minor Powers do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[9.13] A Leader attempting to create or replace Land and Naval units in a controlled Province makes a recruitment die-roll by rolling 1d6. If the die roll result is equal to or

die-roll by rolling 1d6. If the die roll result is equal to or less than his Command Rating, the Leader may create or replace Land and Naval units without penalty by simply paying the appropriate costs in Revenue Points as shown on the **New Unit Creation, Rebuild & Maintenance Table**.

[9.14] A Leader who fails his recruitment die-roll may still create or replace Land and Naval units. The Player controlling the affected Leader pays the costs as described above however the Leader may not generate or expend any Operations Points in the Player’s upcoming Operations Phase. (i.e. he may not engage in Movement or Combat). It is assumed that the affected Leader has had to employ more aggressive methods of filling the ranks and training his troops.

[9.15] The total number and type of units which may be created or replaced in each eligible Province are limited as follows:

- 2 Legions (Roman Major Powers only) or Heavy Infantry units, plus
- 2 Auxilia units, plus
- 1 Cavalry unit, plus
- 1 Fleet unit

[9.16] An Active Major Power may create or rebuild some or all of the units (shown above) in an eligible controlled Province. The Active Major Power is never required to create all of those listed units. Substitutions are not permitted.

[9.17] Restrictions on New Unit Creation and Rebuild:

1. Deficit spending is never permitted. If an Active Major Power’s Treasury is “0”, that Active Major Power may not create, replace, rebuild or maintain units.
2. New unit creation and rebuilds are not permitted in any Province over which control is disputed. If two (or more) hostile Powers occupy the same Province during the New Unit Creation and Rebuild Segment, then no Power may create new units, replace destroyed units.
3. The island Provinces of Balears, Corsica, Creta, Cyprus, Rhodus and Sardinia may only create and rebuild Auxilia and Fleet units. Legions, Heavy Infantry and Cavalry units may not be created or replaced in those island Provinces. Sicilia is not subject to this restriction even though it is an island Province. Legions, Heavy Infantry and Cavalry units may always be created and replaced in Sicilia provided there is either a Capital City or Active Major Power’s Leader in Sicilia.
4. Fleet units may only be created or replaced in a controlled island or coastal Province.

5. Land and Naval units may not be created or replaced in a Province containing a Pillage Marker

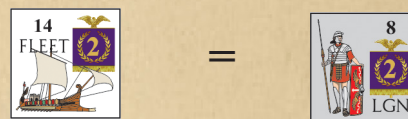
[9.2] NEW UNIT CREATION, REBUILD AND MAINTENANCE TABLE

New Unit Creation, Rebuild & Maintenance Table				
	CSPs	Create	Rebuild	Maintain
 LEGION	4	4	2	½
 HEAVY INFANTRY	3	4	2	½
 AUXILIA	2	2	1	½
 CAVALRY	3	4	2	½
 FLEETS	2	4	2	½

Note: Rebuilding previously eliminated units follows the “Create” costs above.

[9.3] FLEET CONVERSION

A full-strength Fleet unit in a coastal Province may be disbanded and converted into a reduced strength Legion (Roman Player only), a reduced strength Heavy Infantry unit or a full strength Auxilia unit. A Fleet unit that has been so converted may not revert back to being a Fleet unit.



[9.4] ACTIVE MINOR POWER / CLIENT STATE NEW UNIT CREATION AND REBUILD PROCEDURE

[9.41] An Active Minor Power / Client State may create or replace Land and Naval units. An Active Minor Power / Client State is always controlled by an Active Major Power.

[9.42] Active Minor Powers / Client States do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[9.43] New Land and Naval units may only be created or replaced in the Province which contains the Active Minor Power / Client State’s Capital City, subject to the restrictions described in Case 9.45 (below).

[9.44] The number of Land and Naval units which may be created or replaced by an Active Minor Power or Client State is equal to the Revenue Value of any Province originally controlled by that Client State. **Example:** Armenia, a Client State, begins a scenario in control of the Province of Artaxata. The Active Major Power Player controlling Armenia may create up to 3 units in any combination in the Province of Artaxata.

[9.45] Restrictions on Active Minor Power / Client State New Unit Creation and Rebuild:

1. New unit creation and rebuilds are not permitted in any Province over which control is disputed. If two (or more) hostile Powers occupy the same Province during the New Unit Creation and Rebuild Segment, then no Power may create new units, replace destroyed units or rebuild reduced units in that Province.
2. Minor Powers / Client States whose Capital City is located on an island Provinces such as Baleares, Corsica, Creta, Cyprus, Rhodus and Sardinia may only create and rebuild Auxilia and Fleet units. Sicilia is not subject to this restriction even though it is an island Province.
3. A Minor Power / Client State may only create or rebuild a maximum of 1 Fleet unit each Game-Turn.
4. Fleet units may only be created or replaced in an island or coastal Province.
5. Land and Naval units may not be created or replaced in a Province containing a Pillage Marker.

[9.5] ACTIVE BARBARIAN MAJOR AND MINOR POWER NEW UNIT CREATION AND REBUILD PROCEDURE

[9.51] An Active Barbarian Major or Minor Power may create and replace Land and Naval units during the New Unit Creation and Rebuild Segment. An Active Barbarian Minor Power (Ally) is always controlled by an Active Major Power.

[9.52] Active Barbarian Major and Minor Powers do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[9.53] An Active Barbarian Major Power may replace and create new units “Inside Barbaricum” or “Outside Barbaricum”, but not both.

[9.54] During the New Unit Creation and Rebuild Segment, an Active Barbarian Major or Minor Power draws one Barbari Incognita Marker for any single Province currently controlled by that Active Barbarian Major or Minor Power. The Player then consults the Scenario Set-up Chart to determine the Warband Composition for that particular Major or Minor Power. A corresponding number of Barbarian Infantry Warbands or Cavalry units are then placed in that Province.

***Example:** The Germani begin Scenario 9 with the Franci in control of Germania Magna. The Player draws one Barbari Incognita Marker for Germania Magna. The*

reverse side of the marker is revealed as “Warbands 7”. According to the Scenario Set-up Chart, the Warband Composition for the Franci is BI 90% / Cv 10%. The Player controlling the Franci may place 6 Barbarian Infantry units and 1 Cavalry unit in Germania Magna.

[9.55] Restrictions on Barbarian Major and Minor Power New Unit Creation and Rebuild:

1. A Barbarian Major or Minor Power may only create or rebuild certain unit types. These unit types are Barbarian Infantry, Cavalry and Fleets.
2. During the New Unit Creation and Rebuild Segment, an Active Barbarian Major or Minor Power may create or replace units in one Province only.
3. Barbarian Land and Naval units may not be created or replaced in a Province containing a Pillage Marker.

[9.56] Building Fleets

A Barbarian Major and Minor Powers may create Fleets by substituting one Barbarian Infantry or Cavalry unit per Fleet. Fleet units may only be created or replaced in a controlled island or coastal Province.

[9.6] PARTHIAN AND PERSIAN ACTIVE MAJOR POWER NEW UNIT CREATION AND REBUILD PROCEDURE

[9.61] A Parthian or Persian Active Major Power may create and replace Land and Naval units during the New Unit Creation and Rebuild Segment.

[9.62] Parthian and Persian Active Major Powers do not collect Revenue or expend Revenue Points to pay for creation and rebuilding of new units or the maintenance of existing units.

[9.63] Parthian or Persian Land and Naval units may be created or replaced in any controlled Province of the Region of Persia which is occupied by the Parthian or Persian Capital City, or by a Parthian or Persian Leader unit.

[9.64] The number of Parthian or Persian Land and Naval Combat Strength Points which may be created is determined by adding the Command Value of the Leader to the Revenue Value of the occupied Province.

***Example:** Persia controls the Province of Media with a Revenue Value of “3”. The Persian Player has a Leader with a Command Rating of “3” in Media. The sum of the Leader’s Command Rating and Media’s Revenue Value is “6”. The Persian Player may create up to 6 Land Combat Strength Points (Auxilia or Cavalry) in Media.*

[9.65] If a Parthian or Persian Leader occupies the Province containing the Parthian or Persian Capital City, the Revenue

Value of the Capital City is added to the total of the Leader's Command Value and the Revenue Value of the occupied Province.

***Example:** Parthia controls the Province of Babylonia with a Revenue Value of "3". Babylonia is also the location of the Parthian Capital City, with a Revenue Value of "5". The Parthian Player has a Leader with a Command Rating of "3" in Babylonia. The sum of the Leader's Command Rating (3), Babylonia's Revenue Value (3) and the Revenue Value of the Capital City (5) is "11". The Parthian Player may create up to 11 Land Combat Strength Points (Auxilia or Cavalry) in Babylonia.*

[9.66] Restrictions on Parthian and Persian New Unit Creation and Rebuild:

1. Parthia and Persia may only create or rebuild certain unit types. These unit types are Auxilia, Cavalry and Fleets.
2. Parthian and Persian Land and Naval units may not be created or replaced in a Province containing a Pillage Marker.

[10.0] REGIONS, PROVINCES AND CAPITAL CITIES

The land areas on the Game Map are divided into Regions and Provinces.

Region: A Region is a collection of two or more connected Provinces and (except for Britannia) bounded by a thick black border. The name of the Region is shown on the map in large red capital letters. Arabia, Gaetulia, Garamantia, Nobadia, Taurica, Sarmatia and Scythia are Regions consisting of a single Province only. In the Scenario charts, a Region name is listed in all capital letters.

Province: A Province is a land area that is bounded by a thin gray border and is typically a subdivision of a Region. In the Scenario charts, the first letter of the Province name is capitalized, followed by lower case letters.

[10.1] CONTROL OF REGIONS AND PROVINCES

Each Scenario lists the various Powers (major and minor) and the Provinces and / or Regions controlled by each at the start of the Scenario.

[10.11] When a Scenario identifies a Province as being under the control of a particular Power, the Player controlling that Power must place one of his Garrison units in that Province to mark it as being under the control of his Power.

[10.12] When a Scenario identifies a Region as being under the control of a particular Power, all Provinces of that

Region are under control of that Power. The controlling Player must place one of his Garrison units in each Province of that Region at the start of the Scenario.

[10.13] Some Scenario Victory Objectives specify control of a Region as an objective. In this case, control of a Region is defined as having sole possession of more than half of the Provinces within that Region.

***Example:** The Region of Hispania consists of 7 Provinces. A Power that controls 4 of those Provinces controls Hispania.*

[10.14] A Power controls a Province which is occupied by a Garrison unit or Land Combat unit (of any type) belonging to that Power. There may be no Land Combat units belonging to any other Power in that Province.

[10.15] A Naval Combat unit may never be used by itself to control a Province.

[10.16] A Power which controls a Province may collect Revenue from, and create or replace new Land and Naval units in that Province.

[10.2] CONQUEST OF PROVINCES

[10.21] An Active Major or Minor Power may conquer Provinces belonging to another Major or Minor Power. A Province is conquered when all Land Combat units belonging to the controlling Player are eliminated or forced to retreat from the Province as the result of Land Combat.

[10.22] A Naval Combat unit may never be used by itself to conquer a Province.

[10.23] When Land Combat units of two or more Powers occupy the same Province, that Province is controlled by no Power. Thus, neither Power may collect Revenue from, or create or replace Land and Naval units in that Province.

[10.24] When a Province is taken by another Power, the conquered Power's Garrison marker is removed from the map and replaced by a Garrison marker belonging to the conquering Power at no cost.

[10.3] CAPITAL CITIES

Major Power Capital City Markers are placed in specific Provinces as indicated on the Scenario Set-Up Chart. A Province containing a Named Capital City is shown in bold red print followed by the Named Capital City in bold red italics. In cases where the Capital City is not named, only the Province is listed. Minor Power Capital Cities are not always shown on the Scenario Set-up Chart, especially when a Minor Power consists of only one Province. In these instances, an unnamed Minor Capital City Marker

may be placed in those single Provinces at the discretion of the Players.

[10.31] Major Power Capital Cities consist of 2 markers (4 steps) and range from 4 CSP's at full-strength and may be reduced incrementally to 1 CSP. Minor Power Capital Cities consist of 1 marker (2 steps) and range from 2 CSPs at full-strength to 1 CSP at half-strength.

[10.32] Capital Cities may only be attacked and taken by Siege Combat (see Case 10.4). Capital City CSPs are used for defense only. A Capital City that has been reduced below 1 CSP is considered to be Pillaged and destroyed. A Pillage Marker is placed on top of the 1 CSP.

[10.33] Capital Cities have a Revenue Value of 5 Revenue Points; 3 Revenue Points at half-strength or less and 1 Revenue Point if taken and occupied by an opposing Player as the result of Siege Combat. A Capital City with a Pillage Marker on it generates no Revenue.

[10.34] A Major Power's Treasury is always located in its Capital City. If a Major Power's Capital City is taken and pillaged as the result of Siege Combat, the Player controlling the victorious besieging force gains 10 Revenue Points plus half of the defeated Major Power's Treasury (rounded up). The remaining Treasury is retained by the defeated Major Power.

[10.35] A Minor Power Capital City that is successfully reduced and pillaged yields 5 Revenue Points to the victor.

[10.36] A Major Power that loses its Capital City may not collect Revenue until a new Capital City is established. The Player controlling a Major Power that loses its Capital City may immediately establish a new Capital City in the Province currently occupied by that Major Power's Supreme Leader.

A. Replacing Named Major Power Capital Cities

When a Named Major Power Capital City is taken by an opposing Player, it is replaced by the original owning Player with a Generic Major Capital City Marker and is placed in the newly designated Province with 4 CSPs.

B. Replacing Unnamed Major Power Capital Cities

A Player or Generic Major Power Capital City Marker is always replaced by another Player or Generic Major Power Capital City Marker and placed in the newly designated Province with 4 CSPs.

