THE SWORD OF ROME

Conquest of Italy 386 to 272 BC

Designed by Wray Ferrell

RULE BOOK

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v1.1 changes in blue
v1.2 changes in red

1. Introduction

The Sword of Rome is a 2- to 4-player game of Rome's conquest of Italy from 386 to 272 BC. The player powers are the Romans, Greeks, Gauls, Etruscans, and Samnites. Players temporarily control as non-player powers the Carthaginians, Volsci, and Transalpine Gauls.
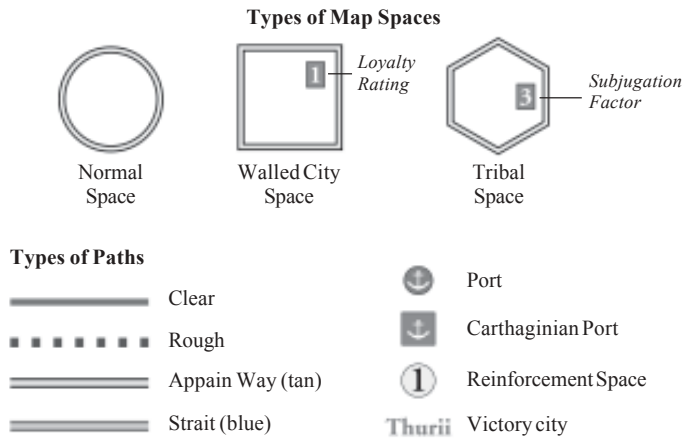
2. Components

2.1 Inventory
The Sword of Rome includes:

• One 22" x 34" map
• Two counter sheets (250 counters)
• 156 strategy cards (Four decks of 39 cards each)
• Four player reference cards
• Six 6-sided dice
• One playbook
• This rulebook

2.2 The Game Map
The map's spaces represent the politically and militarily significant locations of the central Mediterranean over which early Rome and her adversaries and allies contended. Included on the map are charts and tracks whose use is explained in the appropriate rules sections below.

Types of Map Spaces

Normal Space	Walled City Space	Tribal Space

Loyalty Rating

Subjugation Factor

Types of Paths

Clear	
Rough	
Appain Way (tan)	
Strait (blue)	

Port	
Carthaginian Port	
Reinforcement Space	
Thurii Victory city	

Connections: Blue and Dashed brown connections are strait and rough terrain, respectively, and are more difficult to cross than clear terrain (9.2). The rough connection from the Transalpine Gauls holding box to the map is a one way connection. It is not possible to move units from the map to the holding box.

Home Spaces: The areas controlled by each player at the start of the game. Ownership is indicated by the following colors:

• Romans: Red
• Greeks: Light Blue
• Gauls: Dark Blue
• Etruscans: Yellow
• Samnites: Green
• Carthaginians: Purple
• Volsci: Orange
• Transalpine Gauls: Gray
• Independents: Tan

Reinforcement Spaces: These spaces provide reinforcements at the end of each turn to the spaces' original owner, provided they still control
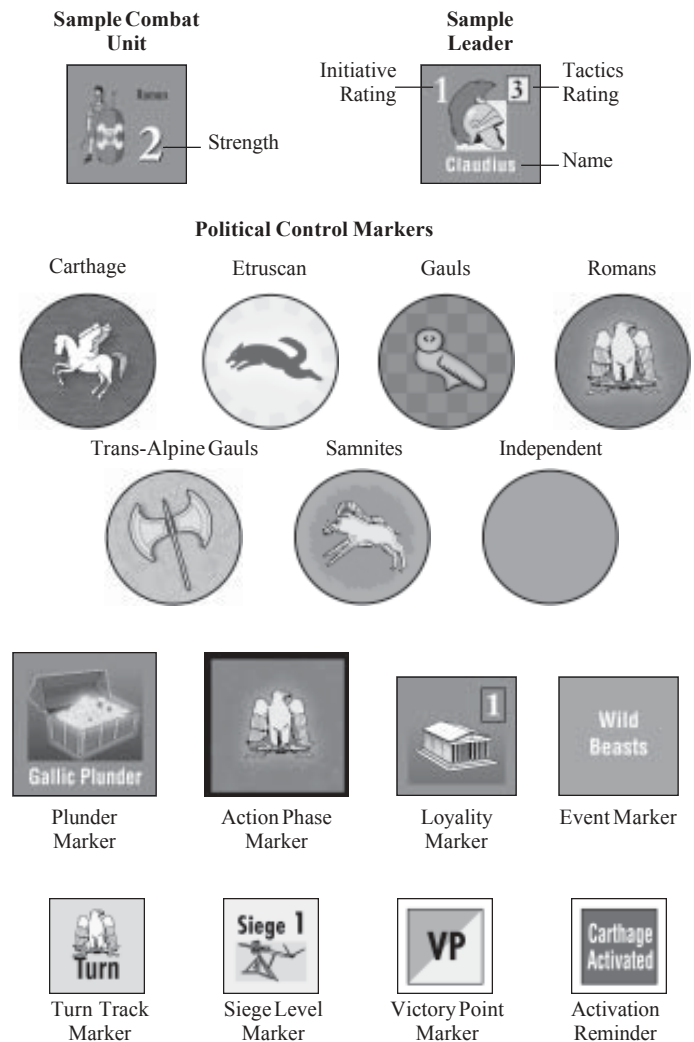
them. Reinforcement spaces are marked with a number in a yellow circle near the name, indicating the number of combat units (CU) received each turn as reinforcements. Players receive reinforcements only for reinforcement spaces that they originally controlled at the beginning of the game.

Tribal Spaces: Hexagonal spaces are tribal spaces, which must be subjugated (Rule 13); after being subjugated they become normal spaces for all game purposes.

Victory Spaces: Spaces with their names in red letters are victory spaces. Control of these spaces affects the victory point totals of the players each turn (4.1 and 5.81).

Walled Cities: Square spaces are walled cities, which must be besieged (Rule 13) before they change hands.

2.3 How to Read the Counters

Sample Combat Unit	Sample Leader

Initiative Rating — Tactics Rating

Strength — Name

Political Control Markers

Carthage	Etruscan	Gauls	Romans

Trans-Alpine Gauls	Samnites	Independent

Plunder Marker	Action Phase Marker	Loyality Marker	Event Marker

Turn Track Marker	Siege Level Marker	Victory Point Marker	Activation Reminder

*PLAY NOTE: Except for named and minor leaders, the number of counters provided for each power is **not** a limit on play.*

3. Set Up

Players choose sides, prepare their decks, and set up pieces as specified in the PLAYBOOK under Scenarios and Set Up.

4. How to Win

4.1 Scoring VP

4.1.1 Players gain or lose VP for victory space control during the Scoring Phase of each turn (5.8).

4.1.2 The Gallic player also gains/loses VP via the plunder track (14.1).

4.2 Automatic Victory

If any player(s) at the end of a Scoring Phase (5.8) have VP equal to or higher than the level specified for an Automatic Victory for that turn on the VP track the game ends. The player with the highest VP wins, resolving ties per 4.4.

PLAY NOTE: In a 2-player game, the game ends when at least one power reaches the Automatic Victory level; however the player with the most combined VP wins.

DESIGN NOTE: The small range of victory points in the game is designed to reflect the even playing field at the beginning of the game and to encourage players to aggressively attempt to retake territory conquered by other powers as happened historically. While Rome did eventually conquer all of Italy, it was in a series of small gains over the course of a hundred years.

4.3 Game-End Victory

If no player achieves an automatic victory, then the player with the most VP at the end of the game wins, resolving ties per 4.4.

• In a 2-player game, the player whose two powers have the highest combined VP sum wins; a tie is a Gallic-Greek win.

4.4 Resolving Ties

Several game actions are performed in victory point order or by the player with the fewest victory points. Any ties are resolved in the following order:

• Gauls
• Etruscans
• Samnites
• Greeks
• Romans

If the tie is for an action that is performed by all players, such as reinforcements, the player winning the tie decides in what order the tied players perform this action. If the tie is for an action that is performed by only one player, such as running a non-player power, the player winning the tie decides which of the tied players performs the action.

EXAMPLE: During the Reinforcement Phase, the Gauls and the Romans both have 6 VP. Since the Gallic player wins ties against the Roman player, the Gallic player would decide in which order the Romans and Gauls place their reinforcements.

5. Sequence of Play

Each turn is divided into phases played in the following order:

1. Etruscan Mine Depletion Check Phase
2. Draw Cards Phase
3. Determine First Player Phase
4. Action Phase
5. Attrition Phase
6. Surrender Phase
7. Isolation Phase
8. Scoring Phase
9. End/Renew Alliances Phase
10. Reinforcement Phase

GLOSSARY

Adjacent: Two spaces connected by a single line of any type.

Army: A commander stacked with combat units and subordinate leaders, if any. Combat units without a leader or leaders without combat units are not armies.

Besieged: A walled city or tribal space marked with a siege level marker (13.3). This term also applies to any leaders or units inside a besieged city.

Commander: The leader in an army who influences the army's movement and combat (8.2.1).

Controlled: A walled city or political control marker that matches the power's color. For example all red spaces are controlled by the Romans.

CU: Combat unit(s).

Displaced: Any leaders in the displaced leaders box (8.4).

Enemy: Not friendly, thus independent spaces and cities are enemy to all the players.

Friendly: Controlled by you or an ally (15.0).

Gauls/Transalpine Gauls: "Gaul", "Gauls", and "Gallic" refer to the player-controlled power; these are distinct from "Transalpine Gauls", which are a non-player power from north of the map and hostile to the Gauls.

Garrison: One or more combat units in a space friendly to the combat unit's controlling power.

Home: Spaces controlled by that power at the beginning of the game (2.2). For example, Neapolis is a Greek home space.

Independent: A space that is controlled by neither player nor non-player powers.

Initiative: A leader's ability to take action (8.1).

Loyalty: A measure of the strength of allegiance between a walled city and its controlling power. Independent cities always have a loyalty of 1 (see Support).

MP: Movement point(s).

PC: Political control or political control marker(s).

Political Control: Ownership of a space by a power, indicated by a political control marker or loyalty marker or, in the absence of a marker, printed color on the map. The presence of leaders or combat units does not directly determine control of a space.

Powers: There are five Player Powers: Romans, Greeks, Etruscans, Samnites, and Gauls, and three Non-player powers: Volsci, Carthaginians, and Transalpine Gauls (1.0).

Raid: Gallic or Transalpine Gaul force expending movement points in an attempt to gain plunder by rolling well on the siege table (14.2).

Siege: A means of taking control of an enemy walled city (13.0).

Subjugation: A means of taking control of an enemy tribal space (13.0).

Subjugation Factor: A measure of the resistance of a tribal space to enemy conversion.

Subordinate: Any leader in an army other than the commander (8.2.1).

Support: A term encompassing both political control markers and walled city loyalty. Each political control marker or point of loyalty is a point of support. See 7.3 for how to place and remove support. Tribal spaces are unaffected by support.

Tactics: A leader's maneuver and combat ability (8.1).

Walled City: A city whose defenses are formidable enough to require a siege (13.0) to capture it.

VP: Victory point(s).

5.1 Etruscan Mine Depletion Check Phase

The Etruscan player checks for mine depletion (7.2.3).

