

PAX • ROMANA

THE • ANCIENT • MEDITERRANEAN • WORLD



By Rodger B. MacGowan ©2015

2nd Edition

RULES OF PLAY

TABLE • OF • CONTENTS

PART A: OVERVIEW

1. Introduction.....	2
2. Components.....	4
3. General Course of Play.....	6
4. Player Interaction.....	9

PART B: GETTING AND SPENDING

5. Control.....	10
6. Getting and Spending.....	12
7. Cities and Towns.....	14

PART C: OPERATIONS

8. Leaders.....	16
9. Land Movement.....	17

10. Land Battles.....	21
11. Naval Operations.....	27

PART D: OTHER UNITS

12. Special Units.....	31
13. Barbarians, Rebels, and Tribes.....	34

PART E: STABILITY AND VICTORY

14. Stability.....	38
15. Victory.....	39

PART F: EVENTS

16. Events (Standard Game Only).....	41
17. Event Cards (Advanced Game Only).....	42
Index.....	47

PART A. OVERVIEW

1.0 INTRODUCTION

- 1.1 The Standard Game
- 1.2 The Advanced Game
- 1.3 Game Scale
- 1.4 Abbreviations And Glossary
- 1.5 Questions

2.0 COMPONENTS

- 2.1 The Map
- 2.2 Combat Counters
- 2.3 The Objective Opportunity Markers
- 2.4 The Event Cards (Advanced Game Only)
- 2.5 Talents
- 2.6 The Dice

3.0 GENERAL COURSE OF PLAY

- 3.1 Initial Deployment
- 3.2 Sequence Of Play
- 3.3 Initiative
- 3.4 Activations
- 3.5 Operations In General
- 3.6 First Turn Restrictions
- 3.7 How To Win
- 3.8 Length Of Play

4.0 PLAYER INTERACTION

- 4.1 Alliances (Standard Game Only)
- 4.2 Alliances (Advanced Game Only)
- 4.3 Alliance Agreements (Both Games)
- 4.4 Bribery
- 4.5 Talking The Talk (Optional Rule)

1.0 Introduction

Pax Romana is a game covering the struggle for power in the Mediterranean from c. 300 BC to 50 BC. Because of the depth and breadth of its scope, we present the game in two formats:

- **The Standard Game**, for players who want a fun, interesting game playable in an evening;
- **The Advanced Game**, for gamers who want as much detail and decision-making for the military, economic, and political problems and situations of the era as can be had at this scale, and do not mind a longer game.

All rules in this booklet apply to the Standard Game except those identified in the rules as belonging only to the Advanced Game.

Some rules bear the notation “Standard Game Only.” In all cases, these rules (and they are few) have corresponding but different rules for the Advanced Game.

The game has several scenarios, covering different eras within the game’s time period, so that the game may be played by two to four people. Also included are instructions and guidelines for playing the four-player scenarios by 1, 2, or 3 players, and for playing the game with email or live online.

1.1 The Standard Game

The Standard Game is aimed at players who want a game of moderate complexity that also presents some of the major issues and inter-relationships of the period. The game dispenses with the Event cards, instead using (if the players choose) randomly chosen Event markers. The game also dispenses with some of the rules of the Advanced Game in order to keep playing time shorter. Four of the scenarios have been designed as “Standard Game Only” scenarios, three of the scenarios can be played with either the Standard Game or the Advanced Game rules; the scenario instructions (see the Play Book) explain how.

1.2 The Advanced Game

The major new addition of the Advanced Game is card-play, using the deck of 55 cards to provide a wide selection of random events and an increase in player interaction. The Advanced Game also includes additional Unit types and additional rules for the Events determined by the playing cards. Three scenarios have been designed for the Advanced Game Only, while three of the scenarios can be played with either the Standard Game or the Advanced Game rules (see the Play Book).

1.3 Game Scale

Turns are “generational”, roughly 25 years of “real” time. Each LG or HI Infantry Unit represents about 7,000 men; each LI Unit about 5000. Each Cavalry Unit is around 2500 mounted men. Each Galley Squadron represents 50 war galleys.

1.4 Abbreviations & Glossary

The following terms and abbreviations are used throughout the rules:

Activation: The major unit of play, during which players conduct Expansion (Military and City/Town building actions) and Recruitment Operations.

Activation Marker: Game markers, selected randomly during the Activation Phase of each Game-Turn, that determine the order in which players become Active.

Active: The player, Army, Fleet, or Unit operating under the Activation marker currently in play.

AM: Activation marker. The AM Pool is an opaque container that AMs are drawn from during the Game-Turn.

Army: One or more Land Units in a Space. See also Unit.

Battle Point: The measure of strength for Land Combat Units, Cities, and Towns.

Battle Space: The Space in which a Battle is to be fought. It is the Space which the Attacker enters (by movement or interception) in order to fight, whether or not the Battle actually occurs.

BP: Battle Point.

Capitals: Roma (Rome), Carthago (Carthage), Athens and Pella (Greece), Alexandria and Antioch (The East). This applies to most scenarios, any changes will be noted in individual scenarios.

Control: Land Combat Units, Garrisons, Cities, and Towns control the Spaces they're in. On their own Elephants, leaders, and Galley Squadrons do not. A player controls all Spaces in his Home Territory that are not occupied by another player's Land Combat Units, Garrisons, Cities and Towns. See 5.0 for all types of Control.

CVP: Civilization Points, which along with GOP and OOP, determine the number of Victory Points each player receives during the Victory Phase.

DR: Die-roll; **DRM:** Die-roll Modifier

DSTP: Deep Sea Transit Point

Enemy: Units, Cities, and Towns of other players, as well as all other non-friendly (see below) Units, Cities, and Towns.

Event Marker: (Standard Game Only) A marker which, when drawn, results in a dice-roll on a Random Events Table for the scenario being played.

Finished: For Land Armies, the end of the Major or Minor move. For Fleets, the point at which the fleet Stops moving either voluntarily, because it fails a Continuity roll (11.1.3), or loses a Naval Battle (11.4.4).

Fleet: A fleet can consist of one or more Galley Squadrons on their own. An Army may move as a Fleet utilizing Naval Transport, with or without Galley Squadrons.

Friendly: A player's own Units, Cities, and Towns, as well as those of his allies (4.1, 4.2, 12.4, 17.2).

Friendly Spaces and Ports: All Spaces in a player's Home Territory are friendly to that player unless occupied by enemy, Independent, Barbarian, or unfriendly Soldier of Fortune Units. Outside a player's Home Territory, only those Spaces actually occupied by a player's Land Combat Units, Garrisons, Cities, and Towns are friendly, even if the player Controls that Province. This restriction applies to Ports as well as Land Spaces.

GOP: Geographic Objective points, used to help determine Victory Points.

"Hold in Hand" Card: (Advanced Game Only) Event card that players may keep until they wish to play or discard it. See also "Play When Drawn" Card.

Home Territories: Rome, Greece, The East, Carthage.

Infantry: Legion, Heavy Infantry, Light Infantry, Militia, Mercenary Heavy and Light Infantry, Barbarian/Slave Infantry, Tribal Infantry, and Tribal Counters are Infantry Units.

Land Battle: Any Battle between Land Units (including Cities and Towns whether stacked with Land Units or not). Also shortened to Battle.

Land Combat Unit: Legion, Heavy Infantry, Light Infantry, Cavalry, Militia, Mercenary, Barbarian/Slave, Tribal Infantry, and Tribal Counters. Garrisons, leaders, Elephants, Cities, and Towns are not considered Land Combat Units.

Land Unit: Legion, Heavy Infantry, Light Infantry, Cavalry, Militia, Mercenary, Barbarian/Slave, Tribal Infantry, Tribal Counters, Garrisons, leaders, and Elephants.

LOC: Line of Communication

Major Move: Conducting movement and combat (etc.) with an Army or Fleet, typically with a leader. Players get one Major Move per Activation.

Minor Move: Conducting movement and combat (etc.) with only one Unit. Players get two Minor Moves per Activation. Cities and Towns may be built or rebuilt in place of Minor Moves.

MP: Movement Points

NTP: Naval Transit Point

Occupy: Land Combat Units, Garrisons, Cities, and Towns Control the Spaces they're in. On their own Elephants, leaders, and Galley Squadrons do not. See 5.0 for all types of Control.

OOP: Opportunity Objective Points, gained from achieving the special opportunity objectives, and used to potentially add to Victory Points.

"Play When Drawn" Card: (Advanced Game Only) Event card that must be played immediately when drawn from the Event Deck.

Port: Shortened term for a Port Space (2.1.3).

SoF player: The player who has played the SOLDIER OF FORTUNE card this turn.

Space: The larger circles on the map. Spaces consist of: Land Spaces, Capital Spaces, Mountain Fortress Spaces, Mine Spaces, Port Spaces, and Tribal Spaces.

Stop: (11.1.2) The interruption of Fleet or Naval Transport movement due to results on the Naval Disasters Table, entering an unfriendly Port, or entering a Space or Naval Transport Point. After a Stop, the moving Fleet or Naval Transport may continue moving if it succeeds in a Continuity roll (11.1.3).

T: Talents, the game's term for money; in this period a measure of silver.

TP: Transit Point

Treasury: A Major Powers stash of Talents. Income is placed in the Treasury and expenses are paid from the Treasury.