C. Rebuilding a Pillaged (Destroyed) Capital City

A Player owning a Capital City that was pillaged (destroyed) during the Operations Phase of a previous Game-Turn rolls 1d6 in the Pillage Marker Removal

Phase. On a die-roll result of "5" or "6", the Pillage Marker is removed to reveal the 1 CSP City Marker underneath.

D. Rebuilding a Reduced Capital City

A Player owning a Capital City that was reduced in strength during the Operations Phase of a previous Game-Turn rolls 1d6 in the Pillage Marker Removal Phase. On a die-roll result of "5" or "6", the reduced Capital City's CSP level is increased by "1". A reduced Minor Capital City may not be increased beyond its original 2 CSPs.

[10.4] SIEGE COMBAT

Siege Combat is a special variant of Land Combat used to resolve attacks against enemy Capital Cities. Whenever an Activated Leader and attached Land units enter a Province occupied by an enemy Capital City, Siege Combat may occur. The Phasing Player is the attacker and the non-Phasing Player owning the Capital City is the defender. Siege Combat is fought in "rounds" until either the defending (besieged) force is eliminated or the attacking (besieging) force abandons the Siege.

[10.41] Siege Combat Procedure

Step 1, Defender Decision: The Phasing Player moves his Activated Leader and attached Land units into the Province containing an opposing Power's Capital City. If the non-Phasing Player has Land units in the Province, he must decide whether or not those Land units will Withdraw into the Capital City (automatic), defend against normal Land Combat (Case 5.3), or attempt to Withdraw Before Land Combat (Case 5.5).

Step 2, Capital City Defense: If the Capital City is occupied by the non-Phasing Player's Land units or alone (unoccupied) in the non-Phasing Player's Province, Siege Combat may occur.

Major Power Capital Cities (Named and Unnamed) have 4 Combat Strength Points (CSPs) at full strength and may be reduced incrementally as the result of Siege Combat to 3 CSPs to 2 CSPs finally to 1 CSP. Minor Power Capital Cities have 2 Combat Strength Points (CSPs) at full strength and 1 CSP at reduced strength unless otherwise indicated.

Step 3, Siege Prerequisites: Each Player totals the Combat Strength Points (CSPs) of his Land units that will participate in Siege Combat (LGN = 4 CSPs, HI = 3 CSPs, BI = 2 CSPs, AUX = 2 CSPs, CAV = 2 CSPs). In addition to his Land units, the defending Player also adds the CSPs of his Capital City. The pre-requisites for initiating Siege Combat are as follows:

- A. The Phasing Player has a total number of Land units CSPs in the Province equal to or greater than the defending Player's total number of Land unit and Capital City CSPs.
- B. The non-Phasing Player has no friendly Land unit CSPs located in the same Province and outside of the non-Phasing Player's Capital City. If these conditions are satisfied, the Phasing Player may expend 1 OP of his Activated Leader's remaining Operations Point allowance to initiate a round of Siege Combat.

Step 4, Calculate CSP Ratios: Each Player's CSP totals are compared as a ratio of the larger force to the smaller force. Ratios are always rounded in favor of the smaller force.

Step 5, Calculate DRMs: Each Player calculates his applicable Siege Combat Die-Roll Modifier (DRM). The Siege Combat DRM is determined according to the following criteria:

Leader Command Differential

The Player whose Leader has the higher Command Rating receives a DRM equal to the difference between his Leader's Command Rating and the enemy Leader's Command Rating. (*Note:* If 2 or more Leaders belonging to the same Power occupy the same Province where Siege Combat is about to occur, the Command Rating of only 1 Leader may be applied as a DRM to the Combat Die-Roll).

Numerical Advantage

The Player with the larger force (in terms of CSP's) receives a Siege Combat Die-Roll Modifier equal to the difference of the terms of the CSP ratio.

Example: A 2 to 1 CSP ratio provides a 1 DRM; 3 to 1 CSP ratio provides a 2 DRM; 4 to 1 CSP ratio provides a 3 DRM and so forth.

Cavalry Advantage

Cavalry Advantage is inapplicable to Siege Combat.

Siege Combat Die-Roll Modifier Application Procedure

The Player with the greater number of Siege Combat Die-Roll Modifiers subtracts the total of his opponent's Siege Combat Die-Roll Modifiers from his own total DRM's. Thus, one Player will be left with a net Siege Combat Die-Roll Modifier which he may apply to the Siege Combat Resolution Die-Roll. All Siege Combat Die-Roll Modifiers are cumulative.

Example: Caesar has a DRM of 5. Pompeius has a DRM of 3. Pompeius' DRM is subtracted from Caesar's leaving Caesar with a Combat Die-Roll Modifier of 2.

Step 6, Roll 1d6: Each Player rolls 1d6. This is the Siege Combat Resolution Die-Roll. Each Player's die-roll result is multiplied by 10, the result being the percentage of CSPs lost by his opponent.

Step 7, Apply DRMs: The Player with the net Siege Combat Die-Roll Modifier may modify one or both Siege Combat Resolution Die-Roll results up or down as he wishes. The Player may increase his own die-roll by 1 for each DRM which raises the percentage of his opponent's losses; he may decrease his opponent's die-roll by 1 for each DRM which lowers the percentage of his own losses; or he may use his net Combat Die-Roll Modifier in any combination of the two up to his total net DRM.

Restrictions and Limitations on Die-Roll Modifiers and the Siege Combat Resolution Die-Roll

A Siege Combat Resolution Die-Roll may never be modified greater than 10 (100%) or less than 1 (10%). (*Note:* It is entirely possible to produce results in which one side suffers 10% casualties and the other is completely eliminated).

Step 8, Convert DR to Percentage: Each Player's modified die-roll result is now applied to his opponent's force as a percentage of CSPs eliminated in Siege Combat.

Step 9, Consult Percentage Table: Both Players consult the Percentage Table and allocate their respective CSP losses as required.

Combat Unit CSP Losses

Both the attacking and defending forces may satisfy their respective losses by reducing or eliminating any combination of Land unit Combat Strength Points. Leaders may not be eliminated to satisfy CSP losses.

Capital City CSP Losses

At the defending Player's discretion, Siege Combat CSP losses may be satisfied by reducing the defense strength of a besieged Capital City.

(*Note:* To use the Percentage Table, simply cross-index the total number of Combat Strength Points with the applicable percentage and reduce the affected force by the number shown. *Example:* A force consisting of 15 Combat Strength Points must lose 40% of its total. Cross-indexing the row of 15 CSPs with the 40% column yields a result of "6" CSPs. The affected force is reduced from 15 to 9 CSPs).

Step 10a, Extending a Siege: If the besieged force still has Land Combat units inside the Capital City, the Phasing Player may initiate another round of Siege Combat by expending 1 OP. If the conditions described in Step 3

cannot be met, the Phasing Player must abandon the Siege. (*Note:* Attacking and defending forces are never required to retreat as the result of Siege Combat).

Step 10b, Leader Elimination: If Siege Combat is successful (i.e. all defending Land units are eliminated), any Leader that was part of the defending force is eliminated and removed from play.

Step 11, Continued Operations: If the Activated Leader has Operations Points remaining, the Phasing Player may continue to move and / or attack with the Activated Leader.

[10.42] Post Siege Combat Procedure

Step 1: When a Capital City is reduced below 1 CSP and the defending (besieged) force has been eliminated, the defeated Capital City marker remains on the map with its 1 CSP side face up. A Pillage Marker is then placed on top of the defeated Capital City to show that it has been taken and pillaged. The defeated Capital City now has a defense strength of 0 CSPs.

Step 2: The Player controlling the victorious besieging force gains Revenue Points by pillaging the defeated Capital City according to Cases 10.34 and 10.35.

[10.5] GARRISON MARKERS

[10.51] Garrison Markers are available in the colors for each Major Power Player and are used to identify those Provinces under the control of the respective Major Power Player. They are essentially “control” markers.

[10.52] One Garrison Marker may be placed by a Player in any controlled Province by the Player controlling that Province. A Province may never contain more than one Garrison Marker.

[10.53] Garrison Markers may not move or initiate Land Combat and have a defense strength of only 1 CSP.

[10.54] The CSPs of Garrison Markers are added to the CSPs of any friendly Land unit(s) defending a Province in which they are located. Garrison Markers may be eliminated in order to help satisfy Land Combat losses.

[10.55] A Garrison Marker belonging to a Roman Major Power Player will not defend (oppose) an attack by another Roman Major Power Player when that Garrison Marker is the sole unit occupying a Province. In such a case, the non-Roman Player’s Garrison Marker is simply replaced by a Garrison Marker belonging to the Roman Major Power Player. In other words, no Land Combat occurs.

[10.56] A Garrison marker may be placed in a Province at no cost following a Combat Segment. This applies to

a Power that successfully defends and retains control of a Province following Land Combat and needs to replace a Garrison marker that was eliminated as the result of that Land Combat. Additionally, whenever a Province is taken by another Power, the conquered Power’s Garrison marker is removed from the map and replaced by a Garrison marker belonging to the conquering Power at no cost.

[10.57] If a Garrison marker is required to retreat as the result of Land Combat, it is eliminated instead.

[10.6] LIMES MARKERS

Limes Markers represent the network of Roman border fortifications (roads, walls, mile castles, watchtowers, etc.) and the forces manning them (Limitanei). Limes Markers are printed in one common color with the name of the Region to which they belong. In all Scenarios beginning after 150 A.D., one Limes Marker is placed in every Province of the Roman Empire which borders on any non-Roman Province.

[10.61] Limes Markers are defensive units only. They may not move or initiate Land Combat.

[10.62] Limes Markers serve to impede the movement of, or defend against non-Roman Land combat units only. As such they do not provide any defensive benefit against other Roman units.

[10.63] A Limes Marker does not impede the movement of, or defend against opposing Roman Land Combat units.

[10.64] A full-strength Limes Marker has a value of [2]. A reduced strength Limes Marker has a value of [1]. The numerical value represents both the additional Operations Point cost which is added to the Province where the Limes Marker is deployed and the CSP value of the Limes Marker when resolving Land Combat.

[10.65] An Activated non-Roman Leader and attached Land Combat units entering a Province containing a full-strength Limes Marker pays 2 additional Operations Points to enter that Province (total cost = 3 Operations Points).

[10.66] An Activated non-Roman Leader and attached Land Combat units entering a Province containing a reduced strength Limes Marker pays 1 additional Operations Point to enter that Province (total cost = 2 Operations Points).

[10.67] When attacked by non-Roman forces in Land Combat, the CSPs of Limes Markers are added to the CSPs of any Roman unit(s) defending the Province in which they are located. Limes Markers may be reduced or eliminated to satisfy Land Combat losses.

[10.68] Limes Markers which have been eliminated or reduced as the result of Land Combat may be replaced or rebuilt by any Roman Major Power Player that controls, or subsequently establishes control of the Province in which the Limes Marker was previously located. The replacement or rebuilding of a Limes Marker requires no expenditure of Revenue Points or Land Combat units and occurs during the **New Unit Creation and Rebuild Segment**.

[10.7] PILLAGE MARKERS

Pillage Markers are used to identify Provinces that have been pillaged (looted) by enemy forces.

[10.71] Whenever an Activated Leader and attached Land units conquer or solely occupy a Province belonging to an opposing Player, the Province may be pillaged. The Player controlling the Activated Leader undertaking Pillage expends 1 OP and rolls 1d6. The die-roll is added to the Leader's Command Rating resulting in the number of Revenue Points that are added to his Treasury. Place a Pillage Marker in that Province.

[10.72] A Province containing a Pillage Marker may not generate Revenue, nor be used to create new Land and Naval units.

[10.73] A Player may never Pillage one of his own Provinces or a Province belonging to one of his Allies or Clients.

[10.74] Client State units, Barbarian units or units of Minor Powers activated by card play and controlled by another Player automatically Pillage unoccupied enemy Provinces. There is no die-roll and the controlling Player does not receive Revenue for Pillages conducted by such units.

[10.75] Pillage Markers are removed during the Pillage Marker Removal Segment on a die-roll of "5" or "6".

[11.0] BARBARIAN ALLIES AND CLIENT STATES

[11.1] BARBARIAN ALLIES

A Barbarian Ally is a Minor Power that is friendly to an Active Major Power.

[11.11] Control of Barbarian Allies

A Barbarian Ally may be activated. When activated, the Land and Naval units of the Barbarian Ally are controlled by its Active Major Power.

[11.12] Activation of Barbarian Allies

A Barbarian Ally must be successfully activated during each Leader Activation Segment by the friendly Active Major Power in order for that Major Power to conduct Movement and Combat during his current Operations Phase with the

Barbarian Ally's Land and Naval units.

[11.13] Activation Procedure

During his Leader Activation Segment the Active Major Power Player selects a specific Barbarian Ally for Activation, rolls 1d6 and consults the following:

- Supreme Leader Command Rating of 1 or 2: The Barbarian Ally is activated on a die-roll result of 1
- Supreme Leader Command Rating of 3 or 4: The Barbarian Ally is activated on a die-roll result of 1 or 2

On a successful die-roll, the selected Barbarian Ally is activated for the current Operations Phase (only).

[11.14] Invading a Barbarian Ally

A Barbarian Ally is automatically activated whenever the Land or Naval units of an opposing Active Major Power (or Barbarian Allies or Client States controlled by that Active Major Power) enter a Province or attack the Land or Naval units belonging to that Barbarian Ally.

[11.15] Barbarian Allies and Revenue Collection

Barbarian Allies do not collect Revenue.

[11.16] Barbarian Ally Replacement and New Unit Creation Procedure

Barbarian Allies do not pay for the replacement and creation of new units or the maintenance of existing units. A Barbarian Ally that was successfully activated may create and replace Land and Naval units during the following New Unit Creation and Rebuild Segment. The number of Land and Naval units which may be created or replaced by a Barbarian Ally are equal to the Revenue Value of any Province originally controlled by that Barbarian Ally.