5.2 Draw Cards Phase

Each player may discard any or all cards remaining in his hand, and then draws a new hand (6.2).

5.3 Determine First Player Phase

The player with the fewest VP chooses who will go first during all five rounds of the turn's Action Phase. Use the Action Phase marker of the player going first to keep track of the current Action Round. This will act as a reminder to advance the Action Round Track each time that player takes an Action.

5.4 Action Phase

The Action Phase consists of five action rounds. Beginning with the first player and proceeding clockwise, each player performs the following actions in each action round, in any order they wish. An action may be performed multiple times in a single Action Phase:

• Propose/Break alliances (15.1, 15.5)
• Move/Place minor leaders (8.3)
• Play card(s) (Rule 7)

Each player may only play one card during their action phase as the event or for operations. Additional cards may only be played as response events or to active Neutral powers. All actions are indivisible and must be completed before performing another action. All actions, including playing cards, are optional, but can only be taken by a player during his own action phase. When all players have played a card or passed, advance the marker on the action round track and begin a new round with the first player. Repeat this process until five rounds have been completed. Cards may only be played during the Action Phase. Even if a player has cards remaining in his hand he may not play them during any other phase of the turn.

• If playing with 3 players, a Gallic Event is rolled when the Gallic player's turn would occur (see PLAYBOOK).

EXAMPLE: The Gallic player could propose an alliance with the Romans, play a card to activate Carthage, place a minor leader, play a card to activate a Gallic army, propose another alliance, and then place another minor leader all in one Action Phase.

EXCEPTION: Response events can be played during any player's action phase, including your own (7.1.1).

PLAY NOTE: A player who has no cards remaining may still Propose/Break alliances and/or Move/Place minor leaders during his turn.

5.5 Attrition Phase

During the Attrition Phase, non-player powers, followed by the players in VP order (highest to lowest—henceforth referred to as "descending VP order"), roll once on the attrition table for each enemy space occupied by their CU and apply the resulting losses to those CU.

5.6 Surrender Phase

During the Surrender Phase, non-player powers, followed by the players in descending VP order may (but are not required to):

• place their PC markers in all enemy spaces occupied by their CU.
• roll for the siege or subjugation of all enemy walled cities or tribal spaces occupied by a commander with 3 or more CU (13.1.2).

5.7 Isolation Phase

5.7.1 Powers replace their PC markers with an independent PC marker in all spaces that cannot trace a path of friendly connected spaces to a friendly walled city (even if that city is besieged), reinforcement space, tribal space, port or CU. Existing independent PC markers are unaffected. The path may not enter an enemy-controlled space unless a friendly CU is present nor be traced over rough connections or straits. Note that for the purpose of tracing isolation the Samnite special ability to treat rough paths in their home territory as clear paths (9.2) also applies in this phase.

5.7.2 During the Isolation Phase, non-player powers, followed by the players in descending VP order, replace their isolated PC markers with independent PC markers.

PLAY NOTE: Independent PC markers are never isolated. Independent PC and city markers represent unrest in the player's home territory.

5.8 Scoring Phase

In the following order:

• Players adjust VP totals.
• Players check for Victory.

5.8.1 Adjust VP

Each player gains 1 VP for each victory space he controls outside his home area and loses 1 VP for each home victory space he fails to control.

• These adjustments are cumulative; a player accumulates VP for each turn that he controls a victory point space and loses VP for each turn that he does not control one of his victory point spaces.

• A power's total VP can never drop below zero.

EXAMPLE: It is the end of Turn 1 and no spaces on the board have changed ownership except Neapolis, which the Roman player has conquered. The Roman player adds 1 VP to his total and the Greek player subtracts 1 VP from his total. If Neapolis is still controlled by the Roman player at the end of Turn 2, the Roman player will gain another VP and the Greek player will lose another VP.

EXCEPTION: The Gallic player does not gain VP for controlling victory point spaces; he only loses VP for failing to hold home VP spaces. The Gallic player only gains VP through raiding (14.2), looting (14.4, 14.5), or meeting the conditions of certain event cards in his deck.

5.8.2 Victory Check. Check for automatic victory (4.2) or, if the game is over, determine game-end victory (4.3).

5.9 End/Renew Alliances Phase

All alliances automatically end at this time, with no penalty, unless both players agree to remain allied (15.4).

5.10 Reinforcement Phase

During the Reinforcement Phase, non-player powers, followed by the players in descending VP order, place reinforcements.

• Place CU and named leaders in any friendly spaces that are free of enemy CU and can trace a path of connected friendly spaces free of enemy CU to any unbesieged home reinforcement space that the power controls. Only Carthage and her allies may trace using naval movement.
• Named leaders must be placed with their power's CU.
• Displaced named leaders become available and must be placed.
• If there is no eligible placement space, reinforcements are forfeited and displaced named leaders remain in the Displaced Leaders Box.
• Players may add or reposition all of their minor leaders to any space with their CU. Existing named leaders may not be repositioned.

PLAY NOTE: Remember that any Roman controlled walled city provides reinforcements for Rome and thus is considered a home reinforcement space.

5.10.1 CU Reinforcements. The number of CU placed depends on how many reinforcement spaces the power controls (2.2) and, for the Roman player, how many walled cities he controls. To provide CU, the reinforcement space must be controlled by the original owner and not be besieged or undergoing subjugation.

• The Transalpine Gauls receive 1 CU.
• The Volsci receive 1 CU for Antium.
• Carthage receives 3 CU for Carthago.
• The Romans receive 2 CU for Roma plus 1 CU for every other Roman-controlled walled city.
• The Greeks receive 2 CU for Syracusae plus 1 CU each for Messana, Tarentum, and Neapolis.
• The Gauls receive 1 CU each for Eporedia, Genua, Mediolanum, Bononia, Sena Gallica, and Patavium.
• The Etruscans receive 1 CU each for Pisae and Tarquinii.
• The Samnites receive 1 CU each for Aufidena, Bovianum, and Larinum.

PLAY NOTE: For play balance purposes, the Etruscan/Samnite player is allowed to combine his reinforcements and place them with either power. Players interested in a more historically accurate game may place the Etruscan and Samnite reinforcements separately.

HISTORICAL NOTE: Rome treated conquered areas comparatively well, offering the benefits of the empire in return for a levy of troops.

5.10.2 Leader Reinforcements. Return displaced named leaders (8.4) and adjust minor leaders (8.3).
• ROMANS: The Roman player removes both consuls from the map, places reinforcements, and then draws two new consuls. (8.2.2).
• GREEKS: The Greek player places reinforcements and then may *permanently* eliminate any named Greek leaders, removing city loyalty for those leaders kept on the board (8.2.3).

5.10.3 Players with No CU. If a player ends the Reinforcement Phase with no CU on the map, he is out of the game and may not return. Remove his leaders and convert his PC and loyalty markers to independent.

5.11 End of Turn. Advance the turn marker and begin the next turn.

6. Card Decks and Hands

6.1 Individual Decks
Each player draws cards from his own deck of strategy cards and has his own discard pile.

PLAY NOTE: Discarded cards are always subject to inspection, as are the number of cards in a player's deck or hand. Players may show cards in their hand to other players.

PLAY NOTE: The *Desperate Times* cards (7.4) are not part of any deck or hand.

6.2 The Draw Cards Phase
6.2.1 Discard. Each player may discard some or all of the cards remaining in his hand from the previous turn. In a 4-player game, the Gallic player must discard ALL cards remaining in his hand.

HISTORICAL and DESIGN NOTE: The Gauls were not known for their long-term planning and were considered quite unpredictable by the Romans. Inability to hold onto cards inhibits Gallic planning, while the Gallic VP events keep the other players unsure of Gallic targets on any given turn.

6.2.2 Draw. Each player draws strategy cards from his deck until his hand totals 7 cards or, for the Roman player in a 3- or 4-player game, 8 cards.

HISTORICAL NOTE: The Roman player receives an extra card because, as a unified state, Rome had a more coherent policy than the other powers.

6.3 No Transfers
Players may never transfer cards to other players.

6.4 Reshuffling
6.4.1 The Reshuffle Card. When a player plays or discards a card with the RESHUFFLE notation place the card face up on the draw pile as a reminder that a reshuffle is required. At the end of the turn the player returns all cards from his discard pile back to his draw deck, and reshuffles them to form a new deck.

6.4.2 Exhausted Deck. If a player exhausts his deck while drawing cards, he shuffles the discard pile to form a new deck and continues drawing.

7. Cards

7.1 Description
Each strategy card has a value between 1 and 3 and an event description with instructions for playing that card as an event. A player may use a card to do one of four things:
• ACTIVATE LEADER: Activate a leader whose initiative rating is less than or equal to the card's value (9.0).
• POLITICAL SUPPORT/LOYALTY: Increase political support by placing PC markers and/or increasing walled-city loyalty, in any combination up to the card's value (7.3.1).
• REINFORCEMENT: If the card's value is 3, place 1 CU as a reinforcement (5.10).
• EVENT: Cause the card's event to occur, following the instructions on the card.

PLAY NOTE: Some card events conflict with the general rules in this rule book. In these cases the card events take precedence.

7.1.1 Response Events
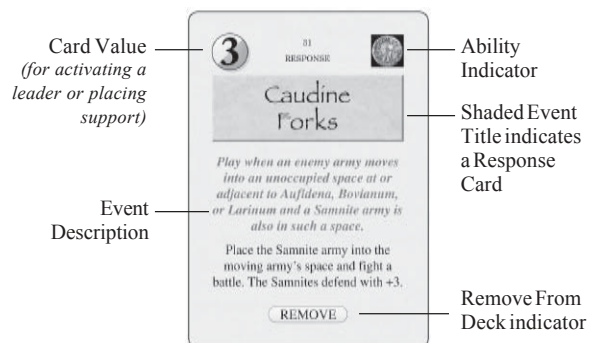
Ability Indicator Icons:

 Naval Move Possible

 Bribe Possible

 Cancels Gallic event in a 3 player game

Shading around a title means that the card can be played as an event during any player's action phase, including your own. A response can also be played in reaction to other response cards.

- A player may play multiple response cards during a single action provided that each card's pre-requisites can be met.
- If a response card is playable at the same time as other responses by different players, the active player plays all cards first, then the other players play their response cards in clockwise order.

EXAMPLE: The Roman response card Obesus Etruscus *can be played before a battle involving an Etruscan army is resolved. This means the Roman player could play this card at the following times:*

- *In his own Action Phase, after he's played a card to move one of his armies to attack an Etruscan army and before the battle is resolved.*

- *In the Etruscan player's Action Phase before an Etruscan army resolves an attack on another force.*

- *In the Gallic or Greek player's Action Phase before they resolve an attack on an Etruscan army.*

7.1.2 A *NEUTRAL POWER ACTIVATES* events may be played to activate a non-player power (16.1.1) either instead or in addition to a normal card play. If both non-player and player actions are taken, either card may be played first. It is possible to play multiple Neutral Power Activates events in a single Action Phase provided there are two or more neutral powers available for activation.

7.1.3 Removed Events. The word "REMOVE" at the bottom of a card means that the card is permanently removed from play if it is used as an event. Cards played by the Etruscan player to bribe an enemy army (7.2.2) are also permanently removed from play.