Unit: One of something—Legion, Heavy Infantry, Light Infantry, Barbarian Infantry, Cavalry, Galley Squadron, etc. The number on the top right of each playing piece shows the number of Units that counter represents. Note that only one Unit may be moved each Minor Move—if the counter represents 2 Units, you must break it down into two 1-Unit counters and then move only one of them for that Minor Move.

VP: Victory Points

1.5 Questions

Send a self addressed stamped envelope to:

GMT Games
ATTN: Pax Romana
PO Box 1308
Hanford CA 93232
www.GMTgames.com

You can also reach us at www.Consimworld.com in the various gaming sections.

2.0 Components

Each game contains:

- 1 34" x 22" map
- 4 Sheets of counters
- 55 Event Cards (used only in the Advanced Game)
- 1 Rule Book
- 1 Play Book
- 2 Player Aid Cards
- 4 Player Mats

2.1 The Map

The map shows the Mediterranean (and areas tangential to our story) as it was in the days of the Roman Republic, with some minor adjustments made for play purposes. The map is comprised of the following major elements: Territories, Provinces, Spaces, and Transit Points. Each of these elements is described in more detail in this section.

Geographic Appellation Note: Most of the Spaces on the map have been given their Roman/Latin names. While this is not historically “accurate” for the period in which the game starts, it does make recognition easier and lends a sense of homogeneity.

(2.1.1) Territories. These are the large colored areas on the map. (*EXAMPLE: The yellow area marked Hispania is a Territory.*) Territories are separated from each other by a solid red line. Territories come in three types: Major Power Home Territories, Minor Territories, and Barbarian Territories. Most Territories are further divided into Provinces (covered below).

Major Power Home Territories. There are four of these on the map: Carthage, Greece, Rome, and The East. The Major Powers Income and Manpower Table shows exactly what Provinces comprise which Territories. Thus, the Roman player’s Home Territory, in red, is comprised of the Provinces of Cisalpina, Italia, and Bruttium, while the Greek player’s Home Territory, in green, includes four mainland Provinces (Attica, Thrace, Macedonia, Peloponnes) and a fifth Province, called The Aegean Islands, made up of the Spaces labeled Thasos, Limnos, and Naxos.

Minor Territories. There are nine of these: Hispania, Gaul, The Sicilies, Germania, The Danube, Asia Minor, Crete*, The Chersonese*, and Rhodes*. Each of these, except for The Chersonese, Rhodes, and Crete, is further divided into Provinces. The Minor Territories Income and Manpower Table shows exactly which Provinces comprise which Territories.

EXAMPLE: As shown on that table, Gaul is divided into five Provinces (despite what Caesar says): Britannia, Belgica, Aquitania, Lugdunensis (named, by the way, for Lug, a major god of the Celtic/Druidic pantheon), and Narbonensis.

* If the Territory in question is not subdivided into Provinces, Controlling it garners only 1T of income and 1 GOP; you do not get income and GOP for Controlling both the Province and the Territory.

Barbarian Territories. There are four of these, all in gray: Greater German Tribes, Sarmatia, Scythia, and Armenia. Barbarian Territories are not subdivided. Each Barbarian Territory is treated as if it were a Province for Control purposes (5.2.1). Control of a Barbarian Territory does not count as Control of a Province, only Control of a Territory. The Controlling power receives 1T of income and 1 GOP for the Territory; not income and GOP for Controlling both the Province and the Territory.

Barbarian Invasion area. A Barbarian Invasion (13.4) occurs from Caledonia, otherwise it is shown for informational purposes only.

(2.1.2) Provinces. Provinces are the areas within a Territory. (*EXAMPLE: Lusitania is a Province within the Territory of Hispania.*) Provinces that belong to the same Territory are colored the same as one another and are separated from each other by a broken red line. All Provinces contain one or more Spaces, and many contain one or more Transit Points. Home Provinces are Provinces in a player’s Home Territory.

Additional Notes on Provinces:

- Rhodes, as noted in 12.5.1, is a separate, Independent Power.
- Corinth (west of Athens) belongs to the Peloponnes Province, not to Attica Province.

(2.1.3) Spaces and Transit Points. Units move from circle to circle on the map. These circles are called Spaces or Transit Points, depending on their size. The large circles are Spaces, the small Circles are Transit Points. Following is a breakdown of the various types of Spaces and Transit Points:

Land Spaces: Large circles with solid colors and black outlines. Only Land Units, Cities, and Towns may use these Spaces. *EXAMPLE: Arretium (in Italia Province, Rome Territory).* Special Rules: none.

Land Transit Points: Small black circles. Only Land Units may use these Transit Points. *EXAMPLE: Between Saloniae and Lissa (in Dalmatia Province, The Danube Territory).* Special Rules: 9.5.1, 10.7.6, 10.7.7.

Capital Spaces: Large circles with black outlines and a building symbol inside. *EXAMPLES: Pella and Athens (in Greece Territory).* Special Rules: 5.2.2, 8.1.5, 13.4.4, 14.2.1.

Mountain Fortress Spaces: Large circles with black outlines and a mountain symbol inside. Only Land Units may use these Spaces. *EXAMPLES: Mazaca and Sebastia (in Cappadocia Province, Asia Minor Territory).* Special Rules: 7.1.3, 9.2.1, 9.4.3, 9.6.5, 10.3.1, 10.4.2, 10.4.8, 12.1.3.

Mine Spaces: Large Spaces with black outlines and a shovel and pickaxe symbol inside. Only Land Units, Cities, and Towns may use these Spaces. *EXAMPLE: Bergidum (in Gallaecia Province, Hispania Territory).* Special Rules: 6.1.1.

Port Spaces: Large circles with black outlines, colored partly in blue and partly to show the color of the Province in which they are located. These are located on coasts and islands. All Units, Cities, and Towns may use these Spaces. *EXAMPLES: Lilybaeum (in West Sicily Province, The Sicilies Territory), Melita (in Melita*

Province, The Sicilies Territory). Special Rules: 5.1.4, 6.3, 9.4.3, 9.6.4, 11.0, 12.6.

Naval Transit Points: Small blue circles. Only Fleets or Armies using Naval Transport may use these Transit Points. *EXAMPLE: Between Lissa and Barium (in Italia Province, Rome Territory).* Special Rules: 11.0, 12.6.

Deep Sea Transit Points: Mid-sized blue circles with a wave symbol inside. Only Fleets or Armies using Naval Transport may use these Transit Points. *EXAMPLE: Between Alexandria (in Egypt Province, The East Territory) and Rhodes (in Rhodes Province, Asia Minor Territory).* Special Rules: 11.0, 12.6.

Tribal Spaces: Large circles with black outlines and a green Viking helmet symbol inside. Use depends on location. *EXAMPLE: Londinium (in Britannia Province, Gaul Territory).* Special Rules: 13.1.

(2.1.4) Connections. To move around the map, Units follow the lines that join Spaces and/or Transit Points. These lines are called Connections, and are distinguished as follows:

- **Land Connections:** black lines; movement only by Land Units. *EXAMPLE: The Connections between Memphis and Hermopolis (in Egypt Province, The East Territory).*
- **Alpine Pass Connection:** a special Land Connection containing mid-sized circles with brown outlines and a mountain symbol inside; movement only by Land Units. *EXAMPLE: Between Valentia (in Narbonensis Province, Gaul Territory) and Taurinorum (in Cisalpina Province, Rome Territory).* Special Rules: 9.5.2.
- **Naval Connections:** blue lines, movement only by Fleets or Armies using Naval Transport. *EXAMPLE: The Connection between Pisae (in Italia Province, Rome Territory) and Aleria (in Corsica Province, The Sicilies Territory).*

PLAY NOTE: Some Spaces are connected by both Land and Naval Connections, indicating that both land and naval Units may move between the two. *EXAMPLE: All Spaces along the SE coast of Hispania, from Malacca to Emporiae are connected in this manner.*

The Corinthian Isthmus: Yes, you can use Naval Movement between Megara and Corinth (in Greece Territory), seemingly over land. The Greeks had built a sort of canal to make transit between the two possible.

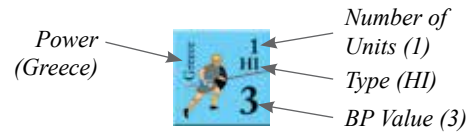
- **Straits:** Connections across water that allow Land Movement (not Naval Transport) between the Land Spaces indicated with a blue double arrow. *EXAMPLE: The Connection between Byzantium and Nicomedia (joining Greece Territory with Asia Minor Territory).* Special Rules: 9.5.3.