Example: The Iberi begin in control of the Province of Cantabria. The Active Major Power Player controlling the Iberi may create up to 2 units in any combination of Barbarian Infantry or Cavalry in Cantabria.

[11.2] CLIENT STATES

A Client State is a Minor Power that is friendly to an Active Major Power.

[11.21] Control of Client States

A Client State may be activated. When activated, the Land and Naval units of the Client State are controlled by its Active Major Power.

[11.22] Activation of Client States

A Client State must be successfully activated during each Leader Activation Segment by the friendly Active Major Power in order for that Major Power to conduct Movement and Combat during his current Operations Phase with the Client State's Land and Naval units.

[11.23] Activation Procedure

During his Leader Activation Segment the Active Major Power Player selects a specific Client State for Activation, rolls 1d6 and consults the following:

- Supreme Leader Command Rating of 1 or 2: The Client State is activated on a die-roll result of 1
- Supreme Leader Command Rating of 3 or 4: The Client State is activated on a die-roll result of 1 or 2

On a successful die-roll, the selected Client State is activated for the current Operations Phase (only).

[11.24] Invading a Client State

A Client State is automatically activated whenever the Land or Naval units of an opposing Active Major Power (or Barbarian Allies or Client States controlled by that Active Major Power) enter a Province or attack the Land or Naval units belonging to that Client State.

[11.25] Client States and Revenue Collection

Client States do not collect Revenue.

[11.26] Client State Replacement and New Unit Creation Procedure

Client States do not pay for the replacement and creation of new units or the maintenance of existing units. A Client State that was successfully activated may create and replace Land and Naval units during the following New Unit Creation and Rebuild Segment. The number of Land and Naval units which may be created or replaced by a Client State are equal to the Revenue Value of any Province originally controlled by that Client State.

Example: Armenia, a Client State, begins in control of the Province of Artaxata. The Active Major Power Player controlling Armenia may create up to 3 units in any combination of Heavy Infantry, Auxilia or Cavalry in the Province of Artaxata.

[12.0] THE REGION OF PERSIA

The Region of Persia is a collection of Provinces that for the most part and with a few exceptions, remained outside of the Roman Empire. At various times portrayed in *Roma Victrix*, some or all of these Provinces were controlled by the Seleucid Kingdom (c.323 BC-247 BC); The Parthian Empire (247 BC – 224 AD); and the Sassanid Persian Empire (225 AD-651 AD).

[12.1] PROVINCES OF THE REGION OF PERSIA

[12.11] The Major and Minor Powers which control one or more of the Provinces located within the Region of Persia are described in each Scenario.

[12.12] Depending on the Scenario, the Seleucid Kingdom, the Parthian Empire or Sassanid Persia may be a Major Power Player, A Minor Power or an Inactive Neutral Power.

[12.13] A Provinces located within the Region of Persia may be conquered and added to the territory of a Major Power Player as any other Province.

[12.14] The Capital City (Ctesiphon) of the Region of Persia is located in the Province of Babylonia.

[12.2] PARTHIAN / PERSIAN REBELLION AND CIVIL WAR

[12.21] Whenever a Parthian or Persian Leader has more Land units attached to him (i.e. occupying the same Province) than the Parthian King or Persian Shah, an immediate check for rebellion must take place.

[12.22] The Parthian or Persian Player rolls 1d6 for the subject Leader. If the die-roll result is less than or equal to the Leader's Command Rating, the Leader, the Land units attached to him and the Province they occupy are in a state of rebellion. A Province in rebellion is controlled by the Player controlling the Major Power whose Capital City is located furthest from the rebellious Province. Control of a rebellious Province remains in effect until that Province is re-conquered and brought back under Parthian or Persian control.

[13.0] BARBARICUM

Barbaricum is a term used to describe the Regions and Provinces which lie outside of the control of Roman and non-Roman civilized Major and Minor Powers. The section labeled Barbaricum in each Scenario Set-up Chart lists the following information:

1. The Barbarian Powers for that particular Scenario.
2. The Province(s) controlled by each Barbarian Power.
3. The Leader name (if known) and the Leader's Command Rating.
4. The number of Barbari Incognita Counters placed in each Province of Barbaricum.
5. The Warband Composition of the military forces belonging to each Barbarian Power.

Barbarian Powers may become allied to a Major Power as the result of game play.

[13.1] BARBARI INCOGNITA MARKERS

Barbari Incognita Markers are used to determine the strength of Barbarian forces which originate in various Provinces of Barbaricum. The front side of a Barbari Incognita Marker

bears the words “Barbari Incognita” and an image of a Barbarian battle standard. On the reverse side, is a number ranging from 1 to 10 representing the number of Barbarian Warbands (Infantry and Cavalry units) which comprise the military forces of that Province of Barbaricum.

[13.11] All Barbari Incognita Markers are placed in an opaque container for random drawing. One or two Barbari Incognita Markers are placed in each Province of Barbaricum as indicated by the Scenario Set-Up Chart.

[13.12] If a Province of Barbaricum is entered (invaded) by the forces of a hostile Power, a number of Barbari Incognita Markers as denoted on the Scenario Set-Up are selected to reveal the number of Warbands (Barbarian Infantry and Cavalry units) that will defend the Province. A Province of Barbaricum always defends itself in this manner, whether it is active elsewhere as a Barbarian Ally or is neutral.

[13.13] Revealed and activated Barbarian Warbands are controlled by the Player controlling the Major Power whose Capital City is located furthest from the invaded Province of Barbaricum unless otherwise specified in the Scenario. Control of the activated Barbarian Warbands is in effect for the remainder of the Scenario.

[13.2] BARBARIAN WARBAND UNIT COMPOSITION

[13.21] The Warband Composition column in the Barbaricum section of the Scenario Set-Up Chart shows the percentages of Barbarian Infantry and Cavalry which comprise the Warbands of the Barbarian Powers of each Scenario.

[13.22] The Player controlling an invaded or Activated Barbarian Power consults the Warband Composition column for that Power and the Percentage Table (located on the back of the Rules Booklet) to determine how many Barbarian Infantry and Cavalry units are placed in the Province of the invaded or Activated Barbarian Power.

***Example:** In Scenario 1, the Arabi are activated for use by a Player controlling a Major Power. The controlling Player turns over the Barbari Incognita Marker located in Arabia Magna to reveal “6” Warbands. The Arabi Warband Composition is 40% Barbarian Infantry and 60% Cavalry. The Player consults the Percentage Table and cross indexes the “6” line on the left side of the Chart with the “40%” column which shows a value of “2” meaning that the Arabi receive 2 Barbarian Infantry units. The Player next indexes the “6” line with the “60” column which shows a value of “4” meaning that the Arabi receive 4 Cavalry units. Thus the Arabi*

military forces consist of 2 Barbarian Infantry units and 4 Cavalry units located in Arabia Magna and available for use by the controlling Major Power.

[13.3] VACATED BARBARICUM PROVINCES / BARBARI INCOGNITA MARKERS

If a Province of Barbaricum is vacated as the result of Land Combat and left unoccupied, a Barbari Incognita Marker is placed face down in the Province before the next Player Operations Phase.

[14.0] EVENT CARDS

There are 21 different Event Cards which may be used by Players to perform special actions that may affect the course (and outcome) of the game.

[14.1] ACQUISITION AND USE OF EVENT CARDS

[14.11] At the beginning of each Scenario, each Player controlling an Active Major Power is randomly dealt one Event Card.

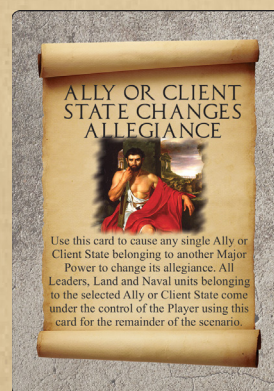
[14.12] An Event Card may only be used once in a Scenario, after which it is discarded.

[14.13] A Player that uses his Event Card may draw a new (replacement) Event Card during the Event Card Replenishment Segment of the following Game-Turn.

[14.14] A Player may hold no more than 1 Event Card at any time.

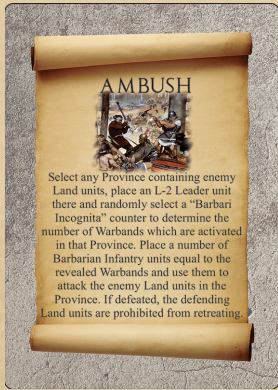
[14.15] In some Scenarios, an Active Major Power may begin the game with a specific Event Card. That Event Card may have specific effects which are explained in the Special Rules for the Scenario.

[14.2] DESCRIPTION OF EVENT CARDS



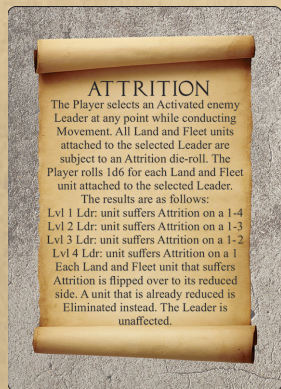
Ally or Client State Changes Allegiance

Use this card to cause any single Ally or Client State belonging to another Major Power to change its allegiance. All Leaders, Land and Naval units belonging to the selected Ally or Client State come under the control of the Player using this card for the remainder of the Scenario.



Ambush

Select any Province containing enemy Land units, place an L-2 Leader unit there and randomly select a “Barbari Incognita” counter to determine the number of Warbands which are activated in that Province. Place a number of Barbarian Infantry units equal to the revealed Warbands and use them to attack the enemy Land units in the Province. If defeated, the defending Land units are prohibited from retreating



Attrition

The Player selects an Activated enemy Leader at any point while conducting Movement. All Land and Fleet units attached to the selected Leader are subject to an Attrition die-roll. The Player rolls 1d6 for each Land and Fleet unit attached to the selected Leader. The results are as follows:
 Lvl 1 Ldr: unit suffers Attrition on a 1-4
 Lvl 2 Ldr: unit suffers Attrition on a 1-3
 Lvl 3 Ldr: unit suffers Attrition on a 1-2
 Lvl 4 Ldr: unit suffers Attrition on a 1
 Each Land and Fleet unit that suffers Attrition is flipped over to its reduced side. A unit that is already reduced is Eliminated instead. The Leader is unaffected.

- Lvl 1 Ldr:** unit suffers Attrition on a 1-4
- Lvl 2 Ldr:** unit suffers Attrition on a 1-3
- Lvl 3 Ldr:** unit suffers Attrition on a 1-2
- Lvl 4 Ldr:** unit suffers Attrition on a 1

Each Land and Fleet unit that suffers Attrition is flipped over to its reduced side. A unit that is already reduced is eliminated instead. The Leader is unaffected.



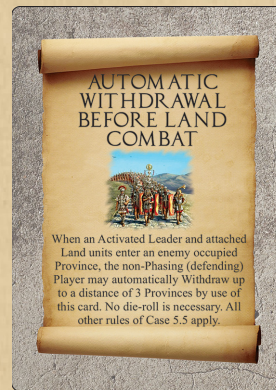
Automatic Land or Naval Interception

This card may be used to achieve one Land or Naval Interception. No die-roll is required.

Land Interception: A non-Phasing Player’s Leader & attached Land units may automatically Intercept an enemy Leader & attached Land units that enter an adjacent

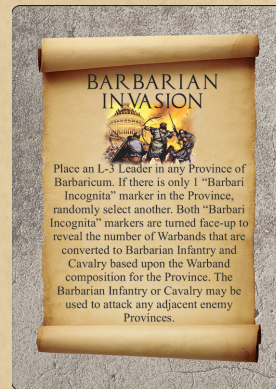
Province. Case 5.4 applies.

Naval Interception: A non-Phasing Player’s Leader & attached Fleet units may automatically Intercept an enemy Leader & attached Fleet units that enter an adjacent coastal Province. Case 5.8 applies.



Automatic Withdrawal Before Combat

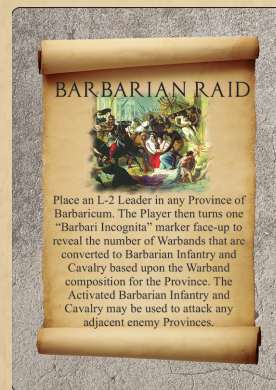
When an Activated Leader and attached Land units enter an enemy occupied Province, the non-Phasing (defending) Player may automatically Withdraw up to a distance of 3 Provinces by use of this card. No die-roll is necessary. All other rules of Case 5.5 apply.



Barbarian Invasion

Place an L-3 Leader in any Province of Barbaricum. If there is only 1 “Barbari Incognita” marker in the Province, randomly select another. Both “Barbari Incognita” markers are turned face-up to reveal the number of Warbands that are converted to Barbarian Infantry and Cavalry based upon the Warband composition for the Province. The Barbarian Infantry and Cavalry may be used to attack any adjacent enemy Provinces.

may be used to attack any adjacent enemy Provinces.



Barbarian Raid

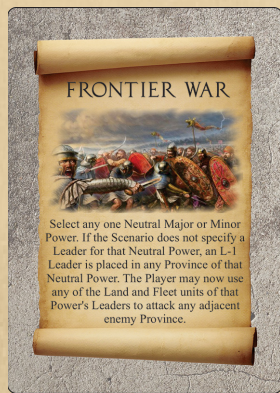
Place an L-2 Leader in any Province of Barbaricum. The Player then turns one “Barbari Incognita” marker face-up to reveal the number of Warbands that are converted to Barbarian Infantry and Cavalry based upon the Warband composition for the Province. The Activated Barbarian Infantry and Cavalry may be used to attack any adjacent enemy Provinces.

and Cavalry may be used to attack any adjacent enemy Provinces.



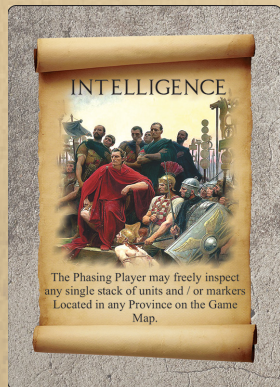
Forced March / Favorable Winds

The Phasing Player may use this card to roll 1d6 and add 1 to 6 more Operations Points to any single Activated Leader.