PLAY NOTE: Unless the card specifies otherwise, the player playing the event performs all actions listed in the event such as moving armies, removing support, etc.

7.2 Roman/Etruscan Special Abilities

7.2.1 Roman Colonies: A Roman army of three or more CU that starts its activation on a Roman PC marker may, instead of moving, remove 1 CU from the army and replace the PC marker with a Roman loyalty 1 city marker.

- The space is now a walled city space for the rest of the game.
- This walled city is no different from any other walled city on the map. For example, Rome can play a card to raise the city's loyalty and the city could possibly be converted to another player's control via a successful siege.

A campaign card can be used to move a Roman army to a Roman PC marker and then activate the same army again to place a walled city.

HISTORICAL NOTE: The removed CU represents the Roman colonists.

7.2.2 Etruscan Bribes

The Etruscans may play any 3 value card, which is removed from the game, to bribe an enemy force. The Etruscans may not bribe if their mines have been depleted (7.2.3). The 3 value card is played as a response the instant one of the following occurs:

- An enemy army enters a space containing an Etruscan army. The enemy army must back up to the previous space and its move is ended.
- An Etruscan army moves, not retreats, into a space containing enemy CU. The Etruscan army may move through the enemy CU without having to battle as if the enemy CU were allies (15.2). In addition, the

bribed CU are prohibited from attempting to intercept the Etruscan army as it moves.

The Etruscan bribe ability is performed after any avoid battle or interception attempts and before any card play.

DESIGN NOTE: The 3 value card used is removed from the game to represent the fact the Etruscans do not have an unlimited amount of gold. It could also be argued that a plunder marker (14.1) should be placed if a Gallic force is bribed as it would not matter whether they took the gold or received it as a bribe. We opted not to do this, to prevent the possibility of the Etruscan player throwing the game to the Gallic player by repeatedly bribing him.

HISTORICAL NOTE: The Etruscans were very wealthy. Their iron, tin, and copper mines provided the materials they traded to obtain gold and jewelry. This rule supposes that the Etruscans could have used that wealth to their advantage, rather than stuffing most of it in their tombs as appears to have been the case.

7.2.3 Checking for Mine Depletion
At the beginning of each turn the Etruscans determine if their mines are still operational. If the Etruscans have lost control of five or more Etruscan home spaces, it is assumed that Gallic pillaging, rioting (represented by independent markers), and/or enemy attacks have so weakened the Etruscan economic infrastructure that the Etruscans are no longer able to smelt and trade their ore for goods. If this happens, place the *Mines Depleted* marker in the appropriate space in front of the Etruscan-Samnite player. Once this event occurs it is active for the rest of the game. This event cancels the Etruscan's ability to bribe (7.2.2).

7.3 Adding or Removing Support
The term support includes both PC markers and walled city loyalty.

DESIGN NOTE: Tribal spaces are not affected by support because the tribes are dispersed over the entire space with no central form of government. The main problem the Romans had with the Samnites was having no target to go after, no area that once taken would automatically sway the surrounding area. The game represents this by making subjugation the only way to convert a tribal space.

7.3.1 Adding Support: Players place Support:
- By replacing an enemy PC marker with their own PC marker in spaces in which they have CU.
- By increasing the loyalty of unbesieged cities under their control. City loyalty may be increased to a maximum of 3.

EXCEPTION: Players may only remove, not replace, enemy PC markers in an ally's home territory. (15.2.3)

EXCEPTION: Gallic and Transalpine Gallic cities have a maximum loyalty of one. The Gauls attacked for gold and plunder and rarely held on to lands they raided.

EXAMPLE: Playing a card with a value of 2 allows you to:
- *increase one city's loyalty from 1 to 3.*
- *increase two cities' loyalty by 1 each.*
- *increase one city's loyalty by 1 and replace one enemy PC marker with your own PC marker in a space where you have CU.*
- *Replace two enemy PC markers with your own PC markers in two spaces where you have CU.*

7.3.2 Removing Your Own Support
Certain events call for a power to remove its own support. To remove 1 support, either:

- Remove one of your PC markers, replacing a home PC marker by an independent PC marker.

- Subtract 1 loyalty from a walled city that you control. Replace a city reduced to 0 loyalty with an independent walled city marker. You may remove more than one PC marker or subtract more than one point of support from a walled city in a single action.

- You may always remove your own support regardless of any garrison or CU that may be present.

7.3.3 Removing Another Power's Support. Certain events enable players to remove other powers' support. Remove support as above, but:

- Remove PC markers from spaces where the controlling power has no friendly CU present.

- Decrease city loyalty only where the city's loyalty is greater than the number of friendly CU in the space.

- Unless the event specifies otherwise, the player playing the event decides where the support is removed.

PLAY NOTE: Enemy loyalty cannot be reduced below the number of CU present in the space. Thus a garrison of CU protects PC markers and loyalty against removal by other players.

EXAMPLE OF ADDING AND REMOVING SUPPORT

For this example assume for their first action of the game the Roman player placed 1 CU in Narnia and the Etruscan-Samnite player attacked Valerius in Roma with his Etruscan army in Clusium. The Etruscan army wins the battle and inflicts a 4 CU loss on the Roman army which retreats to Tibur joining Cammilus. The Etruscan-Samnite player may now remove/add two points of support for the victory. He could either add two points of support for the Etruscans, remove two points of support from the Romans or add one point of support for the Etruscans and remove one point of support from the Romans. He could remove one point of support from the Romans in the following ways:

- Replace a Roman PC marker in Praeneste or Tarracina with an independent PC marker.
- The Roman PC marker in Anagnia could not be replaced as Roman CU are present in the space.
- Reduce the loyalty of Roma from 3 to 2.
- Reduce the loyalty of Capua from 1 to zero. This would cause Capua to be replaced with an independent loyalty marker. Since the Etruscans won the battle the fact the Samnites control spaces adjacent to Capua does not matter.
- The loyalty of Narnia could not be reduced from 1 to zero because the presence of the one Roman CU prevents the loyalty of Narnia from being reduced below one.
- Reduce the loyalty of Sutrium from 1 to zero. Since the Etruscans controlled territory adjacent to Sutrium at the start of the battle, Sutrium would be replaced by an Etruscan 1 loyalty marker instead of an independent loyalty 1 marker.

He could add one point of support for the Etruscans in the following ways:
- Raise the loyalty of Tarquinii or Pisae from 1 to 2.
- Raise the loyalty of Sutrium (assuming he spent the support point to convert it) from 1 to 2.

7.3.4 Adding or Removing Support After Battle

The political consequences of a battle (12.5) enable the winner to add his own support (7.3.1), remove support from the defeated power (7.3.3), and/or:

- Remove an independent PC marker in a home space free of enemy CU.

- Replace an independent city in a home space free of enemy CU with a loyalty 1 city.

- Replace the losing power's PC marker in a space free of enemy CU with the winner's PC marker if the winning power began the battle controlling an adjacent space.

- When reducing one of the losing power's cities to zero loyalty, replace it with the winner's loyalty 1 marker, instead of an independent city marker, if the winning power began the battle controlling an adjacent space.

EXCEPTION: The Transalpine holding box is not an adjacent space, it represents modern day France, and thus cannot be used to place PC markers after a Transalpine Gallic victory.

PLAY NOTE: Allowing a victorious player to remove independent PC markers and cities in his home territory is simulating the rebellious population having second thoughts after hearing about the player's glorious victory. In essence the populace kills the rebellion leaders, claims they never wanted to rebel, and all is forgiven.

7.4 Desperate Times

Each player starts with two *Desperate Times* cards that can interrupt the sequence of play with an extra action phase. *Desperate Times* cards are available until played and are never part of a deck or hand. Once played, they are permanently removed.

7.4.1 Players may use *Desperate Times:*
- Immediately before any action phase, including their own. The player who played the *Desperate Times* card immediately performs an action after which play reverts to the player whose action was interrupted.
- At the end of the 5th action round, just before the Attrition Phase.

A *Desperate Times* card may *not* be played during a player's action.

7.4.2 When a player announces the play of a *Desperate Times* card, any other player may prevent this by playing his own *Desperate Times* instead. If more than one player attempts to play a Desperate Times event, the player with the fewest VP, ties broken as per 4.4, actually plays the event. The other players retain their card for future opportunities under 7.4.1.

EXAMPLE: It is the Roman player's Action. Before he does anything, the Greek player announces that he will play a Desperate Times *card. The Gallic player then announces that he will play his own* Desperate Times *card. The Greeks and the Gauls both have 7 VP, but the Gauls win ties against the Greeks. The Gallic player plays his* Desperate Times *card, and the Greek player retains his for future use. After the Gallic player has taken his* Desperate Times *action, play continues where it left off with the Roman player's action.*

7.4.3 The player of the *Desperate Times* card does one of the following:
- Takes an immediate action as if he had played a 3 value card.
- Discards any number of cards from his hand and draws an equal number from his card deck.
- Find a specific event in his hand or the draw or discard pile (but not if permanently removed), and then immediately plays that event. If the event was in the player's draw pile, he must reshuffle his deck.

7.4.4 Play then continues with the interrupted player. This prevents *Desperate Times* events from being played back to back.

7.4.5 Once the 5th action round is completed, each player in descending victory point order has the chance to play one *Desperate Times* card. Once all players have played or passed continue on to the Attrition Phase.

7.4.6 *Desperate Times* cards have all the characteristics of a normal 3 value card. For example, the Etruscan player could use them to bribe (7.2.2), and the Greek player can use them to retreat by sea (12.4.3).

8. Leaders

8.1 Properties

Initiative Rating — Tactics Rating
Loyalty Penalty (8.2.3)
Name
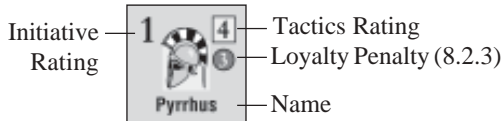
INITIATIVE RATING is the minimum card value required to activate the leader.

EXAMPLE: A 3-Initiative leader can only activate using a 3 card; a 2-Initiative leader can activate on a 2 or 3 card; a 1-Initiative leader can activate on any card.

TACTICS RATING is the number the leader must roll less than or equal to, to intercept, avoid, or pursue (10.3, 11.1, 11.3) and in battle is used to determine if either side receives a combat modifier for superior leadership (12.2.2).

8.2 Named Leaders

Named leaders include Roman consuls, leaders brought into the game via an event, including the Dictator, and Dionysius who begins the game on the map.

8.2.1 Commanders

Whenever there are multiple leaders in a space, the owning player must select one to be the commander and place the others underneath the commander to denote that they are subordinate.

- The commander may be changed by activating one of his subordinate leaders during the owning player's action phase. The subordinate leader becomes the new commander and the previous commander is now placed underneath the new commander to denote his new status of a subordinate.
- The commander can also be changed when placing a named leader on the board via the play of an event. If that leader is placed in a space already containing a named leader, you may decide which of the leaders is the commander.
- Named leaders cannot be subordinate to minor leaders.
- Subordinate leaders' ratings do not affect play.

8.2.2 Roman Consuls

All named Roman leaders, except the Dictator, are consuls. In each Reinforcement Phase, the Roman player returns all consuls to a draw pool, such as a cup, and randomly draws two. He places them with any roman CU following the restrictions of 5.10.