PLAY NOTE: Some Straits are connected by both Land and Naval Connections, indicating that you may use both land and Naval Movement between the two. *EXAMPLE: The Connection between Rhegium and Messana (joining Brutium Province in Rome Territory with East Sicily Province in The Sicilies Territory).*

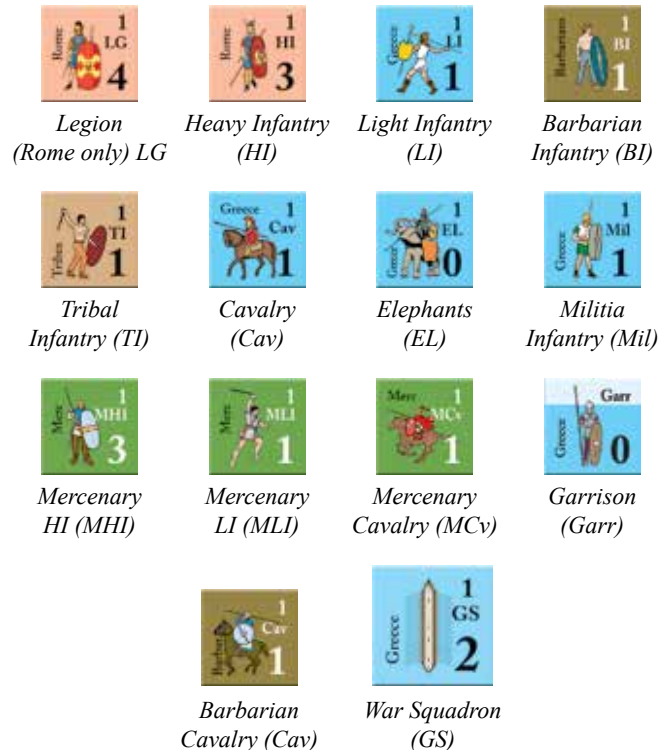
(2.1.5) Tracks: The map contains several tracks that help players remember important information as the game goes on. The counter sheets contain markers for these tracks.

2.2 Unit Counters

The following descriptors are common to most combat units: Power, Number of Units, Type, and BP Value, and are typically displayed on a Unit counter as shown by the following illustration.



The counters represent the following Units types:



There are also ten unnamed leaders (named leaders are used only for Scenarios VIII and IX) for each Power, plus military Units for various Independent Powers (such as Pontus, Pergamum, et al).

The term “Unit” refers to one Unit of that type. The actual counter on the map can represent anywhere from 1-10 Units, and you can break these down into “change” however you wish. Most Unit types make up a specific number of Battle Points (BP) in combat.

EXAMPLE: 1 HI Unit is worth 3 Battle Points.

Besides the Unit counters, the game also has various types of other counters and markers used by the game systems, samples of some of which are shown below.

Control Markers

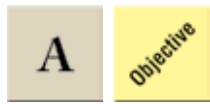


Other Markers



2.3 The Objective Opportunity Markers

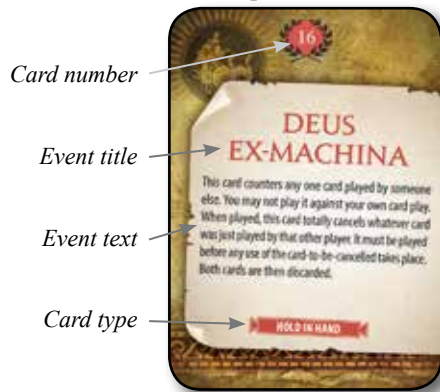
The Objective Opportunity Markers are used only in certain scenarios, per 15.4, to give the players Goals that would not normally be apparent to the other players, potentially providing them with Victory Points if achieved.



2.4 The Event Cards (Advanced Game Only)

The 55 Event cards are used to represent, and put into play, outside events, political realities, natural happenings, etc. In general, they help make life interesting. See 17.0.

Sample Event Card



Card number

Event title

Event text

Card type

PLAY NOTE: Familiarity with the cards helps speed up play. However, you do not have to read all the rules for each card. How they work is explained on the card and in rule section 17.2.

2.5 Talents



The Talent is the game's form of currency, represented by coins in denominations of '1', '2', '5' and '10'. Historically, a talent was an era measure of silver. Talents bear the symbol T in this game. *EXAMPLE: 2T is two talents.* You can either use the Talents markers or keep track of Talents on your player mat using the "Talents x1" and "Talents x10" markers.

2.6 Charts and Tables

Many of the rules and most of the die-roll results tables are summarized on the Charts and Tables cardstock sheets. Keep these in easy reach of all players as you play.

2.7 The Dice

Pax Romana uses six-sided dice in one of three ways, depending on the mechanic:

- 1d6. Roll one die, apply number.
- 2d6. Roll two dice, add them together.
- 3d6. Roll three dice, add them together.

3.0 General Course of Play

First, choose a scenario to play (the Scenarios are in the Play Book). *Pax Romana* has several scenarios, with some suitable for two players and some for up to four players.

3.1 Initial Deployment

All individual Power set-up instructions are given in the scenario instructions.

3.2 Sequence of Play

Each Game-Turn follows the following Sequence.

A. Income Phase. (Ignore for First Game-Turn) Each player collects income from Controlled Provinces, Territories, Towns, and Cities (6.1).

B. Maintenance Phase. (Ignore for First Game-Turn.) Each player pays Maintenance for all Fleets plus Armies over the allowed maximums (6.4). In addition, each player loses Stability Points if the number of HI or LG (whether full-strength or reduced) he has on the map exceeds his current Civilization Point total (14.2).

C. Removal Phase. (Ignore for First Game-Turn.) Remove leaders (8.1.1), Militia Units (12.3.3), Mercenary HI and LI (12.2.6), the Soldier of Fortune leader and Army (12.4), and Barbarian leaders and Armies (but not face-up tribal counters or independent Armies, and not Barbarian Armies created by some Rebellions; 13.3). Convert Mercenary Cavalry to Regulars (12.2.6).

D. Leader Selection Phase. (Ignore for First Game-Turn.) Each player randomly draws their leaders for that Game-Turn, from his pool, per 8.1. He records their placement secretly on a piece of paper, with the first leader drawn in his Capital and the other in any Space on the map containing at least one of his Land Combat Units, Garrisons, Cities, or Towns. The placements are then revealed simultaneously after all players are ready.

E. Manpower Phase. (Ignore for First Game-Turn.) Players may do any or all of the following: raise Land Units, create Garrisons, build Galley Squadrons (6.2-6.3), and purchase Opportunity Objective markers (15.4.4) when allowed to do so. Also, Reduced HI or LG Units must either be rebuilt to full strength or they are automatically removed and replaced by a Garrison Unit (10.6.6). All players plan their Manpower activities secretly on a piece of

paper, revealing them simultaneously after all players are ready. For competitive games, set a time limit of five minutes to make these plans.

F. Activation Phase. The player who played the most recent Activation draws an Activation Marker from the Activation Pool (except for the first set of Activation Markers; 3.3). Play proceeds according to the following sequence.

0. Events Segment: (Standard Game Only) If an Event marker has been drawn, the player who drew that marker rolls to see which Event has occurred; see 16.1. After completing the Event, return to Phase F if Activation Markers remain in the AM pool; otherwise, go to Phase G.

1. Payment Segment: The player pays 1T for using that AM. If he cannot pay; see 3.4.4.

2. Card Segment: (Advanced Game Only) The player draws a card from the top of the Event Deck. If he wants to, or must, play the card, all of its immediate effects are put into play before proceeding. He may play other cards from his Hand at this point (17.1.3).

3. Operations Segment: The player may undertake one of the following Operations:

- a. Expansion:** (Major Moves & Minor Moves)
- **Military:** Move and/or attack per 9.0-11.0.
 - **Construction:** Build or rebuild Cities and/or Towns, per 7.1, in place of a Minor Move.

b. Recruitment: Raise Land Units OR build Galley Squadrons using the same mechanics as in the Manpower Phase (E);

c. Call a Meeting: (Standard Game Only) See 4.1. A player Calling a Meeting does not pay the 1T in the Payment Segment for using the AM. As a result, the Meeting Operation is an Operation that players with 0T can perform.

4. New Activation Marker Segment: If Activation Markers remain in the AM pool, return to the start of Phase F in order to draw another AM. If there are no AMs left, go to Phase G.

PLAY NOTE: There is no “Call a Meeting” Operation in the Advanced Game. Instead, players can engage in Alliances (4.2).

G. Attrition and Isolation Phase.

1. Land Units: Apply attrition (9.6.3) to any Land Units (not Garrisons or leaders) that are Isolated (9.6.1).

2. Fleets: Eliminate any Fleets not in a friendly Controlled Port (9.6.4).

H. Victory Phase.

1. Tabulate Victory Points (15.0) and note any change to Stability Level (14.0).

2. Determine if anyone has won an Automatic Victory (see Scenario rules). If more than one player wins an Automatic Victory, the player with the highest VP total wins. If tied, the player with the highest Stability wins. If still tied, those players all win.

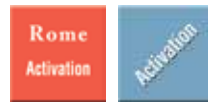
3. Return all cards to the Event Deck (Advanced Game Only)—except those which say “Use Once and Remove” and the card(s) retained In Hand (17.1)—and shuffle the Deck anew. Place the reshuffled deck on the table available for use in the next Game-Turn.

I. Play Order Determination Phase. Players determine the order of the first round of Activations (3.4.2) for the next Game-Turn and place the first set of Activation Markers on the board in that order. The remainder of the AMs go into the AM Pool.

3.3 Play Order

In the Play Order Determination Phase, the first round of Activation Markers is determined. For the first Game-Turn, the scenario rules state the initial order of AMs. In every Game-Turn after that, see 3.4.2.

3.4 Activations & Activation Markers



(3.4.1) During each Game-Turn, who gets to undertake an Activation Phase (Phase F) is determined primarily (3.4.2) by drawing Activation Markers (AMs), blindly and randomly, from a “pool” (called the Activation Pool) represented by an opaque cup or some other such receptacle. Whoever’s AM is drawn becomes the Active player.