Frontier War

Select any one Neutral Major or Minor Power. If the Scenario does not specify a Leader for that Neutral Power, an L-1 Leader is placed in any Province of that Neutral Power. The Player may now use any of the Land and Fleet units of that Power's Leaders to attack any adjacent enemy Province.



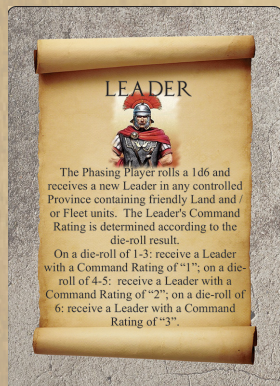
Intelligence

The Phasing Player may freely inspect any single stack of units and / or markers located in any Province on the Game Map.



Land Combat Advantage

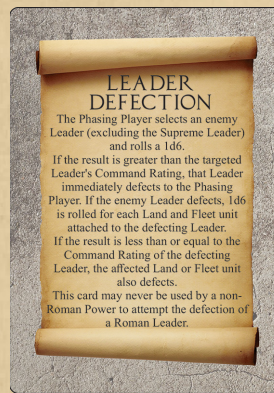
The Player receives an additional +2 die-roll modifier for any single Land Combat.



Leader

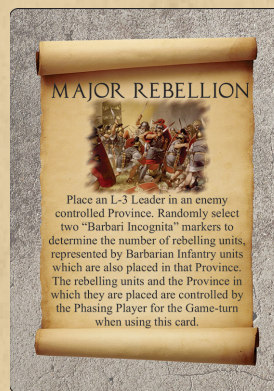
The Phasing Player rolls a 1d6 and receives a new Leader in any controlled Province containing friendly Land and / or Fleet units. The Leader's Command Rating is determined according to the die-roll result. On a die-roll of 1-3: receive a Leader with a Command Rating of "1"; on a die-roll of 4-5: receive a Leader with a Command Rating of "2"; on a die-roll of 6: receive a Leader with a Command Rating of "3".

"2"; on a die-roll of 6: receive a Leader with a Command Rating of "3".



Leader Defection

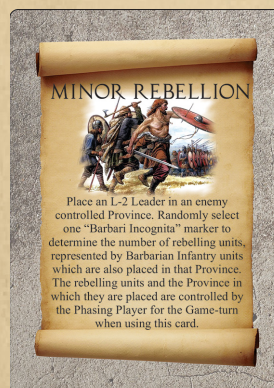
The Phasing Player selects an enemy Leader (excluding the Supreme Leader) and rolls a 1d6. If the result is greater than the targeted Leader's Command Rating, that Leader immediately defects to the Phasing Player. If the enemy Leader defects, 1d6 is rolled for each Land and Fleet unit attached to the defecting Leader. If the result is less than or equal to the Command Rating of the defecting Leader, the affected Land or Fleet unit also defects. This card may never be used by a non-Roman Power to attempt the defection of a Roman Leader.



Major Rebellion

Place an L-3 Leader in an enemy controlled Province. Randomly select two "Barbari Incognita" markers to determine the number of rebelling units, represented by Barbarian Infantry units which are also placed in that Province. The rebelling units and the Province in which they are placed are controlled

by the Phasing Player for the Game-Turn when using this card.



Minor Rebellion

Place an L-2 Leader in an enemy controlled Province. Randomly select one "Barbari Incognita" marker to determine the number of rebelling units, represented by Barbarian Infantry units which are also placed in that Province. The rebelling units and the Province in which they are placed are controlled

by the Phasing Player for the Game-Turn when using this card.



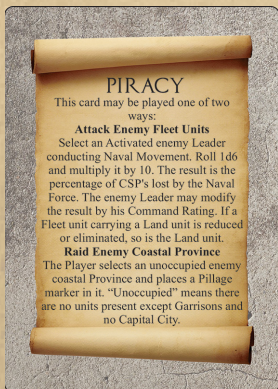
Naval Combat Advantage

The Player receives an additional +2 die-roll modifier for any single Naval Combat.



Siege Combat Advantage

The Player receives an additional +2 die-roll modifier for the duration of any single Siege Combat.



Piracy

This card may be played one of two ways:

Attack Enemy Fleet Units

Select an Activated enemy Leader conducting Naval Movement. Roll 1d6 and multiply it by 10. The result is the percentage of CSP's lost by the Naval Force. The enemy Leader may modify the result by his Command Rating. If a Fleet unit carrying a Land unit is reduced or eliminated, so is the Land unit.

Raid Enemy Coastal Province

The Player selects an unoccupied enemy coastal Province and places a Pillage marker in it. "Unoccupied" means there are no units present except Garrisons and no Capital City.



Treachery

Reverse the outcome (casualty percentages) of:

- A) any one Land Combat result
- B) any one Siege Combat result
- C) any one Naval Combat result or
- D) Negate the effects of any other played Event Card.

This card may be played at any time.

[15.0] OPTIONAL RULES

The following are Optional Rules which may be used for any Scenario by mutual agreement of all Players. Players may elect to use any number or combination of Optional Rules.

[15.1] SEQUENCE OF PLAY: INITIATIVE DETERMINATION AND LEADER DRAW

In this variant, Initiative markers are not used. Instead, the following procedure is used:

1. Each Player places his Supreme Leader on the map according to the Scenario Set-Up Chart.
2. Each Player places his Initiative marker and all other Leaders in an opaque container.
3. One counter is drawn randomly from the container.
4. The Player to whom the counter belongs is the Phasing Player and conducts a Player Turn according to the normal Player Operations Phase.
5. If the drawn counter is a Leader counter, it is placed with any friendly force of Land and / or Naval units located on the map and the owning Player may activate that Leader and conduct a normal Player Operations Phase.
6. If a Player's Initiative Marker is drawn, the Player owning that Initiative Marker may activate his Supreme



Recruit New Units

Select any controlled Province containing a Leader. Add the Command Rating of the Leader to the Revenue Value of the Province (and Capital City if applicable). The result is the total number of Land and Fleet CSP's which may be used to create any Land and Naval units in the selected Province at no cost in Revenue Points.

This card may be played at any time.

Leader and conduct a normal Player Operations Phase accordingly.

7. Once the Phasing Player has completed his Player Operations Phase, another counter is drawn randomly from the container and whichever player owns that counter now conducts a Player Turn according to the normal Player Operations Phase.
8. Once all Initiative markers and Leader counters have been drawn and Player Operations Phases have been conducted, the Game-Turn is over. Each Player's Supreme Leader is left in place on the map, and each Player's Initiative marker and all other Leaders are again placed in the opaque container in preparation of the next Game-Turn.

This variant has the effect of making the Player sequence varied and unpredictable.

[15.2] REVENUE COLLECTION, SUPPLY AND MAINTENANCE FOR ALL MAJOR POWERS

When using this optional rule, all Active Major Powers, including Barbarian, Parthian and Persian Major Powers collect Revenue and pay for the replacement and creation of new units as well as the maintenance of existing units. When using this rule, the costs to create, replace and maintain Barbarian Infantry units are the same as those for Auxilia units.

[15.3] LEADERS: PERMIT ALL LEADERS TO CREATE NEW UNITS

All Leaders belonging to an Active Major Power may create any new Land and Naval unit available to that Active Major Power (Legions, Heavy Infantry, Auxilia, Cavalry and Fleets) during the New Unit Creation and Rebuild Segment of the Joint Economic Phase.

[15.4] LEADERS: REMOVE UN-NAMED L-1 LEADERS

Players may elect to remove all un-named L-1 Leaders from Scenarios. This will have the effect of speeding play by reducing the number of eligible Leaders which may conduct Operations. The exception to this rule will be for Roman Consuls which begin the game in Scenarios 1, 18 and 20.

[15.5] LEADER DISPLAY CARDS

The Leader Display section on the Major Power Display Mat is provided to reduce the number of unit counters which are deployed on the map. A holding box is provided for each numbered Leader. Land Combat units attached

to a particular Leader are placed in the holding box. The Leader counter itself remains on the map and is moved normally. All of the Land Combat units in the Leader's holding box are assumed to be with that Leader.

[15.51] Land Combat units may be transferred freely between the Leader holding box and the physical location of the corresponding Leader counter at any time during the owning Player's Game-Turn.

[15.52] A Player may have any number of Land Combat units in a Leader holding box.

[15.53] The contents of a Leader's holding box may not be inspected by any other Players.

[15.6] LAND UNITS: USING FEWER UNIT TYPES

The Players may elect to use only Legion, Heavy Infantry, Barbarian Infantry and Cavalry Land units. Auxilia units are not used. If using this optional rule, increase the Maintenance costs for Legions, Heavy Infantry and Cavalry to 1 Revenue Point each.

[15.7] MINOR POWERS: CAPITAL CITIES

All Minor Powers have Capital Cities. In cases where a Minor Power controls more than one Province, the Capital City is placed in the Province belonging to that Minor Power listed first in alphabetical order.

[15.8] EVENT CARDS: ALTERNATIVE METHODS OF ACQUIRING EVENT CARDS

Players interested in playing a more volatile and competitive game may opt to acquire Event Cards using one or more of the following methods:

[15.81] Supreme Leader Activation

Whenever a Player makes an Activation roll for his Supreme Leader and the die-roll result is a "1" that Player receives an Event Card.

[15.82] Conquest

Whenever an Active Major Power completes the conquest of a Region by controlling all of its Provinces, the controlling Player acquires an Event Card.

[15.83] Event Card Purchase

An Active Major Power may purchase Event Cards at a cost of 20 Revenue Points each.

[15.84] Event Card Hand Limits

When using any of the above methods of Event Card acquisition, there is no limit to the number of Event Cards which may be held by a Player.

16.0 SOLITAIRE RULES

Roma Victrix Solitaire employs virtually all of the same mechanics as 2-6 Player *Roma Victrix*.

The differences and exceptions are described in the following rules. There are two Scenarios which are designed specifically for solitaire play. These are Scenario 7: “Trajanus Optimus Princeps” and Scenario 20: “The Expansion of Rome”.

[16.1] SOLITAIRE SCENARIO SET UP

[16.11] The Solitaire Player will control the Roman forces in each Scenario and deploys the Roman forces on the map as shown in the Scenario Book.

[16.12] The Solitaire Player then deploys all non-Roman Major Power, Allied and Client State forces on the map as shown in the Scenario Book.

[16.13] The Solitaire Player then deploys one or two Barbari Incognita markers in each Province of Barbaricum, as shown in the Scenario Book. All remaining Barbari Incognita markers are placed into an opaque container. These will be used to determine the creation of new units for non-Roman Major Powers.

[16.14] In Scenario 7 the non-Roman Major Powers are Dacia and Parthia.

[16.15] In Scenario 20 the non-Roman Major Powers are Aegyptus, Carthage, Macedonia, Pontus and the Seleucid Kingdom.

[16.16] All non-Roman Major Powers, Minor Powers and Barbaricum are neutral (inactive) until invaded and attacked by the Roman Player.

[16.2] EVENT CARDS

Event Cards are not used in *Roma Victrix Solitaire*.

[16.3] PILLAGE

Romans may Pillage and collect Revenue as a result. Barbarians always Pillage, but they do not collect Revenue. Civilized Non-Romans never Pillage (Aegyptus / Carthage / Macedonia / Parthia / Pontus / the Seleucid Kingdom).

[16.31] The mechanics governing Pillage described in Section 10.7 and remain unchanged.

[16.4] SOLITAIRE SEQUENCE OF PLAY

[16.41] The Game-Turn

Roma Victrix Solitaire is played in sequenced Game-Turns. Each Game-Turn consists of a number of Player

Turns equal to the number of Powers involved in the particular Scenario. Each Player Turn consists of four Phases, the Roman Player Turn and a series of non-Roman Major Power Turns. The Solitaire Player controls Rome.

All actions must take place according to the Sequence of Play as described below. All Game-Turns are identical and follow one another until the Scenario is ended.

[16.42] Sequence of Play Outline

A. Pillage Marker Removal Phase

The Player rolls 1d6 for any Province that was pillaged during the Operations Phase of the previous Game-Turn. On a die-roll result of “5” or “6”, the Pillage Marker is removed from the Game Map.

B. Attrition Check Phase

An Attrition Check must be made for any Land and Naval units which are unsupplied (Case 8.2), isolated (Case 8.4) or whenever a Province is occupied by Land units belonging to two or more opposing Powers (i.e. not allied to one another). A Player making an Attrition Check consults the **Attrition Table** (below) and rolls 1d6 for his Land and Naval units based on the Command Rating of the Leader to which they are attached. Land and Naval units without a Leader suffer Attrition losses of 10% to 60% based on the die-roll result. Leaders are never affected by an Attrition Check die-roll. A result of “NE” means “No Effect” in which case no Attrition is suffered.

DR	Leader Rating			
	1	2	3	4
1	10%	10%	10%	10%
2	20%	20%	20%	20%
3	30%	30%	30%	NE
4	40%	40%	NE	NE
5	50%	NE	NE	NE
6	NE	NE	NE	NE

The Roman Player must reduce or eliminate the indicated percentage of CSP’s for each Roman force that suffers Attrition according to the die-roll result. Leaders are unaffected. A Roman force without a Leader present suffers Attrition losses of 10% to 60% based on the die-roll result. Once all Roman units have been checked for Attrition, the Roman Player rolls 1d6 to determine CSP losses for each eligible non-Roman Power Land units.

C. Roman Economic Phase

1. Roman Revenue Collection Segment

The Roman Player collects the combined total of the Revenue Value of his Capital City and all Provinces currently under Roman control. This total is added to the Roman Player’s Treasury. Revenue may not be collected from any Province containing a Pillage marker.