8.2.3 Greek Leader Loyalty Penalty

In each Reinforcement Phase, the Greek player must reduce the total loyalty of Greek walled cities by the amount shown in a red circle on the counter of each named leader he keeps on the board. This includes any displaced leaders returning to the map per 5.10. If there is insufficient loyalty to meet a leader's penalty, or if the Greek player declines to do

so, then the Leader is *permanently* removed from the game.

EXAMPLE: To keep Dionysius on the board the Greek player must remove two loyalty. He could reduce the loyalty of one Greek city by two or reduce the loyalty of two Greek cities by one, his choice.

HISTORICAL NOTE: The mercenary leaders the Greeks hired did not always have the Greeks' best interest in mind. Most wanted to carve out a southern empire for themselves and saw no problem with attacking Greek cities to further their cause. Eventually most of the leaders became more of a problem than a solution for the Italian Greek populace.

8.3 Minor Leaders

All minor leaders are available at the beginning of the game. As part of a player's action phase, or during the Reinforcement Phase, he may add or reposition any/all of his minor leaders to any spaces already containing his CU.

8.4 Displaced Leaders

The instant a named leader is alone in a space with enemy CU, and that space does not contain a walled city friendly to that leader, place him and any subordinate named leaders in the displaced leaders box. A named leader also becomes displaced if all CU accompanying the leader are eliminated due to combat casualties, retreat losses and/or naval combat results. During the next Reinforcement Phase players place their displaced named leaders in any spaces with their power's CU, per 5.10. Minor leaders in these situations are not displaced, but instead are set aside and can be placed back on the board during the player's next action phase (5.4).

9. Movement

9.1 Who May Move

To move forces, a player must first activate one of his leaders by playing a card as an action (7.1).

9.1.1 The activated leader may move with up to 10 CU stacked with him plus any number of subordinate leaders.

PLAY NOTE: A leader may move without CU, but CU can move only with a leader.

9.1.2 As a leader moves, he can pick up and drop off CU and leaders along the way, within the following restrictions:

- No more than 10 CU may be moving at any instant.
- A minor leader cannot pick up named leaders.
- Picked-up leaders are subordinate to the moving leader.
- A Roman consul must always be left with at least one Roman CU.

PLAY NOTE: The 10 CU limit applies only to movement. There is no limit on the CU that can stack in a space and defend together in battle.

9.2 Movement Allowance

An activated leader moves from space to adjacent space, paying 1 movement point (MP) for each clear connection crossed, 2 MP to cross a rough or straits connection, or 3 MP for naval movement (9.6). The Transalpine Gauls and the Gallic player may also spend MP to raid (14.2).

PLAY NOTE: Non-naval movement across the straits between Rhegium and Messana is allowed only if both cities are friendly.

PLAY NOTE: The Appian Way is not constructed until the appropriate event is played. Until that event is active, treat all Appian Way connections as clear connections.

EXCEPTION: Samnite armies treat all connections to Bovianum and Aufidena as clear for all purposes.

HISTORICAL NOTE: This exception simulates the Samnites' in-depth knowledge of their mountain homelands.

DESIGN NOTE: A rough connection is a minor route through mountainous territory. A major route through mountainous territory is shown as a clear connection.

9.2.1 Other than Gauls and Transalpine Gauls, all leaders have 4 MP.

9.2.2 Gallic leaders have a variable movement allowance that depends on the value of the card used to activate them:

- 1-value card: 3 MP.
- 2-value card: 4 MP.
- 3-value card: 5 MP.

HISTORICAL NOTE: This rule simulates the less disciplined but also less supply-laden nature of Gallic armies.

9.2.3 Transalpine Gauls have 5 MP.

PLAY NOTE: In effect the Transalpine Gauls follow the same MP rule as Gauls because all events that activate the Transalpine Gauls count as playing a 3-value card.

9.3 Reaction

As a moving army, not a leader moving alone, enters each space it may trigger an enemy reaction which may stop movement. Reaction is resolved in the following order.

9.3.1 Walled Cities: If the moving force enters a space containing an enemy walled city and enemy leaders or CU, the enemy player declares which leaders and CU are inside the city and which outside the city and places them below (inside) or above (outside) the appropriate loyalty marker.

- CU are considered outside the city until an enemy army enters the space and the owner decides which CU are inside the city and which CU are outside the city.
- No more than 3 CU and any number of leaders may be inside a walled city.
- Leaders and CU inside a walled city are no hindrance to enemy movement.
- Leaders and CU may only hide inside cities which they control.
- Leaders and CU inside a walled city may not leave the city while enemy CU remain there, but may sortie (13.4.1).

9.3.2 Intercept and Avoid Battle: The enemy player declares any and all interception (10.0) and avoidance (11.0) attempts, including the leaders and CU involved, and then carries them out.

PLAY NOTE: An army intercepting into a walled city space may not duck inside because that was done earlier in the reaction.

9.3.3 Caudine Forks: Use of this event follows any intercept or avoidance attempts.

9.4 Enemy-Occupied Spaces

PLAY NOTE: Players may examine the contents of enemy-occupied spaces at any time.

9.4.1 When an army enters a space containing enemy CU that neither withdraw inside a walled city (9.3.1) nor successfully avoid (11.1), the army ends movement and attacks the enemy force (12.1).

EXCEPTION: If the moving army is large enough it may win an automatic victory and can continue moving (12.2.1).

9.4.2 When a moving army fails a pursuit roll (11.3) after an enemy army successfully avoids battle, the moving army ends movement.

9.4.3 When an enemy army intercepts into a space, the moving army may attempt to refuse battle by moving back to the space from which it entered and stop movement (10.5.1). If the moving army chooses not to do this or fails its attempt, it remains in the space with the intercepting army and a battle is resolved.

9.4.4 A leader without an army may not enter spaces containing enemy CU or stop in spaces containing enemy leaders.

9.5 Campaign Events

DESIGN NOTE: Campaign events allow a player to activate two Armies during a single Action Round. These events simulate a coordinated effort against a common foe or a period of increased activity.

9.5.1 A commander activated by a *Campaign* must complete all movement, battle, siege, and subjugation before the next commander is activated. The same commander may not be activated twice in with a campaign card.

EXCEPTION: Two forces attacking a common foe (9.5.6).

9.5.2 CU and subordinates can move with one leader activated by a campaign and then again with another leader during the same action as long as no CU or leader expends a total of more than 4 MP (5 MP for Gallic leaders/CU) that action.

EXCEPTION: CU and leaders of an army that fights a battle, sieges, subjugates, refuses battle, or fails a pursuit attempt cannot move any further that action.

9.5.3 A Campaign event cannot be used to roll multiple siege/subjugation attempts against a single space (13.1.1).

9.5.4 An Etruscan bribe (7.2.2) against the first activated army does not prevent the second activated army from attacking the same space.

9.5.5 The only time you may activate an ally's force is with the use of a campaign event and your ally must grant his permission for you to do so. Failure to grant this permission does not break the alliance. If Rome is allied with Carthage, Carthage will always grant permission, but all movement restrictions on the Carthaginian army must still be honored (16.3).

9.5.6 Coordinated Attacks: A campaign event can be used to coordinate two forces attacking a common foe. The first force activated, the primary force, moves so as to engage an enemy force in battle. This battle, regardless of how it was initiated, is not resolved at this point. Instead a flanking force is activated to aid the primary force in battle provided it can reach the battle site via a different connection than the primary force did. Note that a Gallic army activated as a flanking force via the play of a Campaign has 5 movement points as it was activated with a 3 OP card. In addition, the Gallic army may expend movement points on the way to the battle site to raid. The flanking force is not placed in the battle site, but halts its movement adjacent to the battle space. Even if an army is already adjacent to the battle site it must be activated to participate in the attack. Since the enemy force is already engaged in battle with the primary force it may not attempt to intercept and/or avoid battle against the flanking force. The flanking force provides a +1 combat modifier and an army strength modifier (12.2.1) equal to half the size of the flanking force, rounding fractions up. The tactical rating of the flanking general is ignored and provides no additional bonus to the battle even if the primary general is displaced due to an event. Flanking forces also ignore the terrain of the connection used to enter the battle space for combat and retreat. The two forces split

any combat losses evenly, with the primary force taking any odd CU loss. If the combined forces are defeated, both the primary and flanking force must retreat. If the player playing the campaign event uses an ally's army as the flanking force and wins the battle, he may place support for his ally if he wishes, but this is not required.

DESIGN NOTE: The effectiveness of the flanking force is reduced and the tactical rating of its general is ignored to represent the difficulty in coordinating attacks during this period. Also flanking forces ignore the terrain of the connection used to enter the battle space as the enemy army is already engaged in battle with the primary force. Thus there is no penalty in combat or destruction upon retreat as the enemy cannot harass the flanking force.

9.5.7 Coordinated Attacks and Automatic Victories: If two armies coordinate to attack a common foe and achieve an automatic victory (12.2.1), then both forces may continue moving. The primary force must complete all movement before the flanking force is moved. The two forces may coordinate additional attacks provided both forces have enough movement points left.

9.5.8 Coordinated Attacks and Allied Armies: Allied armies can coordinate attacks with each other as the flanking army is not placed in the battle site, which would violate 16.2, but is instead placed adjacent to the battle site. A player may play a campaign card to sortie, 13.4.1, and then activate an allied army as a flanking force to aid the battle.

9.5.9 Coordinated Attacks and Interception: The flanking force may be intercepted as it moves to the battle site, but not by the army that has already been brought to battle by the primary force. If the flanking army is intercepted, the battle involving the primary force is resolved first.

9.6 Naval Movement

Naval movement is conducted from one port to another and costs 3 MP. Control of a port is not necessary for embarkation or debarkation. Naval movement is allowed into and out of any port space including a port that contains enemy PC markers or CU.

PLAY NOTE: An army can move one space to a port and then use naval movement; or an army in a port can use naval movement and then move one space inland.

9.6.1 Besieged Ports: Naval movement to or from the inside of a walled city port under siege is prohibited (13.4.1).

PLAY NOTE: Friendly or enemy naval movement into or out of a space outside a besieged walled city is allowed, representing embarkation or debarkation nearby.

9.6.2 African Ports: As noted on the map, Kerkouane and Carthago can only be used by the Carthaginians.

EXCEPTION: If Kerkouane contains Greek CU, it becomes a normal port for the Greek player as well. (17.2.1).

PLAY NOTE: An event card, *Agathocles Lands in Africa,* allows a Greek strike into Africa.

9.6.3 Who Can Use Naval Movement: Naval movement is available to:

* A Carthaginian leader, any subordinates stacked with him, and up to 10 CU when moving with a *Neutral Power Activates* event or, after Carthage allies with Rome, with any Roman 3 value card (18.0).

* A Greek leader, any subordinates stacked with him, and up to 3 CU, or up to 6 CU if sailing to or from Syracusae, when moving with a 3 value card.

* A Roman leader, any subordinates stacked with him, and up to 3 CU when moving with a 3 value card after the *Duoviri Navales* event, or up to 10 CU after Carthage allies with Rome (18.0).

* An Etruscan leader, any subordinates stacked with him, and up to 3 CU using the *Naval Transports* event.

9.6.4 Naval Combat: Some naval movement requires a roll on the Naval Combat Table, including:

* Non-Carthaginian naval movement to any Carthaginian-controlled port.