(3.4.2) The Activation Markers in play are determined as follows:

- At the start of each Game-Turn, each player plays one Activation before the Activation Pool comes into play. The order of play is determined by the current Victory Point level (or by the scenario instructions for Game-Turn 1). The player with the fewest VP goes first, the player with the second fewest goes second, and so on. In the case of VP ties, lower Stability goes first. If still tied, lower CVP total goes first. If still tied, roll a die, with lower DR going first. If the DR is tied, players re-roll until the tie is broken. Place the AM markers in their respective Spaces in the Activation Markers area of the map.
- After all players have completed one Activation, the remaining Activation Markers for each power go into the AM Pool. For the Advanced Game, each player gets three AMs; in the Standard Game, the number depends on the game length the players have decided upon (3.8). Events or cards might also dictate the number of AMs.
- From this point on, the player who has just finished an Activation draws an AM from the AM Pool, blindly and randomly. The name on the AM is the power who goes next. However, no player may play more than two Activations in a row. If a third consecutive AM for that player is drawn, draw again until another player’s AM is drawn, then place the third AM back in the cup. This rule is waived if (as might very rarely occur) the final three AMs in the AM Pool belong to the same player.

EXAMPLE: In Scenario II, Rome and Carthage each get 4 AMs. The Play Order (as specified in the Scenario rules in the Playbook, is Rome and then Carthage. At the beginning of the game, place a Rome AM marker in the AM #1 box of the Play Order section of the Activation Markers area of the map (top

right). Place a Carthage AM marker in the AM #2 box. Place the remaining AM markers—3 for each player—into whatever you're using as the AM Pool (a coffee cup or bowl, face-down on the table, whichever way you choose.)

Optional Rule. In playtesting, some players preferred a system in which the player with the fewest VP got the first AM of the Game-Turn, but after that all were drawn randomly. Feel free to use either system; however, be prepared to have—at times—a longer duration between your moves, especially while two other players seem to be getting all the Activations. Be prepared, also, to experience periods when events seem completely out of your control. If playing with this optional rule, the first AM of the game goes to the player listed first under the heading “Initial Play Order”.

(3.4.3) A Game-Turn is over when an AM or Event is completed and there are no more AMs to be drawn.

(3.4.4) When his AM is drawn, that player *must pay IT* to use it (Payment Segment). If he cannot, or chooses not to do so, he cannot *use the AM*, but it is considered used.

PLAY NOTE: Yes, this is correct. No money, no activation. Not even if the Treasury is empty because of the play of Event cards. It is critical (to say the least) that players begin each Activation Phase with a Treasury of at least 4 Talents, in order to pay for their 4 Activation Markers, but it is highly, highly recommended to keep more Talents available to guard against unpleasant Events.

Exception (Standard Game Only): In the Standard Game only, a player may “Call a Meeting” 3.2 F/3/c, which costs 0 Talents.

PLAY NOTE: The Pontus AM (12.5.5) is always free and does not count against a player's limit of 4 AM per Game-Turn.

(3.4.5) Summary of Possible Actions. During his own Activation, an Active player's possible actions can include (within restrictions):

- Moving a stack of one or more Units
- Moving individual Units
- Fighting Land and Naval Battles
- Gaining Control of Provinces and Territories
- Building and rebuilding Cities and Towns
- Raising Land Units or Galley Squadrons
- Calling a Meeting (Standard Game Only)
- Hiring Mercenaries (Standard Game Only)
- Playing Event cards for a variety of reasons (Adv. Game Only)
- Intercepting Withdrawing or Retreating enemy Units

During an opponent's Activation, the non-Active player's possible actions can include (within restrictions):

- Withdrawing before Battle
- Intercepting enemy Units
- Choosing whether or not to include Cities or Towns in a Battle defense
- Gaining Control of Provinces and Territories
- Playing Event cards for a variety of reasons (Adv. Game Only)

3.5 Operations in General

(3.5.1) Whenever a player's AM is drawn or selected he may undertake one of the following Operations:

- **Recruitment:** Raise Land Units or build Galley Squadrons.
- **Expansion:** Perform one Major Move and up to two Minor Moves.

Major Moves allow players to move and/or attack with an Army or Fleet. Minor Moves allow players to move and/or attack with individual Units, undertake Construction in order to build or rebuild Cities and Towns per 7.1, or Hire Mercenaries (Standard Game Only). Major and Minor moves may be conducted in any order the player wishes.

(3.5.2) All Land Units stacked in the same Space are considered an Army. All Galley Squadrons in the same Space are a Fleet, as are all Units (Land Units with or without Galley Squadrons) conducting Naval Transport. Army and Fleet markers are provided so that players can remove stacks of Units from the map, identifying them with such markers, which correspond to the Army/Fleet boxes on the map.

(3.5.3) Stacking. There is no limit to the number of Units of any kind that may exist in any one Space.

3.6 First Turn Restrictions

For the first Game-Turn only, Phases A through E are ignored.

3.7 How to Win

Players gain Victory Points for Geographic Objectives and Civilization Points on a set scale. Players may attain extra VP from Opportunity Objective Points. See 15.0 for details on all VP sources.

The individual scenarios give specific instructions for How to Win.

3.8 Length of Play

Pax Romana presents the players with a great many decisions, and decision-making takes time. We know some of you prefer a game that can be finished in one sitting, while others prefer a lengthier game with nearly unlimited variation. To that end, we present several formats, each with its own level of detail, so that you can play *Pax Romana* as you wish. The formats for the Standard Game are covered in 3.8.1; for the Advanced Game see 3.8.2.

(3.8.1) Scenario V Standard Game Options

Basic Game: This game should take an evening to play, about 5 hours or so.

- 5 Game-Turns
- Players get only 3 AMs per Game-Turn
- No Event AMs
- No Opportunity Objectives

Basic II Game:

- 5 Game-Turns
- Players get only 3 AMs per Game-Turn
- One Event AM per Game-Turn
- One Opportunity Objective per player, selected randomly.

Basic Plus Game:

- 5 Game-Turns
- Players get 4 AMs per Game-Turn
- Two Event AMs per Game-Turn
- One Opportunity Objective per player, selected randomly.

Ultra Basic Game:

- 10 Game-Turns
- Players get 4 AMs per Game-Turn
- Two Event AMs
- All Opportunity Objectives in use, selected per 15.4.

Players should feel free to juggle the number of Game-Turns, AMs, and use of Objective markers as they feel will work best for them.

(3.8.2) Advanced Game Options. In the Advanced Game scenarios, each player gets four Activation Markers per turn.

The length of the Advanced Game is up to the players, as they get to choose how many turns to play. For players familiar with the game, we have found that each full turn takes an hour, depending on the playing styles of those involved.

We recommend a minimum of 5 Game-Turns, which will take about 6-7 hours with inexperienced players. The full 10-turn version gives a lot more depth, but does take more time. You can choose any number of Game-Turns you wish.

4.0 Player Interaction

PLAY NOTE: Alliances are not going to be easy to enforce in casual play, but the idea of this is that such agreements were not easily reached, given the distances and travel.

4.1 Alliances (Standard Game Only)

Agreements between players are forbidden, unless such agreements are done at a Call a Meeting Operation. The player who Calls a Meeting may “invite” any other players to attend, and only those players may be party to any agreements reached thereat.

4.2 Alliances (Advanced Game Only)

Agreements between players are forbidden, unless such agreements are done through play of an ALLIANCE card. **Exception: Bribery, 4.4.** A player who plays an ALLIANCE card may open Political Talks with any one other player ...and only one.

4.3 Alliance Agreements (Both Games)

(4.3.1) The parties to the alliance have 5 minutes to decide what, if anything, they will do. They may agree:

- To take, or refrain from, any action, as agreed, but only for the rest of the Game-Turn; e.g., player A and player B may agree to not enter each other’s Controlled Spaces/Provinces; to both attack player C; or to allow their Units to move through (treat as friendly) their Controlled Spaces/Provinces, or only certain Spaces/Provinces.

- To give or exchange cards, Talents, Galley Squadrons, or Mercenary Units (though not Mercenaries to Rome). Ownership of the Galley Squadrons or Mercenary Units change, but the Galley Squadrons or Mercenary Units are not moved from their current Space.
- To cede Control of Cities or Towns (replace the City/Town marker with a City/Town marker of the receiving player). Any Units in the Space are not moved. This may change Province and Territory Control.
- To move through Units of the allied player (in Spaces/Provinces where this was agreed), and even end a Major or Minor Move in the same Space. Armies of an allied Power are treated as friendly to the player and therefore do not affect Province Control during the Game-Turn of the alliance. If Armies of the allied players are attacked while in the same Space, all Units in the Space will defend as a single combined Army. The leader of the combined Army will be the leader with the highest Tactical Rating, if tied it will be the player who has the most BP in the Space, the player whose leader is used makes any Battle decisions. If there is no leader in the Space, the player with the most BP will make any Battle decisions. If BP’s are equal, randomly determine the player to make any Battle decisions. If allied Armies are stacked during the Attrition and Isolation Phase of a Game-Turn, the Army of the Power that does not Control the Space, or moved in last, is placed (not moved) in its Capital Space (or one of its Capital Spaces if the Power has two).