2. Roman Supply and Maintenance Segment

The Roman Player expends 1/2 Revenue Point to maintain each Roman Legion, Heavy Infantry, Auxilia, Cavalry and Fleet unit that is currently deployed on the Game Map. Roman Land or Fleet units which are unsupplied (See Case 8.2) or isolated (See Case 8.4) must roll 1d6 for Attrition.

3. New Unit Creation and Rebuild Segment

The Roman Player may spend Revenue Points to create new Land and Naval units; replace Land and Naval units that were previously eliminated and rebuild Land and Naval units that have been reduced through Combat. Heavy Infantry and Cavalry units may never be created in the island Provinces of Baleares, Corsica, Creta, Cyprus, Rhodus or Sardinia.

D. Non-Roman Power New Unit Creation Phase

Non-Roman Powers do not collect Revenue, pay for the creation of new Land and Naval units, or for the maintenance of existing units. Heavy Infantry and Cavalry units may never be created in the island Provinces of Baleares, Corsica, Creta, Cyprus, Rhodus or Sardinia

Scenario 7: Parthia / Persia: During the non-Roman Major Power New Unit Creation Segment, one Barbari Incognita marker is drawn for each Province controlled by Parthia or Persia. The **New Unit Creation Table** (below) is consulted according to the value of the selected Barbari Incognita marker and the specified forces are deployed in that Province.

Scenario 7: Dacia: Dacia is considered to be a Barbarian Power for the purpose of New Unit Creation. The **New Unit Creation Table** (below) is consulted according to the value of the selected Barbari Incognita marker and the specified forces are deployed in that Province.

Scenario 20: Aegyptus, Carthage, Macedonia, Pontus and the Seleucid Kingdom: During the non-Roman Major Power New Unit Creation Segment, one Barbari Incognita marker is drawn for each Province controlled by the active non-Roman Major Power. The **New Unit Creation Table** (below) is consulted according to the

value of the selected Barbari Incognita marker and the specified forces are deployed in that Province.

Warband#	NON-ROMAN POWER			PARTHIA/PERSIA	
	HI	AUX	CAV	AUX	CAV
1	1	1	1	2	3
2	1	1	—	—	1
3	1	—	1	1	2
4	—	1	1	—	1
5	1	1	—	1	2
6	—	1	1	1	2
7	1	1	—	—	1
8	—	1	1	1	2
9	1	—	1	—	1
10	1	1	1	2	3

Scenarios 7 and 20: Barbarian Powers / Barbaricum: Barbarian Powers located in Barbaricum create new units according to the procedure described in Section 9.5.

E. The Roman Player Turn

The Roman Player always possesses initiative and goes first in every Game-Turn.

1. The Roman Operations Phase

a. Leader Activation Segment

b. Movement Segment

c. Combat Segment

Each eligible Roman Leader may be activated once during the Roman Operations Phase. Once all segments have been completed for each eligible Roman Leader, the Roman Operations Phase is ended and a non-Roman Major Power Initiative marker is chosen to determine which non-Roman Major Power will complete the next Operations Phase. This process proceeds until every non-Roman Major Power has had its Initiative marker drawn and an Operations Phase completed on its behalf.

F. Initiative Determination Phase

All non-Roman Major Power Initiative markers are placed in an opaque container for random drawing.

The non-Roman Major Power whose Initiative marker is drawn is the Active Power and a Player Turn is conducted according to the Sequence described below.

G. The Non-Roman Major Power Turn

1. The Non-Roman Major Power Operations Phase

- a. Leader Activation Segment.** Each eligible non-Roman Leader is activated in alphabetical order.
- b. Movement Segment.** An activated non-Roman force must move into the adjacent Roman controlled Province having the highest Revenue value. If there are two or more Roman controlled Provinces of equal Revenue value, the activated non-Roman force will move into the Roman controlled Province having the weaker defense. If defenses are equal, roll 1d6. On a die-roll result of **1-3** the activated non-Roman force must move to the Province which appears first in alphabetical order. On a die-roll result of **4-6** the activated non-Roman force must move to the Province which appears last in alphabetical order.
- c. Combat Segment.** There is no change to the Combat Resolution procedure.

Once the Operations Phase has been completed, another non-Roman Major Power Initiative marker is randomly drawn to determine which non-Roman Major Power will complete the next Operations Phase (if applicable).

SCENARIO AT-START CAVALRY RATIOS

Rome	HC %	Cav %
Scenarios 1-6	0	100
Scenarios 7-8	50	50
Scenarios 9-11	75	25
Scenarios 18 & 20	0	100
Scenario 19	50	50
Eastern Empire	70	30
Western Empire	40	60
Power	HC %	Cav %
Aegyptus	50	50
Armenia	60	40
Carthage	50	50
Hunni	30	70
Macedonia	70	30
Ostrogothi	100	0
Palmyra	50	50
Parthia	40	60
Persia	80	20
Pontus	60	40
Sarmatia	90	10
Seleucid Kingdom	50	50
Vandali	80	20
Visigothi	60	40

17.0 ADDITIONAL/VARIANT COUNTERS



[17.1] HEAVY CAVALRY

Although *Roma Victrix* features four different infantry units (Legions, Heavy Infantry, Auxilia and Barbarian Infantry) there is only one generic Cavalry unit. This option introduces Heavy Cavalry (HC) into the counter-mix. Heavy Cavalry units represent heavily armored cavalymen equipped with swords and heavy lances while existing Cavalry (CAV) units represent medium and lightly armored cavalymen commonly equipped with swords, javelins and bows.

Heavy Cavalry units have 4 Combat Strength Points (CSPs) at full-strength, and 2 Combat Strength Points at reduced-strength. Creating a full-strength Heavy Cavalry unit costs 5 Revenue Points. Rebuilding a reduced strength Heavy Cavalry Unit costs 3 Revenue Points.

Players use the following list to determine the ratio of Heavy Cavalry (HC) and Cavalry (CAV) units for select Major Powers at the start of each Scenario. Heavy Cavalry units count toward the calculation of the Cavalry Advantage Die-Roll Modifier as described in Rule [5.31] Step 5, however the Die-Roll Modifier received for Cavalry Advantage remains unchanged.

Any Power not listed in the chart above begins Scenarios with 50% HC and 50% CAV. The Die-Roll Modifier received for Cavalry Advantage as described in Rule [5.31] Step 5 remains unchanged.

[17.2] CAPITAL CITIES

This option provides Players with expanded options for the use of Capital City markers. Each Scenario lists the Major and Minor Powers for that Scenario and the Provinces controlled by each of those Powers. The Provinces in which the Capital Cities of Major and Minor Powers are located are printed in red type. All Capital Cities have a Revenue Value of 5. Unless otherwise specified, Capital City markers function as described in Case [3.53].

[17.21] Player Major Capital City Markers. The six Player Unit Counter Sheets contain 6 Major Power Capital City markers. 12 replacement markers for those Capital City markers (with a colored bar in each of the 6 Player Unit Counter Sheet colors) are provided with this option so that Player Capital Cities now consist of two markers with two steps each, printed on both sides with defense

strengths ranging from 1 to 4 consisting of two markers with two steps each.



[17.22] Generic Major Capital City Markers.

An additional 8 Generic Major Power Capital City markers are provided in light brown / tan.

A Generic Major Power Capital City marker is placed in the designated Province of any Major Power which does not have a corresponding Named Capital City. Generic Major Power Capital City markers function exactly as Named Major Power Capital City markers described above.



[17.23] Named Capital City Markers.

There are 12 Named Capital City markers. A Named Capital City has 4 steps (representing 1 to 4

Combat Strength Points) and consists of two markers each, printed on both sides. A Named Capital City begins a Scenario at full-strength (4 CSPs) and may be reduced as the result of Siege Combat (4 CSPs to 3 CSPs to 2 CSPs to 1 CSP). The following Named Capital City markers are placed on the map in any Scenario in which the corresponding Provinces are identified as containing Capital Cities:

Province / City	Province / City
Aegyptus / Alexandria	Latium / Roma
Africa / Carthage	Macedonia / Pella
Armenia / Artaxata	Pontus / Amaseia
Asia / Pergamum	Sicilia / Syracusae
Babylonia / Ctesiphon	Syria / Antiochia
Cisalpinia / Ravenna	Thracia / Byzantium

[17.24] Generic Minor Capital City Markers. There are 16 Generic Minor Power Capital City Markers in light brown / tan included with this option. A Generic Minor Power Capital City consists of one marker with two steps, printed on both sides. A Generic Minor Power Capital City has 2 Combat Strength Points at full-strength and 1 CSP at reduced strength.

Minor Powers consisting of a Single Province. In each Scenario most Minor Powers consist of just one Province. In those instances, a Generic Minor Capital City is placed in that single Province.

Minor Powers consisting of more than one Province.

Minor Powers which have more than one Province are shown below along with their Capital locations:

Province / City	Province / City
Bosporan Kdm / Taurica	Numidia / Numidia
Mauretania / Mauretania	

Minor Powers which always use Named Capital City Markers. Certain Minor Powers always use a Named Capital City marker. These are:

Province / City	Province / City
Aegyptus / Alexandria	Pontus / Amaseia
Armenia / Artaxata	Sicilia / Syracusae
Asia / Pergamum	

[17.3] THRACIA AS A MINOR POWER

Whenever Thracia is listed as a Minor Power, Thracia receives a Minor Capital City Marker in Thracia. When Thracia is the Capital of a Major Power, the Named Capital City Marker (Thracia / Byzantium) is used.

[17.4] ROMAN ROADS

This option of Modified Land Movement Operations Point Costs accounts for the existence of Roman roads and other terrain features. An Activated Leader expends Operations Points as follows:

- 1 OP to enter a Province within the Roman Empire. (i.e. a Province that is controlled by a Roman Power).
- 2 OPs to enter a non-Roman Province. (i.e. a Province that is controlled by a non-Roman Power).
- 3 OPs to enter a Province of Barbaricum
- 4 OPs for non-Roman units to enter a Province occupied by a full-strength Limes Marker
- 2 OPs for non-Roman units to enter a Province occupied by a reduced strength Limes Marker
- 1 OP to enter a Strait
- 1 OP to embark or disembark Land units for Naval Transport.
- 1 OP to initiate a round of Land or Siege



EXAMPLE OF PLAY

Scenario 1: The Second Punic War

Four Players are playing so the only active powers are: Aegyptus, Carthage, Rome, Seleucid Kingdom. Macedonia and its Client States are Neutral as there is no fifth player.

The Land and Naval forces of the four Major Powers are deployed on the map according to the Scenario Set-Up Chart. Each Player receives the Province cards corresponding to the Provinces controlled by his Major Power at the start of the Scenario. In addition, each Player is dealt one Event Card at Random. These cards are held “in secret” by each Player. The Major Powers receive Event Cards as follows:

Aegyptus: Frontier War

Carthage: Siege Combat Advantage

Rome: Land Combat Advantage

Seleucid Kingdom: Ambush

All Major Power Initiative markers are placed in an opaque container and the first Game-Turn is ready to begin. As this is the first Game-Turn, the **Pillage Marker Removal and Attrition Check Phases** are skipped. All Players proceed to the **Joint Economic Phase**.

Each Player now collects Revenue during the **Revenue Collection Segment** equal to the combined Revenue Value of the Major Power’s Capital City and controlled Provinces. This total is recorded on the Major Power’s Treasury Track located on their Major Power Display. Each Player collects this revenue as listed:

Aegyptus: 18 Revenue Points (Aegyptus, Arabia Petraea, Cyprus, Cyrenaica, Iudaea, Libia, Lycia + Capital City).

Carthage: 18 Revenue Points (Africa, Baetica, Carthaginiensis, Mauretania, Syrtica, Tingitana, Tripolitania, + Capital City).

Rome: 16 Revenue Points (Apulia, Baleares, Cisalpina, Corsica, Latium, Sardinia + Capital City).

Seleucid Kingdom: 25 Revenue Points (Adiabene, Assyria, Atropatene, Babylonia, Characene, Cicilia, Hatra, Osrhoene, Syria + Capital City).

No Revenue is collected for Client States or Allies. Play moves to the next Phase, the **Supply and Maintenance Segment**. Each Player expends Revenue Points to supply and maintain Land and Naval units (Legions, Heavy Infantry, Auxilia, Cavalry, Fleets) belonging to his / her Major Power. Revenue is expended as follows:

Aegyptus: 25 units - 13 Revenue Points spent, leaving 5 Revenue Points

Carthage: 29 units - 15 Revenue Points spent, leaving 3 Revenue Points

Rome: 31 units - 16 Revenue Points spent, leaving 0 Revenue Points

Seleucid Kingdom: 37 units - 19 Revenue Points spent, leaving 6 Revenue Points

Each Player may expend remaining Revenue Points to create new Land and Naval units as play has moved to the **New Unit Creation and Rebuild Segment**. Since, it is the first Game-Turn and having no units to rebuild they may only create new units. Each player examines their own needs and begins creating the units.

- The Aegyptian Player recruits 1 Heavy Infantry unit in Aegyptus (Capital City so no need to roll 1d6 for Ptolemy L-2). Cost: 4 Revenue Points, leaving 1 Revenue Point.
- The Carthaginian Player, with 3 Revenue Points available elects to create no new units.
- The Roman Player randomly selects two Consuls as detailed in the Special Rules section of the Scenario. The two Consuls are both L-1 Leaders. Rome has no available Revenue Points, however Rome does have Fleet units. The Roman Player elects to convert Fleet units to reduced Legions (Case 9.3) as follows:
 - **Apulia:** 2 Fleet units are converted to 2 reduced Legions
 - **Baleares:** 1 Fleet unit is converted to 1 reduced Legion
 - **Cisalpina:** 2 Fleet units are converted to 2 reduced Legions
 - **Corsica:** 1 Fleet unit is converted to 1 reduced Legion
 - **Sardinia:** 1 Fleet unit is converted to 1 reduced Legion

The Seleucid Player creates 1 Heavy Infantry unit in Syria (Capital City so no need to roll 1d6 for Antiochus L-3). Cost: 4 Revenue Points, leaving 2 Revenue Points.