* Any Greek naval movement after Carthage allies with Rome (18.0).

HISTORICAL NOTE: Carthage's alliance with Rome was against Pyrrhus.
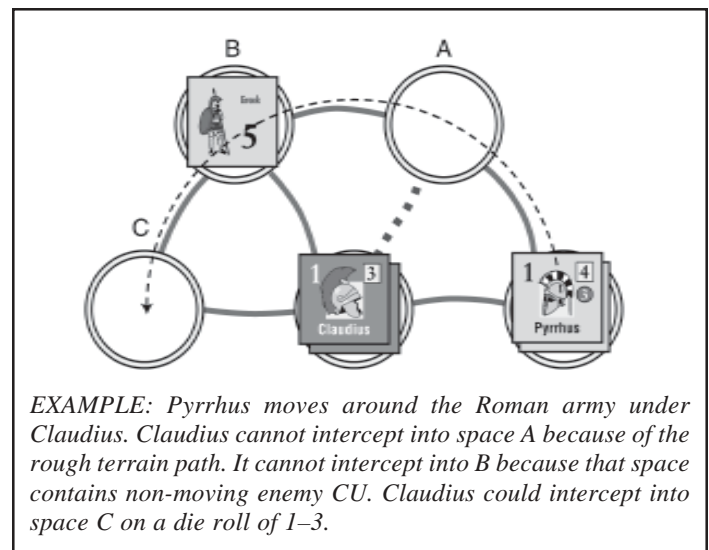
10. Interception

10.1 When to Intercept

Non-active armies may attempt to intercept each time an active enemy army moves (not retreats, intercepts, avoids, or is placed as a reinforcement or by an event) into an adjacent space.

PLAY NOTE: If an army enters a succession of spaces adjacent to an enemy army, that enemy army may make multiple interception attempts against the moving army. If more than one interception succeeds, the intercepting player may choose which of the leaders now commands the combined army.

10.2 Restrictions

Interception attempts are not allowed:

* Across rough terrain or straits.
* By an army inside a walled city, if there are enemy CU in the same space.
* Into a space containing non-moving unbesieged allied or enemy CU.
* Into a space into which another power's army has just intercepted.
* Against a flanking force (9.5.6).
* Into a space in which an ally's army is being attacked (15.3).
* Against attempts to avoid battle, refuse battle, retreat, or intercept.

EXAMPLE: Pyrrhus moves around the Roman army under Claudius. Claudius cannot intercept into space A because of the rough terrain path. It cannot intercept into B because that space contains non-moving enemy CU. Claudius could intercept into space C on a die roll of 1–3.

10.3 Attempt

Each time a moving army enters a new space, enemy armies adjacent to that space may attempt to intercept. All interception attempts must be declared before any are resolved. If more than one player wishes to attempt an interception, the player winning the tie determines the order in which the players resolve their attempts. The moving force can only be intercepted by one power for each space it enters, but may be intercepted by multiple armies of that power.

- If a subordinate intercepts, the commander must be left with at least 1 CU in the space from which the interception was attempted.
- If the space's control is enemy to the intercepting army, and contains none of his CU, add +1 to the roll.
- You may intercept with just a portion of your army. You must declare which general and how many CU will make the attempt. Regardless of how many subordinates an army has, only one interception can initiate from each space.

EXAMPLE: If a Roman army is moving, and two Gallic armies and a Greek army wish to intercept into the same space, the Gallic player, since he wins ties against the Greeks, will decide whether he resolves both of his attempts first or allows the Greeks to go first. If the Gauls decide to go first and successfully intercept then the Greek player cannot attempt his own interception.

10.4 Result

Interceptions succeed on a modified roll less than or equal to the intercepting commander's Tactics Rating.

- If successful, place the intercepting army in the space with the moving army. If this space contains CU of the intercepting player or more than one of his armies successfully intercepted, both forces are immediately combined into a single army. If both have named leaders, the intercepting player may choose which of the leaders now commands the combined army.
- If not, nothing happens. If all attempts fail, the moving army may continue.

10.5 Success

10.5.1 Refusing Battle: After all attempts into a space are resolved, a successfully intercepted army may attempt to back up to its last occupied space and stop. If the enemy commander allows it an army may automatically refuse battle, otherwise the refusing commander must roll less than or equal to his Tactics Rating. If the army entered the intercept space via naval movement, attempting to refuse battle is naval movement. A return result in naval combat (if applicable, 9.6.4) or the play of the Storms at Sea event forces a battle.

10.5.2 Battle: If the moving army fails to refuse battle, or chooses not to make an attempt, it must attack the intercepting army. The intercepting player, who is the defender, receives +1 to his combat roll, regardless of how many armies intercepted. The intercepted army may not enter a walled city before the interception and resulting battle.

DESIGN NOTE: The +1 modifier represents the intercepting force achieving surprise.

PLAY NOTE: Samnite event #31 *Caudine Forks* is similar to but is not an intercept; neither refusing battle nor the +1 modifier apply.

10.6 Failed Intercepts and Avoidance

An army that attempts to intercept an enemy army may not attempt to avoid that army during the same action.

11. Avoiding Battle

11.1 Procedure

Each time an army moves, not intercepts, into a space containing an enemy army, the enemy army may attempt to avoid battle. All avoid battle attempts must be declared before any are resolved. The player designates which leaders, and up to a maximum of 10 CU total will attempt to avoid, including which will withdraw inside a walled city. If a subordinate avoids battle, the commander must be left with at least 1 CU in the space from which the avoid battle was attempted. If the enemy commander allows it an army may automatically avoid battle. Otherwise roll a die:

- If the roll is less than or equal to the leaders's Tactics Rating, place the army in an adjacent space. An army may avoid battle through a space containing an allied army. If there are multiple valid spaces to avoid battle to the player must choose a space in which we does not have to pass through an allied army if possible.

- If not, fight a battle, applying –1 to the defender's combat roll for attempting and failing to avoid.

PLAY NOTE: Lone leaders are not armies and therefore may not avoid. They are displaced instead (8.4).

EXAMPLE: An Etruscan army with 14 CU and two minor leaders is in Pisae. A Gallic army under Brennus enters Pisae from Luna. The Etruscan player can designate that one minor leader and 3 CU will withdraw into Pisae, the other minor leader and 10 CU will attempt to avoid battle and retreat to Populonium, while the last CU is stuck outside the city.

11.1.1 Avoiding Battle and Naval Movement

An army in a port space may attempt to avoid battle to another friendly port provided the player can play a card that allows naval movement. For example:

- The Etruscans can attempt to avoid battle with up to 3 CU by playing the Naval Transports event.

- The Greeks can attempt to avoid battle with up to 3 CU by playing any 3 value card. They can avoid battle with up to 6 CU if the force avoids battle to Syracusae.

- The Romans can attempt to avoid battle with up to 3 CU by playing any 3 value card if *Duoviri Navales* has been played. They can avoid battle with up to 10 CU by playing a 3 value card if they are allied with Carthage.

- Carthage can avoid battle with up to 10 CU. No card play is needed.
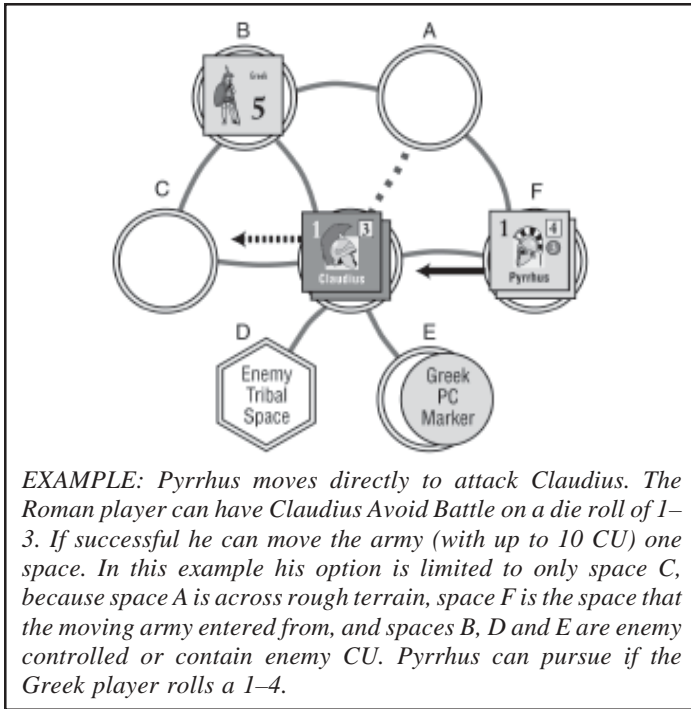
11.2 Restrictions

Avoiding battle is not allowed:

- By an army inside a walled city with enemy CU outside

- By an army that attempted to intercept the moving army this action.

- Against a flanking force (9.5.6)

- Across a rough or strait connection

- Into spaces with enemy CU, PC markers, walled cities, or tribes

- To enter more than 4 spaces (11.1)

11.3 Pursuit

After each successful avoidance the moving army must roll equal to or less than its commander's Tactics Rating in order to keep moving, in any direction, with its remaining movement points. Otherwise, it ends its move.

EXAMPLE: Pyrrhus moves directly to attack Claudius. The Roman player can have Claudius Avoid Battle on a die roll of 1–3. If successful he can move the army (with up to 10 CU) one space. In this example his option is limited to only space C, because space A is across rough terrain, space F is the space that the moving army entered from, and spaces B, D and E are enemy controlled or contain enemy CU. Pyrrhus can pursue if the Greek player rolls a 1–4.
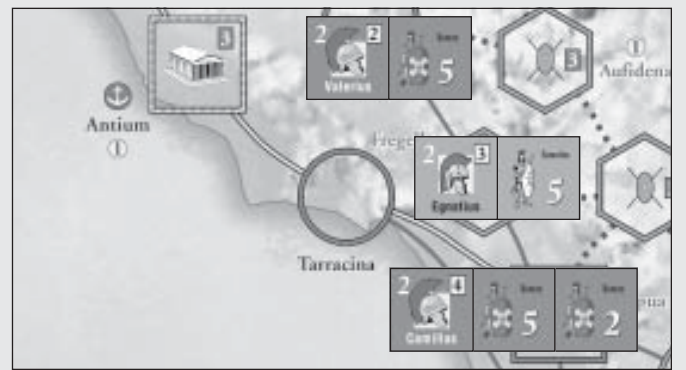
12. Combat

12.1 Combat Sequence

A. CU/leaders in a walled city space declare which are inside and which are outside (9.3.1)

B. Armies declare and attempt all intercept and/or avoid battle attempts (9.3.2)

C. Etruscans armies can bribe (7.2.2)

D. Automatic victory check (12.2.1) The flanking force may bring enough additional force to bear to cause an automatic victory.

E. Activation of flanking force (9.5.6)

F. Combat resolution rolls (12.2–12.3)

G. Losing army must retreat (12.4)

H. Political consequences of the battle (12.5)

PLAY NOTE: At any step, such as before combat rolls, players may play response events (7.1.1). Responses are played in clockwise order, beginning with the active (attacking) player.