(4.3.2) Restrictions

- Each player may move only his own Armies. Therefore, a combined Army cannot be moved in a Major Move.
- Agreements to give or exchange cards, Talents, and Mercenary Units, or to cede Control of Cities or Towns, are enforceable and take place immediately.
- Agreements that deal with future actions; e.g., to both attack player C, or to not enter certain Spaces/Provinces, are not enforceable. Such agreements rely on the good faith (or lack thereof) of the players involved.

4.4 Bribery

Players may use Talents to influence any move made by an opposing player against the player wishing to change/influence the move. This must be done at the instant such action would take place, the deal must involve a payment of Talents in return for doing or not doing a specific action, and whether or not the player lives up to that deal is up to him.

4.5 Talking the Talk (Optional Rule)

If you prefer, and if all players agree, dispense with the restrictions on when player interaction may occur and make alliances, conduct negotiations, and stab each other in the back whenever you wish. Given the scale of the game (each turn is 25 years), diplomats and other persuaders would have been active at all times, so a wide-open approach can certainly be justified.

PART B. GETTING AND SPENDING

5.0 CONTROL

- 5.1 Controlling Spaces
- 5.2 Controlling Provinces
- 5.3 Controlling Territories, Towns, And Cities
- 5.4 Effects Of Enemy And Non-player Armies On Control

6.0 GETTING AND SPENDING

- 6.1 Collecting Income (Talents)
- 6.2 Raising Land Units
- 6.3 Building Galley Squadrons
- 6.4 Maintaining Land Units And Fleets

7.0 CITIES AND TOWNS

- 7.1 Building And Rebuilding Cities And Towns
- 7.2 Control By Cities And Towns
- 7.3 Using Cities And Towns In Battle
- 7.4 Capturing, Destroying, And Rebuilding
- 7.5 Sack And Plunder

5.0 Control

A game of *Pax Romana* consists to a very large degree of attempting to gain and maintain Control of three types of locations: Territories, Provinces, and Spaces. Most Territories consist of two or more Provinces; most Provinces consist of two or more Spaces. Control is determined according to the following rules.

5.1 Controlling Spaces

(5.1.1) Control and Occupation of Spaces. Players Control Spaces in which they have a Town or City, a Garrison, or Land Combat Units of any type (see Glossary). Such Spaces are considered Controlled by that player. A player automatically Controls all unoccupied Spaces in his Home Territory. Unoccupied non-Home Spaces are Controlled by no one, *even if a player Controls the Province in which the unoccupied Spaces are located*. On their own, Elephants, leaders, and Galley Squadrons do not provide Control.

(5.1.2) Joint Occupation of Spaces. Only in the case of Alliances (4.1 and 4.2), or when Fleets and Land Units, Cities, and Towns of opposing sides are in the same Space, may Units, Cities, and Towns belonging to two players (or one player and a non-player) jointly occupy a Space. After Battle, either the defending Army will Retreat from the Battle Space or, if it does not, the attacking Army must Regroup back to the Space from which it entered (10.7.7).

(5.1.3) Control of Naval Points. Naval Transit Points (NTP and DSTP) are never Controlled, although they can be occupied by a fleet.

(5.1.4) Control of Ports. Control of Ports works exactly like Control of all other Spaces, using the rules for occupied Spaces per 5.1.1. That is, a player automatically Controls all Ports in his Home Territory that are not occupied by an enemy. Outside of his Home Territory, a player Controls only those Ports he occupies.

This last point is true even if he Controls the Province in which the Port in question is located.

PLAY NOTE: This rule means that a fleet entering an un-Controlled non-Home Port Space must Stop and roll for Continuity (11.1.3), even if the fleet owner Controls that Province.

5.2 Controlling Provinces

(5.2.1) Controlling Non-Home Territory Provinces. A player Controls Provinces in a Territory other than any player's Home Territory when either of the following is in effect:

- a. He Controls more than half the Spaces in that Province; or
- b. He Controls one Space in that Province and no one else (including Barbarians, Tribes, Slaves, and Independents) Controls any Spaces in that Province.

(5.2.2) Controlling One's Own Home Territory Provinces. A player Controls a Province in his own Home Territory according to the following:

- a. In his own Home Provinces that contain a Capital Space, the player Controls that Province as long as he Controls (5.1.1) the Capital Space, regardless of the Control status of other Spaces in that Province.

EXAMPLE: The East player Controls Alexandria. Other players Control Memphis, Pelusium and the Faiyum. The East still Controls Egypt. Note that he can also Control such a Province according to 5.2.2b (below), should he lose the Capital Space.

- b. A player Controls one of his own Home Provinces if he Controls any Space in that Province and no other Armies Control(s) more than half the Province's Spaces.

EXAMPLE: Rome Controls Rhegium, in Bruttium, and Carthage Controls Tarentum and Croton. As Carthage Controls only 2 of the 5 Spaces in Bruttium, and Rome has a presence (in Rhegium), Rome still Controls Bruttium.

(5.2.3) Controlling Another Player's Home Territory Provinces. A player Controls a Province in another player's Home Territory according to the following:

- a. In Home Provinces that contain a Capital Space (5.2.2a), the player must Control more than half the Province's Spaces, *and* the player whose Home Territory that Province is in must not Control the Capital Space.

EXAMPLE: In order to Control Italia Province, any non-Roman player must Control five of the nine land Spaces in Italia, and the Roman player must not Control the Rome Space itself.

- b. In Home Provinces without a Capital Space (5.2.2a), the player must Control more than half the Province's Spaces.

EXAMPLE: To Control Macedonia, any non-Greek player would need to Control four of the six Spaces.

(5.2.4) Islands Needed for Provincial Control:

- The islands of Lesbos/Chios and Samos are treated as Spaces for Control of Ionia, in Asia.

- The islands of Thasos, Limnos and Naxos are treated as one Province (with 3 Spaces): The Aegean Islands, part of Greece Territory.

5.3 Controlling Territories, Towns, & Cities

(5.3.1) A player Controls a Territory when he Controls all the Provinces in that Territory.

(5.3.2) Islands Needed for Territory Control:

- The Balearic Islands Space is part of Hispania Territory. It counts for GOP calculation (15.2), but it does not provide income.
- Melita (Malta) is part of the Sicilies Territory. It counts for GOP calculation (15.2), but it does not provide income.

(5.3.3) Controlling Cities and Towns. See 7.2.



EXAMPLE OF CONTROL: The Carthaginians seek to gain Control of the Territory of Gaul, which has five Provinces: Britannia, Belgica, Lugdenensis, Aquitania, and Narbonensis. Over the course of 2-3 activations, they do the following.

① First, they attack and eliminate the Tribe in Gergovia (Aquitania). Without eliminating the Tribe, they would have had to occupy 4 of the 6 Spaces in order to gain Control; by eliminating the Tribe, they need only occupy one Space. They leave behind an LI Unit...

② ...and march southeast to Narbonensis, where instead of eliminating either of the two Tribes (they avoid all Tribal-Controlled Spaces, requiring a combination of Naval Transport and crossing the Alps to do so), they decide to leave Garrison Units in the 3 unoccupied Spaces (thereby taking Control by occupying the majority of that Province's 5 Spaces).

③ Next they move north to Lugdenensis, where if they don't eliminate the two Tribes they would have to occupy 5 of the 9 Spaces there. They attack and eliminate the Tribes, leave 1 LI in Lugdunum, ...

④ ...and move into Belgica, where they eliminate the Tribe in Bibrax and leave a Cavalry Unit in place to maintain Control.

⑤ Finally, they Naval Transport to Britannia, where they consider occupying 5 of the 8 Spaces to gain Control, but instead attack and eliminate the two Tribes. Carthage has now taken Control of the entire Territory of Gaul—although it's difficult to imagine the Roman player just sitting back and watching all of this happen.



5.4 Effects of Enemy & Non-Player Forces on Control

(5.4.1) Control can be denied by the presence of enemy Units (including Mercenaries), Independents, Barbarians, Soldier of Fortune Units, Slave Units, Tribal Infantry, and Tribal Counters (whether or not revealed). Armies allied to the player (in the case of an alliance with Pergamum, for example) do not deny Control, nor do they Control Spaces for you.

(5.4.2) Galley squadrons have no effect on Control; they neither Control a Space nor deny Control of a Port Space.

(5.4.3) Controlling another player's Home Territory. A player power is never out of the game. It can be weakened to non-existence, with all its Home Provinces under enemy Control and no Land Units on the map, but after that point, if any of its Home Provinces revert to that power's Control, it is back in. This can happen if the player forms an alliance with another player, who fights the power Controlling the Home Provinces, or if the player Controlling the Home Provinces loses or removes Units such that he no longer Controls them. Furthermore, if a player loses his Home Territory but still Controls other Territories, Provinces, or Spaces, he is very much in the game.

6.0 Getting & Spending

Players receive income for Controlling Provinces, Territories, Cities, and Towns. Players collect income, in the form of Talents, during the Income Phase. They spend Talents in various Phases, as outlined below, in order to raise Land Units, build Galley Squadrons, build Cities and Towns, and perform maintenance (among other things). In addition, players can spend Talents to hire Mercenaries, as covered in 12.2.