This is the first Game-Turn and the first **Event Card Replenishment Segment**, no Event Cards have been previously played so no Player need draw one. All Players currently hold 1 Event Card and nobody elects to discard and draw a new Event Card.

Roman Power Prior to Movement



Play moves to the **Initiative Determination Phase**. One of the Players draws an Initiative marker, blindly, from the opaque container. The Roman Initiative marker is drawn; thus the Roman Player will be the First Phasing Player.

The Roman Player rolls 1d6 to activate the L-1 Leader (Consul) in Cisalpina. The die-roll result is “5” which is added to the Leader’s Command Rating of “1”, giving that Leader 6 Operations Points.

The Roman Player moves the activated L-1 Leader in Cisalpina and his attached Land units south through Latium (1 OP) and into Apulia (2 OP’s) where he attaches all the leaderless Roman Land units there and moves north again into Latium (3 OP’s), dropping off four reduced Legions. The L-1 Leader continues north into Cisalpina (4 OP’s), then heads west into Narbonensis (6 OPs) which is controlled by Massilia, a Roman Client State. In order to enter Narbonensis, the activated Leader and his attached force must cross the Alpine Mountain Passes located between Cisalpina and Narbonensis at a cost of 2 OPs (Scenario Special Rule). In addition, a Special Attrition Check die-roll must be made. The Roman Player force consists of a total strength of 48 CSPs. He rolls 1d6 and obtains a result of “1” which would normally mean an Attrition loss of 10% but in this case is reduced to 5%.

The Roman Player consults the Percentage Table and cross indexes the 5% column with the 40 Combat Strength Points row which yields a result of “2”. The Roman Player next cross indexes the 5% column with the Combat Strength

Points row which yields a result of “0”. Thus, the Roman Player loses a total of 2 CSPs and he eliminates 1 Auxilia unit to satisfy this loss leaving him with 46 CSPs.

The Roman Player ends his Movement Segment in Narbonensis, stacked with the Massilian Heavy Infantry unit located there. (see Fig.1)

The Roman Player rolls 1d6 to activate the other L-1 Leader (Consul) in Latium. The die-roll result is a “4” which is added to the Leader’s Command Rating of “1”, giving that Leader 5 Operations Points. The Roman Player moves the activated L-1 Leader and all of his attached Land units (except the 4 reduced Legions which were dropped off in Latium) north into Cisalpina (1 OP), then west into Narbonensis (3 OP’s). The Roman Player must make a Special Attrition Check die-roll. The Roman Player’s force consists of a total strength of 24 CSPs. He rolls 1d6 and obtains a result of “6” which means “No Effect”. The Roman Player moves his activated Leader south into Tarraconensis (5 OPs) which is controlled by Saguntum, another Roman Client State. Once again, the Roman Player must make a Special Attrition Check die-roll for the Pyrenees Mountain Passes. The Roman Player’s force still remains at 24 CSPs. He rolls 1d6 and obtains another result of “6” for “No Effect”.

The Roman Player ends the activated Leader’s Movement Segment stacked with the Saguntine Heavy Infantry unit located there.

The Aegyptian Player begins his turn by playing the **Frontier War Event Card** to activate Cappadocia which is a Neutral Minor Power in this Scenario. The Aegyptian layer rolls 1d6 to activate the Cappadocian L-1 Leader in Cappadocia. The die-roll result is “6” which is added to the Leader’s Command Rating of “1”, giving that Leader 7 Operations Points. The Aegyptian Player moves the activated Cappadocian L-1 Leader south into Cilicia which is controlled by the Seleucid Player (1 OP). The Aegyptian Player announces an attack by the Cappadocian forces on the Seleucid forces in Cilicia (2 OP’s).



The attacking Cappadocian forces consist of 1 L-1 Leader, 3 Heavy Infantry (3x3=9), 2 Auxilia (2x2=4) and 4 Cavalry (2x4=8) for a total of 21 Combat Strength Points (9+4+8=21 CSP’s).

The defending Seleucid forces consist of the Leader Seleucus (L-1), 3 Heavy Infantry (3x3=9), 3 Auxilia (3x2=6), 1 Cavalry (2x1=2) and 1 Garrison marker (1CSP) for a total of 18 Combat Strength Points (9+6+2+1=18 CSP).

The Leader Command Ratings are the same for both forces (L-1), so neither side receives a Leader Command Differential die-roll modifier.

With 21 CSP’s attacking 18 CSP’s, a ratio of 1 to 1, neither side has a Numerical Advantage, thus neither side receives a die-roll modifier.

The Cappadocian force has 8 Cavalry CSP’s facing 2 Cavalry CSP’s in the Seleucid force. As the Cappadocian force has a 4 to 1 ratio of Cavalry CSP’s (more than the required 2 to 1 ratio), the Cappadocian force receives a die-roll modifier of “2” for its Cavalry Advantage. Each Player

now rolls 1d6 to resolve Land Combat.

The Aegyptian Player rolls a “5” and The Seleucid Player rolls a “2”. The Cappadocian force has inflicted 50% losses (5x10%=50%) on the Seleucid force while the Seleucid force has inflicted 20% losses (2x10%=20%) on the Cappadocian force. The Aegyptian Player allocates the die-roll modifier of “2” for Cavalry Advantage by increasing the Seleucid losses to 60% and reducing Cappadocian losses to 10%. Both Players consult the Percentage Table to check their losses they suffer from the combat. The Seleucid force must lose 11 CSP’s (60% of 18) and the Cappadocian force must lose 2 CSP’s (10% of 21). The Cappadocian force is victorious.

The Seleucid Player eliminates 3 full-strength Auxilia units and the Garrison marker for 7 CSP’s, and reduces his remaining 3 Heavy Infantry units and the 1 Cavalry unit by flipping them to their reverse side. The Aegyptian Player eliminates 1 full-strength Cappadocian Auxilia unit, thus satisfying that force’s required loss.

The Seleucid Player must now roll 1d6 to determine if the defeated Seleucus (L-1) survives the Land Combat. The die-roll result is a “5” which means that Seleucus is not eliminated.

The Seleucid Player now decides if his force will attempt to remain in Cilicia or retreat. The Seleucid Player opts to conduct a retreat into Syria (he may elect to retreat up to 2 Provinces) rather than risk another round of Land Combat.

The Aegyptian Player rolls 1d6 to see if the Seleucid Fleet in Cilicia is captured by the Cappadocian forces (see Case 5.68). The die-roll is a “5” which is greater than the Cappadocian Leader’s Command Rating of “1”, so the Seleucid Fleet unit relocates to Syria.

The Cappadocian Leader has 5 remaining OP’s. The Aegyptian Player opts to have the Cappadocian Leader expend 1 OP to pillage Cilicia (10.7) and a Pillage marker is placed in the Province.

The Cappadocian Leader expends another OP to move his force back to Cappadocia, leaving a Garrison marker in Cilicia and ending the Frontier War. Finally, the Seleucid Player loses the Province Card for Cilicia from his hand since he no longer controls Cilicia.



The Aegyptian Player attempts to activate Parthia, a Client State. Because the Aegyptian Supreme Leader Ptolemy has a Command Rating of “2”, the Aegyptian Player must roll a “1” on a 1d6 to activate Parthia. A “6” is rolled and the attempt fails.

The Aegyptian Player decides to activate the Aegyptian L-1 Leader in Iudaea. The Aegyptian Player rolls 1d6 and the result is “2” which gives that Leader 3 Operations Points. The Aegyptian Player moves the L-1 Leader east into Arabia Petraea (1 OP) with 2 Heavy Infantry units and a Cavalry unit and leaves them there before returning to Iudaea (2 OP’s).



The Aegyptian Player now activates Ptolemy (L-2) in Aegyptus rolling a 1d6, obtains a “1” which gives Ptolemy 3 Operations Points. Ptolemy moves east in Iudaea with his full force of 6 Heavy Infantry units, 1 Auxilia unit and 2 Cavalry units (1 OP). Ptolemy drops off 1 Cavalry unit in Iudaea and moves south into Arabia Petraea (2 OP’s) dropping off 1 Auxilia unit and 1 Cavalry unit with the force

already located there. Ptolemy then turns west, returning to Aegyptus and his Capital (3 OP’s).



The Aegyptian Player then activates the L-1 Leader in Lycia and rolls 1d6. The result is “6” which gives that Leader 7 OP’s. The activated Leader embarks on the Aegyptian Fleet unit located in Lycia (1 OP), then conducts Naval Movement into the Mare Aegyptum (2 OP’s). The Leader lands in Cyprus to take control of the Aegyptian Fleet unit based there (3 OP’s). He moves back out to sea (4 OP’s) and south to the coast of Aegyptus (5 OP’s). The Leader debarks in Aegyptus (6 OP’s) and moves to join the Land forces in Arabia Petraea (7 OP’s). The Aegyptian Game-Turn is now completed.



Another Initiative marker is blindly drawn from the opaque container and it belongs to the Seleucid Kingdom. The Seleucid Player will be the next Phasing Player.

The Seleucid Player begins the turn by playing the **Ambush Event Card** against Aegyptus, designating the Province of Lycia as the location of the Ambush. The Seleucid Player draws a “Barbari Incognita” counter at random which is flipped over to reveal a strength of 4 Barbarian Infantry Warbands.



The Seleucid Player replaces the Warband counter with 4 Barbarian Infantry to go with L-2 Leader in Lycia, then rolls 1d6 to activate that Leader. The die-roll result is “4” which gives the L-2 Leader 6 Operations Points. The Seleucid Player expends 1 Operations Point to have the Barbarian Infantry to attack the Aegyptian forces in Lycia.

The attacking force consists of 1 L-2 Leader and 4 Barbarian Infantry units for a total of 8 Combat Strength Points (2x4=8 CSP’s). The defending Aegyptian forces consist of 2 Heavy Infantry (2x3=6), 1 Auxilia (1x2=2), 1 Cavalry (1x2=2) and 1 Garrison marker (1) for a total of 11 Combat Strength Points.

The attacking Leader’s Command Rating is “2” while the Aegyptian force has no Leader, therefore the attacking force receives a Leader Command Differential die-roll modifier of “2”.

8 CSP’s are attacking 11 CSP’s which is a ratio of 1 to 2, giving the Aegyptian force a die-roll modifier of “1”. The Aegyptian force also has 2 Cavalry CSP’s facing no Cavalry CSP’s in the attacking Barbarian force. Thus, the Aegyptian force receives a die-roll modifier of “2” for its Cavalry Advantage.

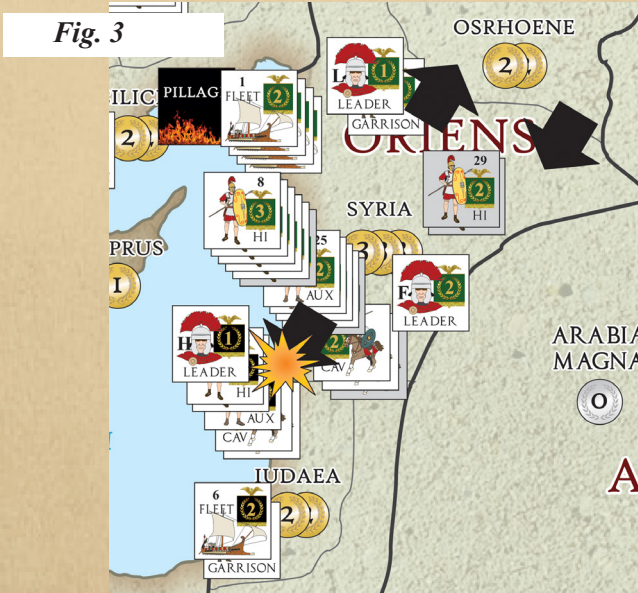
The cumulative total die-roll modifier for the attacking force is “2” and the cumulative die-roll modifier for the Aegyptian force is “3” which gives the Aegyptian force a net die-roll modifier of “1”.

Each Player rolls 1d6 to resolve Land Combat. The Seleucid Player rolls a “5” for the attacking force and the Aegyptian Player rolls a “3”. The Aegyptian Player uses the “1” die-roll modifier to decrease the Aegyptian losses from 50% to 40% resulting in a loss of 4 Combat Strength Points. The Aegyptian Player reduces 1 Heavy Infantry unit and removes the Auxilia unit and Garrison marker to satisfy the Land Combat result. The attacking force suffers 30% casualties so the Seleucid Player eliminates 1 Barbarian Infantry unit.



The Aegyptian force has lost the Land Combat and the “Ambush” Event Card prohibits the defeated Aegyptian force from retreating. The remaining Aegyptian forces are therefore eliminated. The Aegyptian Player has lost control of Lycia and must lose the corresponding Province card as well.

The Seleucid Player decides to activate Antiochus (L-3) in Syria and rolls 1d6. The die-roll result is “3” which gives Antiochus 6 Operations Points. Antiochus moves northeast into Osrhoene (1 OP) with his force, leaving Seleucus (L-1 Leader) and 3 reduced Heavy Infantry and 1 Cavalry unit behind. Antiochus returns to Syria (2 OP’s) and continues south into Iudaea (3 OP’s) which is occupied by an Aegyptian L-1 Leader and Land forces. The Seleucid Player attacks the Aegyptian force in Iudaea (4 OP’s). (See Fig. 3).



The Aegyptian Player attempts to conduct Withdrawal before Combat and rolls 1d6 against the Command Rating of the Aegyptian L-1 Leader. The die-roll result is a “2” which means that the Aegyptian L-1 Leader is unable to Withdraw before Combat and must stand and fight in Iudaea.

The Seleucid force consists of Antiochus (L-3), 6 full-strength Heavy Infantry (6x3=18), 4 full-strength Auxilia (3x2=8) and 2 full-strength Cavalry (2x2=4) for a total of 30 CSP’s in the Seleucid force.