12.2 Combat

12.2.1 Force Ratio Modifier: Calculate the sizes of the attacking and defending armies. The size of an army is the number of CU in the army plus half the number of CU in the flanking force, if present (fractions rounded up—9.5.6). The larger army in the battle may receive a modifier to their roll. Cross index the sizes of the larger and smaller armies on the force ratio table to determine the modifier, if any, for the larger army. If the result is AV, no battle is fought as the larger army has won an automatic victory. Displace any leaders and eliminate all CU in the smaller army. The larger army may continue moving as if the battle did not occur. Political consequences are still calculated for an automatic victory.

COMBAT EXAMPLE

It is Turn 1 and no spaces have changed control. The Roman player plays a Campaign event and activates Camillus (Tactics Rating 4) with 7 CU and moves him from Capua to Fregellae where the Samnite leader Egnatius (Tactics Rating 3) with 5 CU fails to avoid battle.

Before the battle commences, the Roman player announces Valerius with 5 CU in Roma will aid Camillus. Valerius has enough movement points to reach Fregellae, but is placed in Velitrae as a flanking force. The Roman player is the attacker and must play any cards affecting the combat roll first. He declines to play any cards. The other players in clockwise order also have the option to play cards. The Greek and Gallic players decide to stay out of it, while the Etruscan-Samnite player plays *Death of Aulius.*

Force Ratio Modifier: Roman army size is: 7 (Cammillus' army) +3 (flanking bonus from Valerius' army; 5 CU/2 rounded up) = 10 CU. The Samnites have 5 CU. Cross-indexing a larger army of 10 and a smaller army of 5 indicates the Romans receive a +3 die roll modifier.

Leadership Modifier: The Romans have the better general and receive an additional +1 modifier (Cammillus' Tactics Rating of 4 -Egnatius' Tactics Rating of 3 = 1)

The Roman die roll modifiers are: +3 (Force Ratio) +1 (leadership) +1 (flanking force present) –2 ("Death of Aulius") = +3

The Samnite die roll modifiers are: +1 (friendly territory) –1 (failure to avoid battle) = +0

Roman Dice Roll = ⚅ ⚁ ⚁ = 9   +3   = 12

Samnite Dice Roll = ⚄ ⚄ ⚃ = 14   +0   = 14

The Roman player rolls 3d6 getting 5, 2, and 2 for a total of 9. The +3 modifier is added to this, for a modified total of 12. The Samnite player rolls 5, 5, and 4 for a total of 14. Disaster strikes as the two consuls lose to Egnatius!

Combat Result: The Roman player must remove 5 CU (1 for the 4, and two for each of the two 5s, rolled by the Samnite player). The Samnite player must remove 1 CU (for the 5 rolled by the Roman player.) Camillus removes 3 CU from his force and Valerius removes 2 CU from his force to satisfy the Roman loss requirement. Camillus must retreat back to Capua and Valerius does not have to retreat since he is already in friendly territory. The Samnite player may place/remove 3 points of support (5 Roman CU removed/2 rounded up is 3) for his glorious victory.

EXAMPLE: A Greek army containing 8 CU attacks a Roman army containing 4 CU. Cross-indexing a larger army of 8 versus a smaller army of 4 gives a force ratio modifier of +3 to the Greek combat roll.

12.2.2 Superior Leadership Modifier: If either army's commander has a higher tactical rating than his opponent, his army receives a die roll modifier equal to the difference between his tactical rating and his opponent's. Any leaderless force is assumed to be led by a general with a tactics rating of zero.

12.2.3 Combat Rolls: Each player rolls three 3d6 and modifies the total as shown:

+   Possible force ratio modifier for the larger army

+   Possible superior leadership modifier for the better leader

+/– for response events played

+1 for a flanking force, if present

+1 for fighting in a friendly-controlled space

+1 to defender for successful interception

–1 to defender for a failed avoidance attempt

–2 to an attacker who attacked across strait or rough

12.2.4 Displaced Leaders: Certain events can cause the commander of an army to be displaced before the battle is resolved. If this happens, any subordinate leader immediately assumes command of the army. If there are multiple subordinate leaders then the owning player may decide which leader now commands. If there are no subordinate leaders the battle is still resolved, but the force is assumed to be led by a leader with a tactics rating of zero.

12.2.5 Determining the Winner: The highest modified dice roll total wins with ties being a victory for the defending army.

12.3 Combat Losses

The dice are not re-rolled for this step. While the modified sum of each player's three dice determines the victor, the unmodified die results determine the combat losses inflicted by each side. Once the winner and loser have been determined, the players check each of their three die results under the appropriate column to determine what losses, if any, his army has inflicted on the enemy or possibly on itself:

Die Result	Winner's Die	Loser's Die
1	-	L1
2	-	-
3	-	-
4	L1*	W1*
5	L2*	W1*
6	L2	W1

L1: the losing army must remove 1 CU
L2: the losing army must remove 2 CU
W1: the winning army must remove 1 CU

*EXCEPTION: 1 CU forces do not inflict any damage on 4's or 5's. 2 CU forces do not inflict any damage on 4's.

•   Add or subtract CU losses for any response events played.
•   CU may also be removed as a result of retreat penalties (12.4.5).

EXAMPLE: The Greek player rolls 6, 5, 3 (total 14) and the Roman player rolls 5, 5, 1 (total 11). The Greek player wins the combat since 14 is greater than 11. Therefore the Roman player must remove 5 CU (2 CU for the 6 the Greek player rolled, 2 CU for the 5 the Greek player

rolled, and 1 CU for the 1 he rolled) and the Greek player must remove 2 CU (1 CU for each of the two 5s the Roman player rolled).

EXAMPLE #2 : In the battle above, assume the Greek force was 1 CU and the Roman force was 2 CU. Given the same rolls, the Roman player would only remove 3 CU (2 for the 6 the Greek player rolled, the 5 the Greek player rolled does not inflict damage as the Greek force is only 1 CU, 1 CU for the 1 he rolled). The Greek player would still remove 2 CU as 2 CU forces still inflict damage when rolling 5's.

DESIGN NOTE: The combat system models the wide range of historical outcomes while giving the players the same uncertainty faced by ancient commanders. Most battles during this time were routs, but the outcome of any one battle was far from predictable. On average the winning army will remove 1 CU and the losing army 4 CU, but the system does allow for the occasional pyrrhic victory, indecisive skirmish, or unexpected setback. Therefore, no player can ever enter a battle assured of victory or know that regardless of the outcome they will inflict a certain level of damage on the enemy's army.

12.4 Retreat

The losing force must retreat, even if the winning force was eliminated, to the closest space free of enemy CU that either:

•   Is friendly controlled or
•   Contains more friendly CU than the retreating force.

If eligible spaces are equidistant, the retreating power chooses which space to retreat to.

12.4.1 Retreat Restrictions. If the attacker retreats, he must always retreat first into the space from which he entered the battle. If the defender retreats, he may not enter the space from which the attacker entered the battle during the full length of his retreat. In addition, a retreating force may not:

•   Cross rough or strait connections.
•   Enter more than 4 spaces.
•   Reenter a space already entered during the retreat.
•   Split up (Exception: 12.4.4).
•   End in a space with enemy CU (Exception: 12.4.4).
•   End in a space with another power's CU.
•   End the retreat in a space farther from the battle than the closest eligible space.

12.4.2 Rout. Any of your CU encountered along the retreat path, unless they outnumber the retreating CU, are swept up in the retreat and become part of the retreating force. Picking up CU in a rout is done before removing CU due to retreat penalties.

PLAY NOTE: There is no 10 CU limit on retreat/rout.

12.4.3 Retreat and Naval Movement. CU's defeated in a port space may retreat by sea to a friendly port provided the player can play a card that allows naval movement. For example:

•   The Etruscans can retreat up to 3 CU by playing the Naval Transports event.
•   The Greeks can retreat up to 3 CU by playing any 3 value card. They can retreat up to 6 CU if the force retreats to Syracusae.
•   The Roman can retreat up to 3 CU by playing any 3 value card if *Duoviri Navales* has been played. They can retreat up to 10 CU by playing any 3 value card if they are allied with Carthage.
•   Carthage can retreat up to 10 CU. No card play is needed.

EXCEPTION: If the attacking force is retreating after a naval invasion they do not have to play an additional card to retreat by sea since the ships are already present.

12.4.4 Retreat and Walled Cities
- Defending CU and leaders may retreat into a friendly-controlled walled city in the battle space, up to the city's 3 CU capacity.
- A force that sorties (13.4.1) and loses must retreat back inside the city.

12.4.5 Retreat Penalties. A retreating force loses 1 additional CU for:
- Each space entered with an enemy PC marker, walled city, or tribe.
- Each enemy CU, outside a walled city, in any space entered during the retreat

A force that cannot retreat, has no place to retreat to or must retreat more than four spaces is eliminated; CU are removed and leaders displaced.

12.5 Political Consequences

After a battle, the winning power (player or non-player) places support for itself and/or removes support from the defeated power.
- The support added/removed is half (rounded up) the number of CU the defeated force actually removed (from combat losses, during retreat, and from any events influencing the battle). Thus if the battle dice and subsequent retreat inflict 6 CU of loss on a 2 CU army, then you place/remove one point of support, not three.
- If the winning power used a campaign card and an ally's army was used as the flanking force, the winning power may place support for his ally if he wishes.
- If the losing power used a campaign card and an ally's army was used as the flanking force, the winning power may remove support from either or both powers that lost.

12.5.1 Support is added or removed per 7.3.1 7.3.3, and 7.3.4.

12.5.2 Victorious Gallic and Transalpine Gaul forces may place plunder markers (14.5) instead of adding/removing support.

13. Sieges and Subjugation

13.1 Procedure

Armies roll on the Siege/Subjugation Table in an effort to take control of walled cities or tribal spaces.
PLAY NOTE: Sieges are conducted against walled cities, subjugation against tribes.

13.1.1 Action Phase. Whenever a commander ends any player's action outside an enemy walled city or in an enemy tribal space that is not currently besieged, place a 0-value siege level marker in the space. An activated commander with at least 3 friendly CU that starts his action outside a besieged enemy walled city or in a besieged enemy tribal space may roll on the Siege/Subjugation table instead of moving.

EXCEPTION: A space may only receive one siege or subjugation roll per action round (9.5.3).

13.1.2 Combat. If an army wins a battle in an unbesieged enemy walled city space, place a level 0 siege marker before determining the political consequences of the victory. If a besieging army is defeated in battle any siege marker is removed when the army retreats.

13.1.3 Surrender Phase. Each commander with at least 3 CU outside an enemy walled city or in an enemy tribal space in the Surrender Phase may roll once on the Siege/Subjugation table.

13.2 Siege/Subjugation Table

Roll 2d6 after play of any relevant response events.
- Gallic and Transalpine Gallic armies suffer a –1 penalty to the die roll when sieging, not subjugating.
- The tactics rating of the commander has no effect on sieges or subjugations.

The table results are expressed as a number of siege/subjugation points placed and/or the loss of a sieging/subjugating CU. Use a Siege/Subjugation level marker to indicate the current siege level.

13.3 Besieged Cities/Tribes

Cities/Tribes marked with a siege/subjugation marker of any level, including 0:
- Do not provide reinforcements (5.10.1).
- May not have their loyalty increased.

PLAY NOTE: Minor leaders may be placed in or out of besieged cities, as they do not represent specific individuals, but local commanders.