6.1 Collecting Income (Talents)

(6.1.1) In the Income Phase (Phase A), a player collects income (in the form of Talents) as follows:

- 1T for each Province he Controls. However, Control of Ionia, Italia or Narbonensis brings 2T; Control of Egypt earns 3T. In addition, Control of certain Provinces bring no income at all (6.1.4). These amounts are noted on the map by the number of coins in the Province on the map.
- 1T for each Territory he Controls, in addition to the Talents from the Provinces therein.
- 1T for each Full-Strength Town he Controls.
- 0T for each Reduced-Strength Town he Controls.
- 3T for each Full-Strength City he Controls.
- 1T for each Reduced-Strength City he Controls.
- 1T for Controlling the silver mines at Bergidum (Hispania), regardless who Controls the rest of the Province (and in addition to that Province if the same player controls both).

(6.1.2) The setup rules for each scenario list the Territories, Provinces, Cities, and Towns initially under each player's Control.

PLAY NOTE: Players keep track of their Talents with the Talent markers provided or with the round Talent Counters.

(6.1.3) Players must Control a Province or Territory in order to receive income from them. See 5.0 for the mechanics of Control.

(6.1.4) Three Provinces that count for Territory Control do not provide any income. These are the Balearic islands (Hispania), Melita (The Sicilies), and Germania Magna (Germania).

(6.1.5) Line of Communications. For a player to receive the income from a Province that is not part of his Home Territory, and from any Cities or Towns (or the Bergidum Mines) not in his Home Territory, he must be able to trace a Line of Communications (LOC) from the source of income (6.1.1) to any friendly Space in his Home Territory at the time he seeks to collect income. If he cannot, he does not collect the relevant Talents. A LOC can be of any length, and it is traced as if the Talents were actually moving; such "movement" may be land, sea or both, but see 6.1.6 for restrictions.

(6.1.6) LOC may not be traced through...

- an enemy occupied Space
- a Barbarian Unit, Tribal Infantry, or Tribal Counter

- an Independent occupied Space. **Exception:** It may be traced through Rhodes by paying 1T to do so (i.e., 1T for each Space tracing LOC through Rhodes) per 12.5.1.
- a Port Space occupied by an enemy Galley Squadron (if LOC traced by Naval Connection).
- a Pirate occupied Space (if LOC traced by Naval Connection).
- a Deep-Sea Transit Point (if LOC traced by Naval Connection).

(6.1.7) Within the parameters of the above, LOC may be traced via Land Connections into and/or out of a Port Space occupied by both an enemy Galley Squadron and a friendly Land Unit, but it may not be traced via sea in such a case.

(6.1.8) LOC may be traced through unoccupied Spaces in both Controlled and un-Controlled Provinces.

6.2 Raising Land Units

(6.2.1) A player may spend Talents to raise new Units during the Manpower Phase, as a Recruitment Operation in his Activation Phase, or both. Players who choose a Recruitment Operation when their AM is drawn may do nothing else during that Activation Phase.

(6.2.2) During the Manpower Phase, raising Land Units is done secretly, with each player writing their builds on a piece of paper and all players revealing their choices simultaneously.

(6.2.3) Units raised in Home Provinces are placed in any Space he Controls or unoccupied Space in that Province.

(6.2.4) A player may raise Units in a Province only if he Controls that Province, and that Province must not be isolated (9.6). He may raise only the types of Units permitted for that Territory, at the listed cost. He may initially deploy them in any Space he Controls or unoccupied Space in the Province in which they were raised.

(6.2.5) A player raises Units by referring to the Major Powers Income and Manpower Table and the Minor Territories Income and Manpower Table. He determines the Province in which he wishes to raise Units and locates that Province on the appropriate table. All Provinces in a specific Territory (with the few exceptions noted on the Tables) have the same Unit types available, and as long as the player Controls any of the Provinces in that Territory, he may raise any number of those Unit type(s) available (*Exception: Carthage and HI Units; 6.4.3*). He pays the cost shown in parenthesis for each Unit of the type he wishes to raise, deducting the amount from his Treasury immediately.

(6.2.6) Only those Unit types listed on the tables can be raised.

EXAMPLE: Rome may raise only Legions from its Home Provinces; Greece may raise only Heavy Infantry from its Home Provinces.

(6.2.7) Unit Costs. Here is a summary of the cost to purchase the major Units in the game. Note all Units of each type cost the same no matter where they are raised:

Legions (LG) – 2T
 Heavy Infantry (HI) – 2T
 Light Infantry (LI) – 1T

Cavalry (CV) – 2T
 Elephant (EL) – 1T
 Galley Squadrons (GS) – 2T
 Garrisons (Garr)*

* Garrisons cannot be purchased; they are created by the breakdown of LG, HI, and LI Units (12.1.4).

To rebuild reduced LG and HI Units, see 10.6.6.

EXAMPLE #1: At the start of his Manpower Phase (or upon announcing a Recruitment Operation), the Greek player Controls the Province of Ionia in Asia Minor. He locates Asia Minor in the Territories column of the Minor Territories Income and Manpower Table; Ionia is listed as one of the Provinces. Looking at the column on the right, he notes that he can raise Heavy Infantry and/or Light Infantry in any Province in Asia Minor, at a cost of 2T per HI Unit and 1T per LI Unit. He chooses to raise two HI and three LI, at a total cost of 7T, which he immediately deducts from his Treasury. Note that any other player who Controls a Province in Asia Minor may also raise HI and/or LI during his own Manpower Phase or during a Recruitment Operation.

EXAMPLE #2: Rome has gained Control of Syria, and decided to spend a Recruitment Operation raising Land Units there. He locates Syria on the Major Powers Income and Manpower Table, where it is listed as a Province in the Territory known as The East. The column on the right reveals that he may raise any or all of the following: Heavy Infantry Units at 2T each, Light Infantry Units at 1T each, and Cavalry Units at 2T each. He also notes the [Eleph] notation beside Syria in the Provinces column. This notation means that he can raise Elephant Units at 1T each, because he Controls that Province. He could not raise Elephants from Judea.

EXAMPLE #3: Carthage has taken Control of the Province of Britannia. He decides to raise 2 Cavalry there, at a cost of 4T. However, in the final Activation of the previous Game-Turn, Rome occupied Gesoriacum (in Belgica) and Darioritum (in Lugdensis) with Land Units and Galley Squadrons. As a result, Britannia has no LOC with Carthage Territory, and Carthage may not raise the Units.

(6.2.8) Aegean Restrictions. No HI Units may be raised in any of the 5 Aegean Islands: Thasos, Limnos, Lesbos-Chios, Samos, or Naxos.

(6.2.9) The number of counters provided in the game is not a limit to building. If you run out of a particular type of counter (even Cities or Towns), feel free to use a counter from another game, or to mix counters from two *Pax Romana* games, etc.

6.3 Building Galley Squadrons

A player may build Galley Squadrons during his Manpower Phase or as part of a Recruitment Operation in his Activation Phase.

- It costs 2T to build a Galley Squadron.
- Galley Squadrons are built in any Port Controlled by the building player that does not contain one or more enemy Galley Squadrons. If placed in the Manpower Phase, the Port must have been in the player's Control (which means actually

occupied if not in his Home Territory) at the beginning of the Manpower Phase.

- There is no restriction on the number of Galley Squadrons a player may have. However, keeping Galley Squadrons from turn to turn requires the payment of maintenance (6.4.1).

6.4 Maintaining Land Units and Fleets

Like the Manpower Phase, the Maintenance Phase is conducted secretly, with each player writing down which Galley Squadrons he will maintain (and, if necessary, which Land Units he will maintain; 6.4.2) and all players revealing their choices simultaneously.

(6.4.1) Fleet Maintenance. In the Maintenance Phase players must either pay 1T maintenance for each Galley Squadron or remove the Unit(s). The owning player chooses which Galley Squadron(s) to maintain and which to lose. The decision about how many to maintain is done secretly and revealed simultaneously; you can use the “Galleys Maintained” markers for this purpose, or record it on paper. Fleets belonging to minor powers which begin the game as Independents never need to be maintained.

(6.4.2) Manpower Maximums (ManMax). Each player has a maximum number of Legion/Heavy Infantry, including Mercenary HI, Units he may field, above which he must either pay maintenance, at a rate of 1T per Unit, or remove the unmaintained Infantry. The ManMax levels depend on the Stability Level of the Power (14.0). See the ManMax table on the Charts and Tables card. **Exception:** Carthage (6.4.3).

PLAY NOTE: There are no such limits on LI and Cavalry, and the ManMax limit is not affected by Militia.

EXAMPLE: The East, with a Stable government, has 25 HI on the map. As per the Manpower Maximums Table, the East is allowed to field only 18 HI for “free” while Stable. The East player must pay 7T in maintenance to keep all those Units in play. He could pay 4T and remove 3 HI Units, however, or any other such combination totaling 7.

HISTORICAL NOTE: By the Civil War that ended the Republic, Rome was fielding 60 legions, much beyond its capacity to easily do so. At the end of the war, Emperor Augustus reduced the lists to 28 legions. Even so, it was far more manpower than anyone else could call on.

(6.4.3) Carthaginian Limitations. Unlike other powers, Carthage may not build above its ManMax limit at any time.

HISTORICAL NOTE: If anything, the manpower capability of Carthage is overestimated. Carthage relied almost entirely on her allies—Spanish, Numidian and Libyan tribes provided many of their troops—and the hiring of Mercenaries to fill out her Armies.