The Aegyptian force consists of the L-1 Leader, 2 Heavy Infantry (2x3=6), 1 Auxilia (1x2=2), 2 Cavalry (2x2=4) and 1 Garrison marker (1). There is also a Fleet unit that is ineligible to defend in Land Combat. The Aegyptian force totals 13 CSP’s.

The Seleucids have an L-3 Leader compared to the Aegyptian L-1 Leader (DRM of “2”); a 2 to 1 ratio of CSP’s to the Aegyptians (DRM of “1”) and 4 Cavalry CSP’s to 4 Aegyptian Cavalry CSP’s which is insufficient to give them a DRM for Cavalry Advantage. The cumulative DRM for the Seleucid Player is “3”.

Each Player rolls 1d6. The Seleucid Player rolls a “6” and the Aegyptian Player rolls a “2”. The Seleucid Player uses 2 points of his DRM to increase the Aegyptian casualty percentage from 60% to 80% resulting in a loss of 10 CSP’s.

The Aegyptian Player eliminates 2 Heavy Infantry units, 1 Auxilia unit and 1 Cavalry unit. The Seleucid Player will use his remaining “1” DRM to reduce his own casualties from 20% to 10% and suffer a loss of 3 CSP’s, removing 1 full-strength Auxilia unit and reducing another Auxilia unit.

The Aegyptian Player must now roll 1d6 to determine if the defeated L-1 Leader survives the Land Combat. The die-roll result is a “2” which means the Aegyptian L-1 Leader is not eliminated.

The Aegyptian Player must now determine if his defeated force will attempt to remain in Iudaea or retreat. The Aegyptian Player opts to retreat his L-1 Leader and 1 remaining Cavalry unit into Aegyptus (he may elect to retreat up to 2 Provinces) rather than risk another round of Land Combat with the Seleucid force which now numbers 27 CSP’s to the Aegyptian force’s 3 CSP’s (1 Cavalry unit + 1 Garrison unit), a 9 to 1 ratio.

The Seleucid Player rolls 1d6 to see if the Aegyptian Fleet in Iudaea is captured by the Seleucid forces (see Case 5.68). The die-roll result is “2” which is less than Antiochus’ Command Rating of “3”, so the Aegyptian Fleet unit is captured. The Seleucid Player removes the Aegyptian Garrison marker in Iudaea and replaces it with one of his own. Finally, the Aegyptian Player surrenders the Province Card for Iudaea to the Seleucid Player

Antiochus still has 2 OP’s remaining and the Seleucid Player decides to move Antiochus and his entire force into Arabia Petraea (5 OP’s) and attack the Aegyptian force located there (6 OP’s).

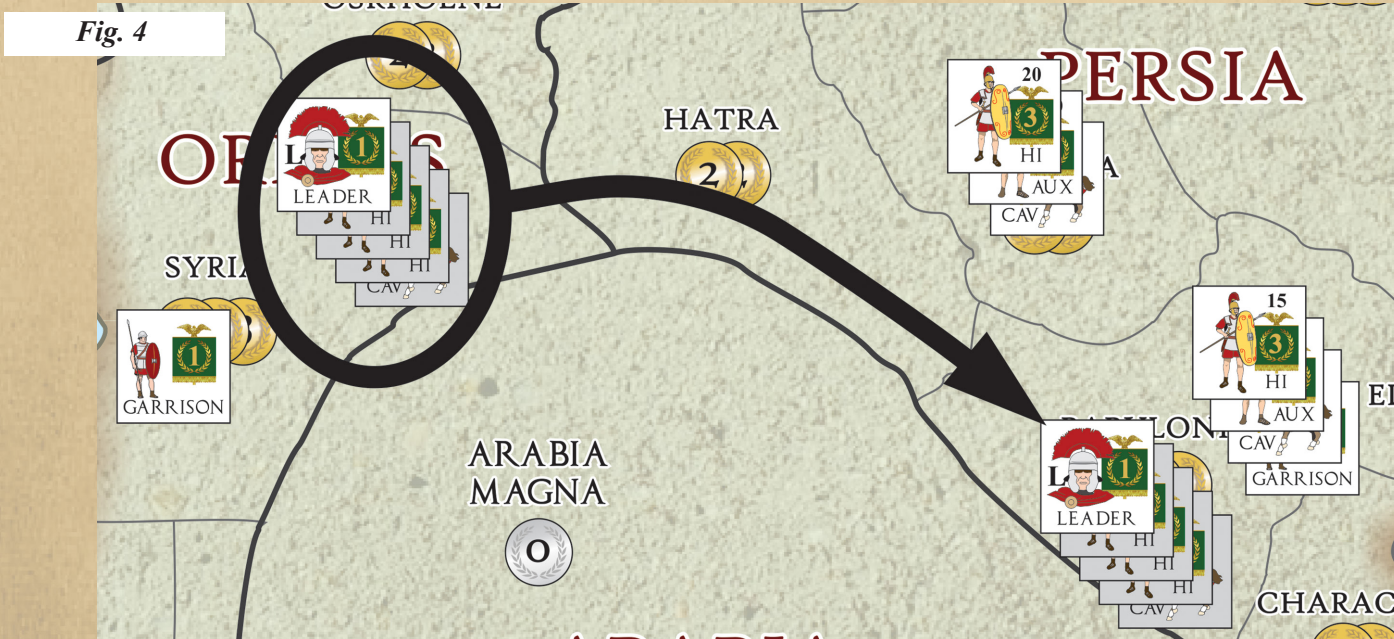
The Aegyptian Player will attempt to Withdraw before Combat and rolls 1d6 against the Command Rating of the Aegyptian L-1 Leader. The die-roll result is a “1” which means that the Aegyptian L-1 Leader is able to Withdraw before Combat and retreats into Aegyptus (shown by the red arrow).



The Seleucid Player replaces the Aegyptian Garrison marker with a Seleucid Garrison marker.

The Seleucid Player now decides to activate the previously defeated Seleucus (L-1) in Syria and rolls 1d6. The die-roll result is “1” giving Seleucus 2 OP’s. Seleucus moves east into Hatra (1 OP) and southeast into Babylonia (2 OP’s)

and now commands Seleucid forces there. Seleucus’ total force in Babylonia now consists of 1 full-strength Heavy Infantry units, 3 reduced strength Heavy Infantry units, 1 full-strength Auxilia unit, 1 full-strength Cavalry unit and 1 reduced-strength Cavalry unit and a Garrison unit. (15 CSPs). (see Fig. 4).



The Seleucid Player then activates Theodotus (L-1) in Osrhoene and rolls 1d6. The die-roll result is “2”, yielding 3 Operations Points. Theodotus is moved east into Adiabene (1 OP) to take control of the 1 Heavy Infantry, 1 Auxilia and 1 Cavalry and relocate that force to Assyria (2 OP’s).

attack the Cappadocian Garrison marker located there (3 OP’s).



The last remaining Seleucid Leader is Diogenes (L-1) and his force of 1 Heavy Infantry, 1 Auxilia and 1 Cavalry in Hatra. The Seleucid Player rolls 1d6 and obtains a “6”, giving Diogenes 7 Operations Points. Diogenes moves west into Syria (1 OP), and Cilicia (2 OP’s) where he will

Diogenes has 7 CSP’s to the Cappadocian 1 CSP. The Seleucid DRM’s are 1 for Diogenes, 6 for the Numerical Advantage ratio of 7-1, and 2 for the Cavalry Advantage giving a total DRM of 9.

The Seleucid and Aegyptian Players roll their respective 1d6. The Seleucid Player rolls a “1” and the Aegyptian Player rolls a “4”. The Seleucid Player uses 3 points of his DRM to reduce his casualties from 40% to 10% and the remaining 6 points to increase Cappadocian casualties from 10% to 70%. The Cappadocian Garrison marker is eliminated and the Seleucid Player reduces the Auxilia unit to satisfy the required 1 CSP loss. Cilicia and its

corresponding Province card are returned to Seleucid control and a Seleucid Garrison marker is placed there. Diogenes has 4 OP's remaining and the Seleucid Player moves him and his remaining force back to Syria (4 OP's). The Seleucid Player's turn is ended.

The only remaining Initiative marker belongs to the Carthaginian Player, thus the Carthaginian Player will now take a turn.

The Carthaginian Player rolls 1d6 to activate Hasdrubal (L-2) in Baetica. The die-roll result is "5" which gives Hasdrubal 7 Operations Points. Hasdrubal moves northeast with his force of 2 Heavy Infantry units and 1 Cavalry unit into Carthaginiensis (1 OP). Hasdrubal spends 1 OP to embark his force on the three Fleet units in Carthaginiensis (2 OP's) and enters the Mare Balearicum Sea Area (3 OP's). Hasdrubal continues east into the Mare Tyrrhenum Sea Area (4 OP's) and then north to the coast of Cisalpina (5 OP's). Hasdrubal now disembarks his force into Cisalpina (6 OP's) and declares his intention to attack the Roman Garrison marker located there.

The Roman Player announces his intention to attempt to intercept Hasdrubal's Land force with the L-1 Roman Consul and Roman force located in Narbonensis. The Roman Player rolls a "2" on a 1d6 and the interception attempt fails.

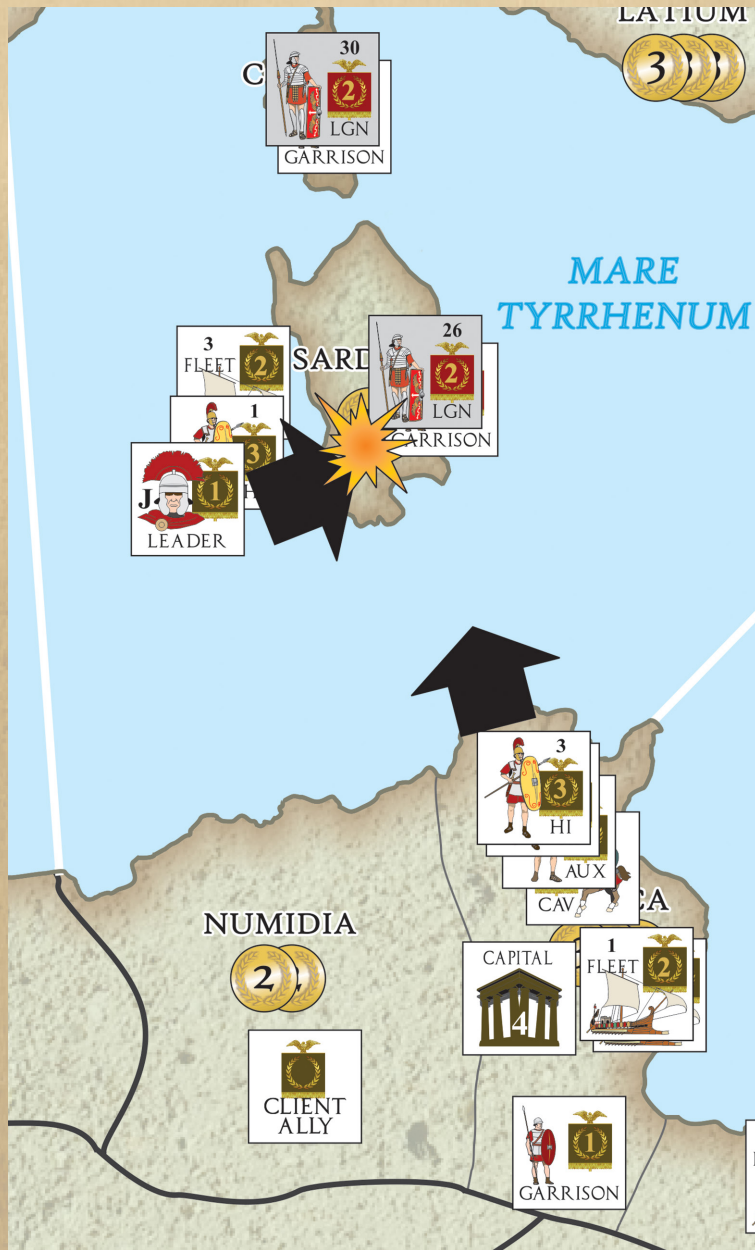
Hasdrubal uses his 1 remaining Operations Point to attack the Roman Garrison marker in Cisalpina.

Hasdrubal attacks with 2 Heavy Infantry units (2x2=6) and 1 Cavalry unit (1x2=2) for a total of 8 CSPs. The defending Roman Garrison has 1 CSP. Hasdrubal receives a "2" modifier as an L-2 Leader. The combat ratio is 8 to 1, giving Hasdrubal an additional DRM of "7" and since he has a Cavalry unit, Hasdrubal will also receive another DRM of "2" for Cavalry Advantage. The cumulative die-roll modifier is "11". Both Players roll 1d6 and they each roll "5". Hasdrubal reduces the Roman Player's die-roll to "1" or 10% and increases his own die-roll to "10" or 100%. The Roman Garrison marker is eliminated. The Carthaginian Player elects to reduce one Heavy Infantry unit to satisfy his own loss of 10%. The Carthaginian Player receives the Province Card for Cisalpina and places a Carthaginian Garrison marker there.



The only option is for Mago to do what he can to reduce his own casualties, which currently stand at 60%, or 2 of his 3 Heavy Infantry Combat Strength points. Mago applies his DRM of "1" to reduce his casualties from 60% to 50% which will require him to reduce the Heavy Infantry unit and lose 1 CSP.

The Carthaginian Player chooses to activate Mago (L-1) in Africa and rolls 1d6 obtaining a "6" yielding 7 Operations Points. Mago embarks 1 Heavy Infantry unit onto 1 Fleet in Africa (1 OP). He chooses to leave the remaining forces in Africa behind. Mago puts to sea, entering the Mare Tyrrhenum (2 OP's) and then the Sardinian coast (3 OP's) where he will attack the Romans.