13.4 Lifting a Siege or Subjugation

All siege/subjugation points are removed:
- The instant there are no longer any enemy CU in the space containing the walled city or tribe.
- The besieging/subjugating power and the city/tribe's controlling power become allies.

Reducing the besieging army to below 3 CU does not end the siege or subjugation. A 1 or 2 CU force can maintain a siege or subjugation, but it does require a commander and 3 or more CU to roll on the siege table.

13.4.1 Sortie: Leaders and CU inside a city while enemy CU are outside may not leave (even by naval movement, 9.6.1). They may activate normally and attack the besieging force which may attempt to avoid battle. Such an attack is not subject to interception. If the besieged force loses, it must retreat back inside the city (12.4.4).

13.4.2 Relief: If a power's army attacks a force outside a city, and that same power has CU inside the city, those units inside the city may also participate in the battle. The attacking commander remains in command during the battle unless a leader inside the city cannot be subordinate to the commander (8.2.1). In this case, the leader inside the city assumes command of the combined forces. If the attackers lose, the besieged force must retreat back inside the city.

13.5 Conversion

Whenever the current siege/subjugation level equals the city's loyalty or tribe's subjugation factor, remove the siege level marker and:
- For a city, eliminate any CU and displace any leaders inside the city, and replace its loyalty marker with a loyalty 1 marker of the besieging power. No support points are gained for eliminating enemy CU by a successful siege. A city reduced to zero loyalty will fall if there is a 0-value siege marker on the city. This check is made before replacing it with an independent city marker.
- For a tribe, place a PC marker of the besieging power in the space. Once a tribe has been subjugated it does not return.

EXCEPTION: An enemy city in an ally's home territory that is successfully beisged must be replaced by the ally's Loyalty 1 marker. It may not be plundered or converted to the besieging power's control.

PLAY NOTE: It does not matter whether the siege level is increased to match the space's loyalty or the space's loyalty is reduced to the siege level. Once the siege level is equal to or greater than the space's loyalty, the space is converted.

14. Plunder

14.1 Plunder track

The Gallic player immediately receives one VP if Gallic plunder markers fill every space on the track and immediatly loses one VP if Transalpine plunder markers fill the track. After the Gallic VP marker is adjusted, the plunder track is cleared. This is the only time the plunder track is cleared. Gallic plunder and Transalpine Gallic plunder cancel each other out instead of co-existing on the track. Therefore at the end of each player's action phase the plunder track will either be empty or consist of only one type of plunder.

14.2 Raiding

A Gallic or Transalpine Gaul force in a space with another power's PC marker may spend 1 MP to raid the space. Thus Gallic forces cannot raid walled city, tribal, or independent spaces.

- Roll on the Siege/Subjugation table
- Remove a CU if required by the roll

A force may continue raiding the same space until the raid is successful or that force no longer has any MPs left.

PLAY NOTE: The siege table abstracts the fighting between the locals and the raiding party.

14.3 Successful Raids

Any roll that inflicts at least 1 siege point is a successful raid. On a successful raid:

- Replace the enemy PC marker with an independent PC marker.
- Place a plunder marker of the appropriate type, Gallic or Transalpine, on the plunder track.

EXAMPLE: At the start of the Gallic player's turn the plunder track contains a single Transalpine Gallic plunder marker. During his turn the Gallic player activates an army in Sentinum using a 3 value card which gives that army 5 MP. The Gallic player spends his first MP to raid the Sentinum space and rolls a 10 on 2d6. Since that roll inflicts at least one siege point it is a successful raid. An independent PC marker is placed in Sentinum. The Transalpine Gallic plunder marker is removed from the track since Transalpine Gallic plunder and Gallic plunder cancel each other out. Since spaces with independent PC markers cannot be raided, the Gallic army spends its second MP to move to Spoletium. The third MP is used to raid the Spoletium space. A roll of 5 on the siege table is a failure, but the Gallic player spends his fourth MP to raid the Spoletium space again. This time he rolls a 3 which not only fails again, but forces him to remove a CU from his army. Undaunted, the Gallic player spends his last MP to raid the Spoletium space yet again. Rolling a 7, the Gallic player finally succeeds, but must remove another CU from his army. An independent PC marker is placed in Spoletium and a Gallic plunder marker is placed on the plunder track.

14.4 Looting Cities

After successfully besieging a city controlled by another power (in other words not an independent city), a Gallic or Transalpine Gaul force may elect to loot the city rather than convert it to their control. If the city is looted, remove all seige points and:

- Eliminate any CU and displace any leaders inside the city. Replace the city's current loyalty marker with an independent loyalty 1 marker. No support points are gained for eliminating enemy CU by a successful siege.

- Place 5 plunder markers of the appropriate type, Gallic or Transalpine, on the plunder track. The five plunder markers are placed on the plunder track one at a time until all five are placed.

14.5 Looting Fallen Foes

Gallic or Transalpine Gallic forces may place plunder markers on the track as the result of winning a battle. Plunder markers may be placed instead of adding/removing support as per (12.5.1) One plunder marker may be placed instead of adding/removing one point of support.

14.6 Gallic Solidarity

At any time during his Action Phase, the Gallic player may remove Gallic plunder markers from the track to remove the same number of enemy PC markers in Gallic home spaces. For each plunder marker removed, the Gallic player may remove one enemy PC marker. The space chosen cannot have enemy CU present.

DESIGN NOTE: During this time period there were multiple Gallic tribes in the area represented by the Gallic player's home area. In essence, the game has elected the Gallic player supreme leader of these tribes. As with most confederations, not everyone will agree with the player's leadership and will look for opportunities to pursue their own agendas. This tenuous loyalty is reflected by having all the Gallic home spaces be PC markers rather than tribal spaces. On the plus side, most of the tribes will follow anyone who can give them the gold and plunder they desire. The ability of the Gallic player to remove enemy PC markers in his home area by removing Gallic plunder markers represents bribing the wayward tribes to return to the fold. It also shows the difficulty a civilized power would have in keeping control over the barbaric locals without the presence of any troops.

EXAMPLE: An Etruscan army defeats a Gallic army in battle and uses two support points to place an Etruscan PC marker in Sena Gallica and an independent PC marker in Patavium. At the start of the Gallic player's action phase there is a single Gallic plunder marker on the track. The Gallic player removes that plunder marker to remove the Etruscan PC marker in Sena Gallica. He then plays a card to activate a Gallic army which performs two successful raids. Before his turn ends, the Gallic player removes one of the two Gallic plunder markers on the track to remove the independent PC marker in Patavium.

15. Alliances

15.1 Creating Alliances

Players may only propose alliances during their Action Phase. Players cannot propose an alliance with a player whose cities or tribes he is currently besieging.

Place a PC marker in the appropriate box on the Alliance Chart to indicate current alliances. There is no penalty if an alliance request is refused.

PLAY NOTE: Alliances are between powers, not players. Therefore it is possible to be allied with the Etruscans and not the Samnites.

15.1.1 Negotiations regarding possible alliances may be held away from the table.

PLAY NOTE: Players may wish to adopt a house rule limiting or banning secret discussions, in order to speed play.

15.1.2 A player may be party to any number of alliances, but each alliance is between two powers.

PLAY NOTE: Thus an alliance with the Etruscans means the Samnites are still hostile to you. Therefore an alliance with just the Etruscans or just the Samnites does not restrict the ability of the Etruscan/Samnite player to play negative events on their partial ally.

EXAMPLE: If the Greeks are allied with the Etruscans, this does not mean that Greece are also allied with the Samnites.

15.2 Effects

Allied powers and their leaders, CU, tribes, walled cities, and controlled spaces are friendly to one another as long as they remain allied for all purposes. For example:

- Defeated armies may end a retreat in allied-controlled territory.
- Armies on allied-controlled territory receive +1 in combat and do not roll in the Attrition Phase.
- Allied forces may move through each other without having to battle.

PLAY NOTE: You cannot use a card's value to place support for another player even if you are allied.

15.2.1 Allies may not give or trade leaders, CU, tribes PC markers, loyalty, or cards. Allies, like any players, may play events that benefit other players.

15.2.2 A power cannot fight a battle with or intercept an ally's army, besiege an allied city, subjugate an allied tribe, remove allied PC marker, remove allied CU, or support without first breaking the alliance (15.5).

PLAY NOTE: Promises or deals between allies are not binding. Formal alliances, denoted by placing a PC marker on the Alliance Track, are binding until broken per 15.5 or are not renewed at the end of a turn.

15.2.3 A power cannot convert any space in an ally's home area to their control even if the space is not controlled by their ally. However, you can remove enemy PC markers (7.3.1) or liberate conquered cities (13.5) in an ally's home area.

PLAY NOTE: This means if you ally with a power that currently controls some of your home territory you are ceding that territory to them for the duration of the alliance. Since you are allied with them 15.2.2 prevents you from attempting to retake your territory. The fact the spaces were originally owned by you makes no difference.

DESIGN NOTE: By coming to the aid of your ally, you are a liberating army, not a conquering army. This is reflected by being able to return home territory to your ally, but not being able to take it for yourself.

15.3 Stacking

Allied forces may not stack together. They may move through each other without any MP penalty or having to battle, but may not end movement in a space with another power's CU and/or leaders.

DESIGN NOTE: Coalition armies were rare in the ancient world during this time period. Even during battles where two powers were attacking a common foe, the forces tended to be separate entities. The use of a Campaign card simulates this type of action. (9.5.6)

15.4 Alliance Duration

All alliances automatically expire at the end of each game turn, with no penalty, unless both players agree to remain allied. Each player decides whether to renew their alliances in descending VP order.

DESIGN NOTE: Treaties during this time were almost always limited to a certain number of years. While most were longer than the length of one game turn, it was chosen for ease of bookkeeping. Players may agree to remain allied, thus simulating a longer duration treaty.

15.5 Breaking Alliances

A player can break an alliance during his Action Phase by removing three of his support for each alliance he breaks.

Any CU inside a former ally's city are now placed outside the city. A lvl 0 siege marker is also placed if there were 3 CU inside the city.

15.6 Allies and Non-Player Powers

There is no restriction on playing *Neutral Power Activates* events when you are allied with another player. For example, the Greek player could activate the Volsci to attack Roman CU even if he is allied with the Roman player. The alliance is between the Greek and Roman powers, the Volsci are still hostile to the Romans.

16. Non-Player Powers

16.1 Control

Players are responsible for all decisions made by the non-player powers during the game. The player responsible for running them is determined as follows:

- If activated by the play of an event, the player playing the event makes all the decisions for the duration of that activation. This includes retreating after being defeated in battle or placing/removing support after being victorious in battle.
- All decisions on behalf of a non-player power while inactive are made by the player who has the fewest VP and is not allied with the active player. This includes intercepting, avoiding battle, position inside/outside cities, retreating or placing/removing support after being victorious in battle.
- End of the turn decisions such as returning displaced leaders, whether to siege/subjugate during the Surrender Phase and where to place reinforcements are made by the player who has the fewest VP and is for the:

Transalpine Gauls - not the Gallic player or allied with the Gallic player
Volsci - not the Roman player or allied with the Roman player
Carthaginians - not the Greek player or allied with the Greek player

EXCEPTION: Rome makes all decisions on behalf of Carthage if they are allied (18.0). If all the eligible players cannot make a decision due to current alliances, the player with the fewest VP makes the decision.