(7.0) Cities & Towns

PLAY NOTE: Cities and Towns form a major focus in *Pax Romana*. Players will quickly discover that they must be built and they must be defended. They factor into Control, defense, income, and Stability.

(7.0.1) Cities and Towns provide income (6.1), Civilization Points (15.3), and Defensive benefits (7.3), as follows:

- Each Full-Strength Town: 1T of income, 1 Civilization Point, 2 Battle Points in defense
- Each Reduced-Strength Town: 0T of income, 0 Civilization Points, 1 Battle Point in defense
- Each Full-Strength City: 3T of income, 3 Civilization Points, 5 Battle Points in defense
- Each Reduced-Strength City: 1T of income, 1 Civilization Point, Battle Points in defense equal to current Wall Points (either 4 BP or 3 BP).

7.1 Building and Rebuilding Cities & Towns

(7.1.1) A player may build and rebuild Cities and Towns. Building and rebuilding costs Talents (and sometimes Units), and those Talents (and Units) must be paid at the time of construction. Construction is initiated in place of a Minor Move (9.1.1). Therefore, a player may undertake construction a maximum of two times per AM.

PLAY NOTE: A Minor Move is the only time when a player may build or rebuild Cities or Towns; they cannot be built as part of a Recruitment Operation or during the Manpower Phase.

(7.1.2) The costs to Build are as follows:

Town: It costs 2T and 1 Garrison Unit (12.1) to build a Town. A player builds a Town by specifying a Space containing one of his Garrisons, paying the 2T, removing the Garrison (which cannot move in the Minor Move used for construction), and placing one of his Towns in that Space. The player does not need to Control the Province the Town is built in, only the Space.

City: It costs 3T and one full-strength LG or HI to build a City. A player builds a City by specifying a Space containing one of his *non-reduced* Towns and one of his *non-reduced* LG or HI (not Mercenary) Units, paying the 3T, removing the LG or HI Unit (which cannot move in the Minor Move used for construction), and replacing the Town with one of his Cities. The player does not need to Control the Province the City is built in, only the Space.

(7.1.3) Cities and Towns may not be built in Mountain Fortress Spaces.

(7.1.4) A player may build or rebuild only Cities/Towns belonging to him (i.e., those that bear his power's City/Town marker). He may not rebuild Independent Cities/Towns, nor may he build or rebuild those belonging to another player (even if he is an ally of that player).

(7.1.5) The number of counters provided in the game is not a limit to building Cities/Towns. If you run out of City/Town markers, feel free to use counters from another game, or to mix counters from two *Pax Romana* games, etc.

(7.1.6) Rebuilding Cities and Towns. A player may use a Minor Move to rebuild the Wall Points of one City or one Town to full strength. He pays 1T for each Wall Point he adds to the City/Town's Wall Points. When a City has 5 BP or a Town has 2 BP, it is at full strength (remove the -1 or -2 Wall Point marker) and begins functioning in its full capacity for income, Civilization Point, and defense purposes.

7.2 Control by Cities & Towns

(7.2.1) Cities and Towns Control the Spaces in which they are located, contributing to Provincial Control like a Land Combat Unit. A City or Town belongs to its original owner until an enemy Army captures it, in which case the capturing player owns it. If a City/Town is destroyed, of course, nobody owns it.

(7.2.2) Armies using Pre-Battle Withdrawal or Retreating after Battle may not enter Spaces containing enemy or Independent City or Town markers.

7.3 Using Cities & Towns in Battle

(7.3.1) Cities start with 5 Wall Points. Towns start with 2 Wall Points. Whenever an Army is attacked in a City or Town Space, the defending player must declare whether or not the City/Town (and therefore its Wall Points) is part of the defense.

- If the City/Town is used, the defending Army adds the Wall Points to the total BPs for defense, and may (and sometimes must) use the Wall Points to absorb losses (as outlined below). In addition, neither side may use Cavalry or Elephants in the Battle (nor may Cavalry or Elephants be used to absorb losses), and the defending Army may not Retreat voluntarily nor be forced to Retreat (10.7.1 or 10.7.2).
- If the City/Town is not used, the defending Army does not add the Wall Points to the total BPs for defense. Both sides may use Cavalry/Elephants, and if the defending Army losses it may Retreat voluntarily or be forced to Retreat (10.7.1 or 10.7.2). If the defending Army Retreats, the Attacker must (not may) immediately conduct Battle against the City/Town according to 7.3.5; it costs no additional Movement Points to do so (the MP for attacking was already paid to enter the enemy held Space).

(7.3.2) If an Active Army is intercepted as it enters a City/Town Space (9.3), and the intercepting Army loses the Battle and leaves the City/Town Space, the Active Army must (not may) immediately conduct Battle against the City/Town according to 7.3.5; it costs no additional Movement Points to do so.

(7.3.3) If used in Battle, each Wall Point counts as 1 BP when calculating BPs. When used in Battle, each Wall Point counts as 2 BP when distributing losses. To indicate a loss in Wall Points, place a -1 or -2 Wall Points marker under the City or Town marker to reflect the new Wall Point level.

(7.3.4) A City's defense strength may never be reduced below 3 Wall Points, nor a Town below 1 Wall Point, as a result of combat. A player may destroy a City/Town he owns (7.4.3).

(7.3.5) Undefended Cities/Towns. A City/Town with no Land Combat Units in its Space when an enemy Army conducts a Battle against it defends with BPs equal to its current Wall Points, unless its Wall Points have reached its minimum (7.3.4), in which case the Active Army captures the City/Town (7.4.1 or 7.4.2).

(7.3.6) If an Army uses a City or Town as part of its defense and loses the Battle, it may not Retreat as part of that specific combat, either voluntarily (10.7.1) or by force (10.7.2). The choice to use a City/Town is made each Battle, even if a Space is attacked multiple times in the same Activation.

(7.3.7) Independent Armies in a Space with a City/Town always use the City/Town as part of their defense.

7.4 Capturing, Destroying, & Rebuilding

(7.4.1) Capturing Cities and Towns. If, as a result of Battle, a City's defense strength falls to 3 Wall Points, or a Town's Defense Strength to 1 Wall Point, there are no longer any defending non-Cavalry Land Combat Units in the Space, and the attacking player has at least one Land Combat Unit remaining in the Space, the City/Town has been captured by the attacking player. It is now owned by that player, and he replaces the City/Town marker with one of his own, unless he wishes to destroy it (7.4.3). Any remaining Cavalry or Elephant Units that did not Withdraw before Battle are eliminated.

(7.4.2) An unoccupied City with 3 Wall points, or an unoccupied Town with 1 Wall Point, is captured the instant another player moves an Army into it, unless for some reason (an alliance, for example), the moving player does not want to take ownership (in which case nothing happens).

(7.4.3) Destroying Cities and Towns. Cities/Towns are destroyed by the owning player (which might mean the player who has captured it that Activation) during a Major or Minor Move, by spending a number of MP equal to the current Wall Point level of the City/Town. The Army must be in the City/Town Space (although it need not start the Major or Minor Move there) for destruction to occur. Note that the destruction may take place in any Activation, including the same Activation as when it was captured. A player may not voluntarily destroy a City/Town in his own Home Territory.

HISTORICAL NOTE: The poster child for this kind of destruction is Carthage itself, taken by the Romans in 146 BCE and not only completely destroyed, but also cursed.

(7.4.4) If a City/Town is attacked and not captured or destroyed, the Attacker must move back to the Space from which it entered the City/Town Space, as per the Regrouping rules (10.7.7).

(7.4.5) Barbarian Armies (13.2) and Soldier of Fortune Armies (12.4) may capture Cities or Towns. Barbarians may destroy them, but there is no requirement that they do so. They may simply move on if the player Controlling them so wishes. Cities/Towns captured by Barbarian Armies become Independent

(replace the current City/Town marker with an Independent one). Cities/Towns captured by Soldier of Fortune Armies instantly become the property of the SoF player (replace the current City/Town marker with one belonging to that player). For Slave Armies and Cities/Towns, see 12.7.

7.5 Sack & Plunder

(7.5.1) Whenever a City or Town is captured, the Attacker chooses if he will attempt to Sack and Plunder the City/Town. If he chooses to sack and plunder, he rolls the die and compares to its leader's Campaign rating (assume a 0-0 leader if during a Minor Move or Major Move with no leader). If there are any Mercenaries in that Army, add one (+1) to that die-roll.

- If the adjusted DR is higher than that rating, his Army sacks and plunders (7.5.2).
- If the adjusted DR is equal to or lower than that rating, the attempt fails and nothing happens. The Army must still roll to continue moving (7.5.3).

(7.5.2) When a City or Town is sacked and plundered, the following occurs:

- If a Town, the player gets Talents equal to a DR of 1d6 halved, rounding fractions up.
- If a City, the player gets Talents equal to a DR of 1d6.
- If the Army contains any Mercenaries or Soldier of Fortune Units, all Talents received from Plunder are halved (for the player), rounding down. The rest are stolen by the Mercenary/SoF Units.

(7.5.3) When finished sacking and plundering, roll the die and compare it to the leader's Campaign rating (no adjustments this time; it must be the same leader used for the Sack attempt).

- If the DR is equal to or lower than that rating, the Army may continue to move.
- If the DR is higher than the rating, the Army is finished for that Major or Minor Move.