Mago disembarks the Heavy Infantry unit in Sardinia (4 OP's) and attacks the Roman reduced Legion and Garrison marker there (5 OP's). Mago has 1 Heavy Infantry unit (3 CSPs) and receives a die-roll modifier of "1" since he is an L-1 Leader. The Roman force consists of 1 reduced-strength Legion (2 CSPs) and 1 Garrison marker (1 CSP). The combat ratio is 1 to 1 which gives neither Player a DRM. Both Players roll 1d6. The Carthaginian Player rolls a "1" and the Roman Player rolls a "4".

The Carthaginian Player inflicts 10% casualties on the Roman force; however, this does not result in the loss of any CSPs. If the Carthaginian Player uses his DRM of 1 to raise the casualty percentage to 20%, the Roman force will have to lose 1 CSP. Reducing the Roman die-roll from

"4" to "3" will have no effect since both 30% and 40% of 3 CSPs will result in a loss of 1 Carthaginian CSP. Thus, the Carthaginian Player elects to increase his own die-roll from "1" to "2". The Roman Player eliminates his Garrison marker to satisfy the loss of 1 CSP. The Carthaginian Player must reduce his Heavy Infantry unit from 3 CSPs to 2 CSPs.

Since Mago has lost the battle because the Carthaginian force suffered 40% casualties to the Romans' 20%, the Carthaginian Player must now roll 1d6 to see if Mago survives the defeat. The die-roll result is "5" and Mago lives. Nevertheless, Mago is faced with another dilemma: he is unable to retreat, voluntarily or otherwise. Mago's only hope is to roll a "1" on 1d6 which will enable him to stand his ground. Unfortunately for Mago, the die-roll result is "6". The Carthaginian force is prohibited from retreating by Naval Movement so the reduced-strength Carthaginian Heavy Infantry unit is eliminated entirely. Mago is also eliminated according to Case 5.31, Step 10 and the Roman Player retains control of Sardinia. The only silver lining in this cloud is that the now Leaderless Carthaginian Fleet unit is unaffected and may remain on the Sardinian coast.

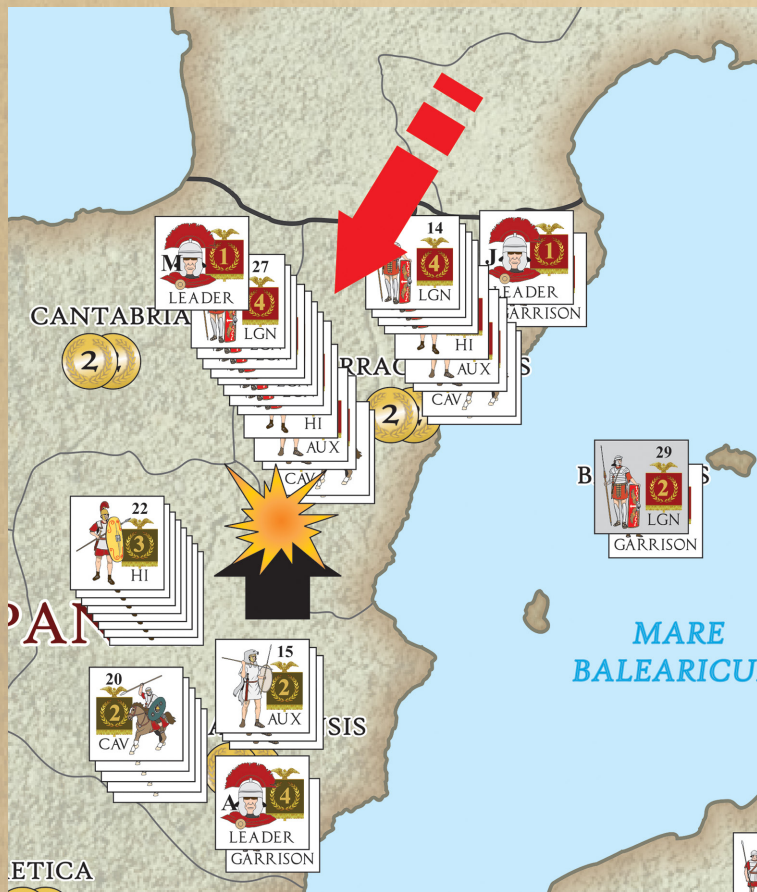


The Carthaginian Player chooses to activate his remaining Leader, Hannibal (L-4) in Carthaginiensis and rolls 1d6. The Carthaginian Player rolls a "2" which gives Hannibal 6 Operations Points.

Hannibal's entire force consists of 8 Heavy Infantry (8x3=24), 3 Auxilia (3x2=6) and 5 Cavalry (5x2=10) totaling 40 CSPs. Hannibal moves northeast into Tarraconensis (1 OP) where he will meet the combined Roman – Saguntine Army under the Roman Consul (L-1) waiting there. Hannibal announces his intention to attack and the Roman

Army under the Roman Consul (L-1) waiting there. Hannibal announces his intention to attack and the Roman Player announces his own intention to attempt to intercept the Carthaginian force with the Roman force located in Narbonensis under the other Roman Consul (L-1). The Roman Player rolls 1d6 and obtains a “1”. The Roman Consul (L-1) successfully intercepts Hannibal’s force with his own force consisting of 8 Legions, 3 Auxilia units and 4 Cavalry units, a total of 46 CSPs. The Massilian Heavy Infantry unit remains in Narbonensis. The Roman Player becomes the attacker as the result of the successful interception.

The Roman force which was already in Tarraconensis will not participate in this battle which is the result of Land Movement Interception.



Hannibal enjoys a Leadership Command Rating advantage of 4 to the Roman’s 1, giving Hannibal a die-roll modifier of “3”. Neither side will benefit from Numerical or Cavalry advantage since the overall attacker to defender ratio is still 1 to 1 and the Carthaginians have 5 Cavalry units to the Romans’ 4. The intercepting Roman force is the attacking force (the long red arrow).

Both Players roll 1d6 to determine the battle results. The Roman Player rolls a “5” and the Carthaginian Player rolls a “4”. The Carthaginian Player uses all 3 points of Hannibal’s die-roll modifier to reduce Carthaginian casualties from 50% to 20%. Roman Casualties remain at 40%. The Carthaginian force will lose 8 out of 40 Combat Strength Points, leaving 32 CSP’s remaining with Hannibal. The Romans will lose 18 out of 46 Combat Strength Points, leaving 28 CSP’s remaining.

The Carthaginian Player loses 3 full-strength Auxilia units and reduces 2 Heavy Infantry units to satisfy Hannibal’s losses. The Roman Player will lose 3 full-strength Legions and 3 full-strength Auxilia units for a loss of 18 CSP’s. The Roman Player now rolls 1d6 to check the fate of the defeated Consul. The die-roll result is “5” so the Consul survives the battle. The Roman Player elects to voluntarily retreat the defeated Roman force back into Narbonensis where they will rejoin their Massilian Allies.

Hannibal’s army is now facing the Roman-Saguntine force that he intended to attack in the first place in Tarraconensis.



Hannibal has 6 Heavy Infantry units (6x3=18), 2 reduced Heavy Infantry units (2x2=4) and five Cavalry (5x2=10) for 32 CSP's. His army is facing the Roman-Saguntine force of 4 Legions (4x4=16), 1 Heavy Infantry unit (1x3=3), 2 Auxilia units (2x2=4), 2 Cavalry units (2x2=4) and a Garrison marker (1) for a total of 28 CSP's. Hannibal has the advantages of Leadership (DRM of "3") and Cavalry (DRM of "2") for a cumulative DRM of "5". Hannibal attacks (2 OP's). The Carthaginian Player rolls a "6" as does the Roman Player. Hannibal applies his entire DRM to reducing his own losses from 60% to 10%, leaving Roman casualties at 60%.

Hannibal's losses equate to 3 CSP's and he eliminates 1 full-strength Heavy Infantry unit. Roman losses are a crushing 17 out of 28 CSP's. The Roman Player eliminates 2 full-strength Legions (8 CSPs), 2 full-strength Auxilia units (4 CSPs) and reduces 1 Cavalry unit (1 CSP). The Roman Player also eliminates the Saguntine Heavy Infantry unit (3 CSPs) and the Saguntine Garrison unit (1 CSP) to satisfy the total loss of 17 Combat Strength Points.

The Roman Player checks for his Consul and rolls a "5". The Roman Player will retreat the defeated Roman force into Narbonensis where it will join the other Roman army.

Hannibal has taken Tarraconensis, so he gains the Province Card and a Carthaginian Garrison marker is placed there.

The Carthaginian Player has a difficult decision to make: Hannibal has but 29 Combat Strength Points, 10 of which are Cavalry. He knows the Roman force is larger than his and that he probably does not have an advantage in Cavalry. He does have Hannibal (L-4) to either Roman Consul (L-1), giving him a possible DRM of "3", or only "2" if the Roman force is numerically superior to his.

The Carthaginian Player decides to end his turn here. The Players now prepare for the next Game-Turn.

Initiative Markers: All Major Power Initiative markers are returned to opaque container.

Pillage Marker Removal Phase: The Seleucid Player rolls 1d6 to see if the Pillage marker is removed from Cilicia. The result is a "1" so it remains.

Attrition Check Phase: The Attrition Check Phase is skipped since there are no Provinces which contain Land units belonging to opposing Powers.

Revenue Collection Segment: All Players will now collect Revenue equal to the combined Revenue Value of the Major Power's Capital City and controlled Provinces and records that total on the Major Power's Treasury Track located on the Major Power Display Mat.

Supply and Maintenance Segment: Each Player expends Revenue Points to supply and maintain Land and Naval units (Legions, Heavy Infantry, Auxilia, Cavalry, Fleets) belonging to his / her Major Power.

New Unit Creation and Rebuild Segment: All Players may expend remaining Revenue Points to Create new Land and Naval units or rebuild units that are reduced.

Event Card Replenishment Segment: In the previous Game-Turn, the Aegyptian and Seleucid Players each played an Event Card, thus they will draw new replacement cards now.

Play moves to the **Initiative Determination Phase** and another Game-Turn begins!

Game Credits

Game Design, Research and Development: Paul Kallio

Project Manager: Billy Thomas

Pre-Production Coordinator: Brittani-Pearl Eaton-Koch

Game Art: Bruce Yearian

Research and Development Assistance: David Chatham,

Marc Grad, Mitzi Majors Kallio and Greg Lowery

Playtesters: Tom Adams, Matthew Asnip, David

Chatham, Tom Harrison, Kaedan Kallio, Greg Lowery,

Michael Masnari and Rick Milligan



GAME TURN TRACK

1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

EVENT CARD DECK

EVENT CARD DISCARD

Sequence of Play

- Phase Marker Removal Phase
- Event Card Phase
- Join Event Phase
- Revenue Collection Segment
- Supply & Maintenance Segment
- New Unit Creation & Rebuild Segment
- Initiative Determination Phase
- The Active Player Turn
 - Leader Activation Segment
 - Movement Segment
 - Combat Segment

(Repeat Section E for 2nd, 3rd, 4th Players, etc.)

Attrition (4.2.B) Leader Rating

DR	1	2	3	4
1	10%	20%	30%	40%
2	20%	30%	40%	50%
3	30%	40%	50%	60%
4	40%	50%	60%	70%
5	50%	60%	70%	80%
6	60%	70%	80%	90%

ROMA VICTRIX
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While also noted by the Province Cards, please note that the following island Provinces belong to the Region in parentheses: Cyprus (Oriens), Rhodus (Asia), Creta (Graecia), Corsica (Italia), Sardinia (Italia), Baleares (Hispania), and Hibernia (Britannia).

PERCENTAGE TABLE

	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
1	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
2	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
3	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
5	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
6	0	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
7	0	1	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7
8	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8
C 9	0	1	1	2	2	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9
O 10	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
M 11	1	1	2	2	3	3	4	4	5	6	6	7	7	8	8	9	9	10	10	11
B 12	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
A 13	1	1	2	3	3	4	5	5	6	7	7	8	8	9	10	10	11	12	12	13
T 14	1	1	2	3	4	4	5	6	6	7	8	8	9	10	11	11	12	13	13	14
15	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12	13	14	14	15
S 16	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
T 17	1	2	3	3	4	5	6	7	8	9	9	10	11	12	13	14	14	15	16	17
R 18	1	2	3	4	5	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18
E 19	1	2	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19
N 20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
G 21	1	2	3	4	5	6	7	8	9	11	12	13	14	15	16	17	18	19	20	21
T 22	1	2	3	4	6	7	8	9	10	11	12	13	14	15	17	18	19	20	21	22
H 23	1	2	3	5	6	7	8	9	10	12	13	14	15	16	17	18	20	21	22	23
24	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
P 25	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	21	23	24	25
O 26	1	3	4	5	7	8	9	10	12	13	14	16	17	18	20	21	22	23	25	26
I 27	1	3	4	5	7	8	9	11	12	14	15	16	18	19	20	22	23	24	26	27
N 28	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
T 29	1	3	4	6	7	9	10	12	13	15	16	17	19	20	22	23	25	26	28	29
S 30	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30
31	2	3	5	6	8	9	11	12	14	16	17	19	20	22	23	25	26	28	29	31
32	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	26	27	29	30	32
33	2	3	5	7	8	10	12	13	15	17	18	20	21	23	25	26	28	30	31	33
34	2	3	5	7	9	10	12	14	15	17	19	20	22	24	26	27	29	31	32	34
35	2	4	5	7	9	11	12	14	16	18	19	21	23	25	26	28	30	32	33	35
36	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
37	2	4	6	7	9	11	13	15	17	19	20	22	24	26	28	30	31	33	35	37
38	2	4	6	8	10	11	13	15	17	19	21	23	25	27	29	30	32	34	36	38
39	2	4	6	8	10	12	14	16	18	20	21	23	25	27	29	31	33	35	37	39
40	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%