16.1.1 Players can play *Neutral Power Activates* events during their Action Phase to take an action with a non-player power.

The player may place support, raise CU, or activate a leader for one non-player power per Neutral Power Activates card played. Regardless of the action performed, the player may also adjust the minor leaders of the neutral power activated.

- A non-player action may be either instead of or in addition to a player's normal card play in the same round.
- Only one action per non-player power is allowed per Action Round.
- The non-player and player actions may be taken in any order.
- Players may play multiple Neutral Power Activates events during their Action Phase.

PLAY NOTE: Place the non-player power's activated marker on the Action Round track as a reminder that for this action round, this power has already taken an action and may not be activated again this round.

EXAMPLE: The Etruscan/Samnite player has three cards left in his hand, two Neutral Power Activates *and* Gallic Fury. *He starts his action by playing one of his* Neutral Power Activates *events to activate Carthage. Since the event allows him to activate Carthage as if he played a 3 value card he decides to place 1 CU with Hamilcar's army. The Carthage activated marker is then placed on the action round track to show that Carthage cannot be activated again this action round. He then plays Gallic Fury to raise the loyalty of Pisae from 2 to 3. Finally he decides to play his last Neutral Power Activates event to activate the Transalpine Gauls. He moves the Transalpine Gallic minor leader plus 2 CU from the holding box to Eporedia. The Transalpine Gauls activated marker is now placed on the action round track. Only the Volsci can be activated for the rest of this action round. At the start of the next action round both activated markers will be removed making both Carthage and the Transalpine Gauls available for activation.*

16.1.2 *While a non-player power's army is being moved, the non-player power is allied to the player who activated it.*

16.2 Stacking
As with player alliances, non-player power forces may not end a movement stacked with another power's CU and/or leaders.

16.3 Movement/Retreat Restrictions
The following restrictions apply when a non-player power is activated for movement via the play of a *Neutral Power Activates* event, attempts to avoid battle, or attempts to intercept.

- Carthaginian CU/leaders may not enter any spaces in Italy.
- Volsci CU/leaders must end any movement, interception, or avoidance on Antium or in a Roman home space.
- Transalpine Gallic CU/leaders must end any movement, interception, or avoidance in a Gallic homespace.

PLAY NOTE: Nonplayer powers may attack non-traditional enemies if such forces are in the territory of the nonplayer power's traditional enemies. For example, the Volsci could attack a Gallic army besieging Roma.

PLAY NOTE: It is legal for the Transalpine Gauls to end their movement on a Gallic PC marker and use their remaining MP(s) to raid the space thus possibly ending their action on an independent PC marker.

17. Africa

These rules with certain event cards allow the Greek player to strike at the Carthaginian menace by recreating Agathocles' invasion of Africa. Final conquest of Carthage is outside the scope of the game, however, so Carthago is not a VP space and cannot be converted.

17.1 The Carthaginians
17.1.1 Leaders: Bomilcar may never leave Africa. If displaced, he must be placed back in Africa during the Reinforcement Phase.

17.1.2 Carthaginian Citizen Militia:
• May not leave Africa.
• May not be replaced.

17.2 Agathocles' Assault
Playing the event *Agathocles Lands in Africa* allows the Greek player to place an army in Kerkouane.

17.2.1 Landing: If the Greek CU are present in the Kerkouane space:
- Treat Kerkouane as a normal port for the Greeks as long as Greek CU are present in the space. Therefore the Greek player can sail to Kerkouane as long as Greek CU are in Kerkouane. Once all Greek CU are removed from Africa the restrictions of 9.6.2 prevent the Greek player from sailing there again.
- If Carthage is defeated in Kerkouane immediately place Hamilcar, if he is not in Africa and not currently besieged or displaced, and any Carthaginian CU with him in Carthago. This is considered a naval movement and may be blocked by the *Storms at Sea* event.

17.2.2 Carthago Space: The Carthaginians will always stand and fight in the Carthago space. If Greek CU are in the Carthgo space at the end of any player's action phase the following occurs:

- Political consequences (12.5) do not apply.
- Carthage may no longer be activated via the play of a *Neutral Power Activates* event.
- Any Rome-Carthage alliance ends; remove any *Punic Envoys* or *Rome-Carthage Alliance* marker.
- Permanently remove all Carthaginian leaders and CU.
- All Carthaginian-controlled spaces outside Africa receive Greek PC or Loyalty 1 markers.
- The Greek player places all Greek CU and leaders in Africa in a Greek reinforcement space free of enemy CU, eliminating them if no such spaces are available.

DESIGN NOTE: Carthago does not have a loyalty rating as a complete African campaign is outside the scope of this game.

18. Rome and Carthage

When the Roman player plays the *Carthage Signs Treaty* event, flip the *Punic Envoys* marker to *Rome-Carthage Alliance*.

- Rome and Carthage are allies as per 15.0.
- Only the Roman player may activate Carthage, by playing a Neutral Power Activates event, and he automatically makes all decisions for the Carthaginians.
- The Roman player may also play any 3 value card as if it were a Neutral Power Activates event to activate Carthage.
- Roman naval movement is allowed with up to 10 CU using any 3 value card (9.6.3).
- The Roman player may retreat up to 10 CU by sea if defeated in a port space using any 3 value card (12.4.3)
- Greek leaders must roll on the Naval Combat table for all naval moves (9.6.4).
- The Roman player may not enter an alliance with the Greek player while allied with Carthage.
- Rome may break the alliance during his Action Phase by removing 3 support. Remove the Rome-Carthage Alliance marker from the game.
- The Roman player is still bound by the restrictions of 16.3 when activating Carthage.

19. Optional Rules

19.1 Combat Modifiers

Delete the following line from 12.2.3:

• +1 for fighting in a friendly-controlled space

Change 12.2.5 to read:

The highest modified dice roll total wins with ties being a victory for an army fighting in a friendly space. If the battle space is enemy to both armies, then the defender wins ties.

DESIGN NOTE: This reduces the advantage for fighting on friendly territory from a possible 12% to around 5% and prevents the two point swing when a space is converted. This makes the board a bit more fluid at the cost of making it harder to defend your home territory.

19.2 Superior Leadership Modifiers

Change 12.2.2 to read:

Each point of the commander's tactical rating can be used as follows:

• Add +1 to your combat total

• Reduce the battle losses from the combat dice, not events or retreat penalties, by 1 CU

The declaration of how the commander is using his tactical rating must be announced when playing cards to effect the combat.

EXAMPLE: Cammillus (tactics rating of 4) and 10 CU attacks the Volsci leader (tactics rating of 3) with 3 CU in Antium. The Roman player enjoying a +7 modifier from the force ratio table decides to spend two points increasing his combat modifier to +9 and two points to reduce losses from the combat rolls by 2 CU. The Volscii, facing a +9 modifier, decide to spend all 3 points reducing thier combat losses by 3 CU.

DESIGN NOTE: This change allows Sword of Rome to model those situations where preserving an army was more important than winning. It also allows the players the ability the shield thier army from a crushing defeat at the cost of making the battle harder to win. This rule change has the impact of making the board more static as combat losses tend to be smaller.

20. Card Clarifications/Errata

20.1 Global

Desperate Times - If the Desperate Times is used as a 3 OP card the player has a full Action Phase. In other words he may propose/break alliances and move/place minor leaders in addition to playing the 3 OPs granted by the Desperate Times.

Campaign - The two armies activated by the play of a campaign card are not required to coordinate an attack even if the second army activated is an ally's army.

20.2 Roman Deck

#11 Claudius the Blind - This event may not be played as a response to the Greek event Cineas.

#12 Appian Way - The Appian Way reduces the cost to move from Rome to Antium, or any space in between to 1 MP. However this special movement is still governed by the rules regarding movement. Thus neutral PC markers and cities will not prevent movement, since they don't during a regular move, but enemy CU will, unless overrun or they hide inside a city, since you would have to stop and battle.

#15 Gallic Loss of Heart - This event only lasts for the current activation of the Gallic army.

20.3 Gallic Deck

#5 Wild Beasts - Change the last sentence to read. "Marker is flipped when the power defeats a Gallic army in battle." The -1 modifier from this event is not cumlative. Thus if two armies flank attack a Gallic army and both armies have this event active, the combat modifier is still -1.

#9 Too Far From Home - This event prevents any CU from the enemy army entering the walled city during your Action Phase. The enemy army is free to attempt to run elsewhere, just not inside the city. It does not have to be played the instance you enter the space. You can wait until your opponent announces his attention to withdraw into the city. The event can also be played if the enemy army stands and fights. In this case the event would prevent any enemy survivors from the battle retreating into the city.

#10 To The Brave Belongs Everything - The second battle is conducted just like the first battle. The attackers and defenders remain the same, however any combat cards played during the first battle are no longer active for the second battle.

#11 Titus Manlius - When playing this event you are fighting a normal battle in all respects except that the combat rolls do not inflict any damage. Therefore the battle results do not count for support since regardless of what you roll no damage is inflicted. However if the losingarmy must remove CU due to retreat penalties or combat events then you could place support for those removed CU. You could also play events that require you to win a battle such as Wild Beasts.

#15 Flight Before the Barbarians - The wording simply defines how the enemy army must leave the space. They must go back to a friendly space, taking any losses as required by the retreat. No battle took place so the Gallic army may keep moving. Regardless of any damage inflicted on the fleeing army by the retreat, no support is placed.

#29 Tumultus Gallicus - Change restriction text to: "Play when a Gallic army is in or adjacent to a Roman controlled Roman home space."

#30 Their inexhaustible Supply - Change the first sentence of the restriction text to read "Play after the political consequences for a Gallic loss are suffered." The event can only be played after the effects of the defeat are suffered. This prevents this event from being played to return combat losses and then playing "To the Brave Belongs Everything" to fight another battle.

#31 Headlong Rush - Change the restriction text to read "Play before a Gallic army of at least 4 CU attacks an enemy army".

20.4 Greek Deck

#16 Cineas - This event cannot be played if Pyrrhus is in the Displaced Leaders box.

#29 Carthaginian Mistrust - The marker for activating the Carthaginians is still placed on the track when this event is played. In addition this event can only be played with the Carthaginians are actually activated, it cannot prevent using a Neutral Power Activates to add a Carthaginian CU or place Carthaginian support.

#31 Solar Eclipse - The Greek player cannot offer to roll the dice for another player and then play this event to aid in that roll.

20.5 Etruscan/Samnite Deck

#3 Treason of Marcus Manlius - Change the restriction text to read "Play if Rome is controlled by the Roman player, free of enemy CU, and there is no consul in Rome."

#7 Raiders Defeated - The results of the raid roll are ignored and instead the Gallic player must remove a CU from the raiding force. Thus if the Gallic player rolls a 7 on the raid they would not remove a CU for rolling the 7 and remove another CU for the event.

#11 Violent Wind and Thunderstorms - The event text is changed to read "No battle is fought and the attacker is placed back into the space from which he entered the battle." In other words the attacker is not destroyed if they are attacking over rough terrian nor do they need to retreat back to a friendly space.

#36 Grand Coalition - The Gallic player is forced to ally with both the Etruscan and Samnite powers.