(7.5.4) Barbarian Armies (13.0) must attempt to sack and plunder, but only to determine if they may continue moving. The Controlling player gets no Talents when Barbarians sack and plunder. Slave Armies (12.7) never use Sack and Plunder.

(7.5.5) A player never uses Sack and Plunder against Cities or Towns in his own Home Territory, even if recapturing them from an enemy player.



PART C. OPERATIONS

5.0 LEADERS

- 8.1 Choosing Leaders
- 8.2 Use Of Leaders
- 8.3 Elite Leaders
- 8.4 Leader Death

9.0 LAND MOVEMENT

- 9.1 Major & Minor Moves
- 9.2 Movement Point Costs
- 9.3 Interception
- 9.4 Pre-Battle Withdrawal
- 9.5 Special Spaces
- 9.6 Isolation & Attrition

10.0 LAND BATTLES

- 10.1 Win, Lose or Draw
- 10.2 Land Battle Sequence
- 10.3 Resolving Land Battles
- 10.4 Cavalry & Elephants in Battle
- 10.5 Siege Expertise
- 10.6 Reducing Legions & Heavy Infantry
- 10.7 Retreating And Regrouping

11.0 NAVAL OPERATIONS

- 11.1 Naval Movement
- 11.2 Naval Disaster
- 11.3 Naval Transport
- 11.4 Naval Battles

8.0 Leaders

8.1 Choosing Leaders

(8.1.1) All players start each Game-Turn with two leaders in play. Independent leaders and Soldiers of Fortune do not count against that limit.

(8.1.2) A player's leaders for each Game-Turn are selected anew from his Leader Pool, during the Leader Selection Phase. The Leader Pool for each player consists of all 10 unnamed leader counters. No leaders from the previous Game-Turn remain on the map; they are all removed in the Removal Phase of the next Game-Turn and placed back into the Leader Pool, before making the new selections (8.1.4). Leaders are chosen by drawing the counters from your Leader Pool, blindly and randomly. In some scenarios named leaders are received in place of one randomly drawn leader.

(8.1.3) If a leader is removed from the map for any reason during the Game-Turn, whether through Leader Death (8.4) or a card such as DISEASE (17.2), he is not replaced until the Leader Selection Phase of the next Turn.

(8.1.4) All unnamed leaders are eligible for selection each Game-Turn except for Elite leaders, which may not be in play two Game-Turns in a row (8.3).

(8.1.5) When chosen, the first leader drawn must be placed in that player's Capital (for The East and Greece, either Capital will do). The second leader may be deployed in any Space on the map containing at least one of his Land Combat Units, Garrisons, Cities, or Towns. If the Capital is enemy occupied, place each leader in any Space on the map containing at least one of his Land Combat Units, Garrisons, Cities, or Towns. Each player records their placement secretly on a piece of paper. The placements are then revealed simultaneously after all players are ready.

8.2 Use of Leaders

(8.2.1) Leaders are rated for two capabilities:

Tactical: this is the number of Battle Die-Roll Shifts (from 1 to 4) that leader may apply to Land Battles (10.3.1), the die-roll modifier that leader may apply to interception attempts (9.3.2), and the number that determines which Army (if any) gets the Die-Roll Shift in a Battle involving a City/Town (10.3.1).

Campaign: this is a number (from 2 to 6) which, when added to the Movement die-roll, produces the number of Movement Points that leader and his Army may use for Land Movement. It does not apply to Naval Movement except in the case of Naval Transport.

(8.2.2) Leaders are not required in order to move/use an Army. Any Army without a leader is automatically considered to have a leader with "0-0" ratings.

(8.2.3) Leaders Moving Alone. Leaders normally move with an Army or Fleet, but they may also move by themselves. They do so by using a Major or Minor Move. Leaders moving by themselves roll for movement as usual, adding their Campaign rating to the die-roll (even if using a Minor Move). The following considerations apply:

- Leaders picking up Land Units pay the usual 1 MP to do so—but they may do so only in a Major Move.
- Leaders may be picked up by an Army or Unit during a Major or Minor Move. It costs the moving Army/Unit no MP to do so, but the leader does not get to add his Campaign Rating to the MPs available during that Move. He does, however, add his Tactical Rating to any Battles initiated by that Army or Unit during that move (this includes a leader being moved with a single Unit during a Minor Move).
- If using Naval Transport to move on his own, the leader does not pay the cost in Movement Points to embark or disembark. Leaders using Naval Transport are subject to Naval Disasters (11.2).
- If a leader moves entirely by himself, without picking up any Units, his movement allowance is doubled.

(8.2.4) Leaders may co-exist in the same Space, with the same Army. Only one (player's choice) may be considered for purposes of Battle and to add to movement during a Major Move. It is permissible to move an Army using the Campaign Rating of one leader and then switch to the Tactical Rating of a different leader if that Army engages in Battle during that Activation.

8.3 Elite Leaders

Each player has at least one “Elite” leader. Elite leaders are so indicated with a small “E” on the counter.

- An Elite leader may never be used two Game-Turns in a row. Thus, his counter is not placed back in the Leader Pool until the beginning of the second Leader Selection Phase after his appearance. He is removed after his first Game-Turn of appearance and placed in the Elite leaders holding box on the map.
- Powers with two Elite leaders may have consecutive Game-Turns with an Elite leader, but not the same Elite leader two turns in a row.
- A player may not have two Elite leaders in play at the same time. If one is drawn after the other, place the Elite leader back into the Leader Pool after drawing another.
- Elite leaders may become Conquerors, by Event (Standard Game) or card play (Advanced Game). Conquerors continue to abide by all Elite leader rules.

8.4 Leader Death

(8.4.1) Every Land Battle (but not Naval Battle) carries with it the possibility of a leader being killed. This is true even if the leader’s Army suffered no losses. If an Army has more than one leader and a leader death occurs, randomly determine which leader dies. Each player rolls two dice (2d6).

- If the Winner rolls a ‘12’, his leader is dead.
- If the Loser, or either player in a Draw, rolls a ‘2’ or a ‘12’, the leader is dead.

(8.4.2) The dead leader’s Army may continue to move after Battle as per 9.2, but it subtracts one (–1) from the remaining MPs available because of the leader death. Note that, in the case of the Army losing the Battle *and* losing the leader, the remaining MPs would be reduced by one (–1) before the 1 MP to continue moving after losing a Battle is paid.

(8.4.3) If a Fleet is sunk in its entirety, any leaders with that Fleet are also dead.

(8.4.4) If an Army is destroyed in its entirety, any leaders with that Army are also dead.

(8.4.5) Dead leaders are not replaced, although the counter does go back into the Leader Pool. Remember, you don’t need leaders to undertake Operations; they just help a lot.

(8.4.6) Leaders with Garrison Units: Garrisons are not Land Combat Units, so if they are alone in a Space and destroyed by an Army entering that Space, this is not considered a Land Battle. In such a case the enemy Army does not have to roll for Leader Death. If the non-Active Army has a leader with the destroyed Garrison Unit, the leader is also dead.

9.0 Land Movement

9.1 Major & Minor Moves

(9.1.1) If a player has chosen an Expansion Operation (Military), he may perform:

- one (1) Major Move, in which he conducts Operations with all (or some) Units, of any kind—usually an Army or a Fleet—that start in any one Space, and
- two (2) Minor Moves, in each of which he conducts Operations with one Unit only (Land Unit or Galley Squadron). The term “one Unit” means “1” Unit of that type, such as “1 HI”, “1 LG”, or “1 GS” (see Glossary, 1.4).

EXAMPLE: A player could move a 1 HI Unit and a 1 GS Unit as his two Minor Moves.

- as one (or both) of his Minor Moves he may, instead, undertake construction (building or rebuilding of a City or Town; 7.1).

(9.1.2) To move Armies or Individual Units, a player expends Movement Points (MP). An Army’s MP total for a given Major Move is equal to its leader’s (with whom it is stacked) Campaign rating plus a 1d6 die-roll. The MP total of an Army without a leader, or an individual Unit, is equal to the 1d6 die-roll only. The player rolls for each Army separately; he specifies which Army he is moving, rolls the die, and immediately conducts the Operation.

EXAMPLE: A 2 Campaign-rated leader and a DR of ‘5’ means that Army can move up to 7 MP.

(9.1.3) Major and Minor Moves may be conducted in any order the Active player wishes.

(9.1.4) Land Units may not be moved more than once in a single Activation (**Exceptions:** *Construction 7.1 and Conqueror 16.2/17.2*).

EXAMPLE: You cannot move a Unit in a Major Move and then move it again in a Minor Move. However, Galley Squadrons may be moved more than once in an Activation as long as in all movement instances they are escorting a Naval Transport Fleet (11.3.2).

9.2 Movement Point Costs

(9.2.1) Moving Armies or Units spend MP as follows:

1 MP to enter an unoccupied or friendly-occupied Space or Land Transit Point. The presence of Fleets in the Space has no effect. Note that a Space from which an enemy Army has Withdrawn before combat (9.4) is considered unoccupied.

2 MP to enter a Mountain Fortress Space or enter a Space by crossing a Strait (9.5.3)

3 MP to enter a Space by crossing an Alpine Pass Connection (9.5.2)

1 MP to embark and **1 MP** debark for Naval Transport (11.3).

1 MP to create Garrisons (12.1.4) as part of a Major or Minor Move (regardless of how many garrisons are created).

1 MP to pick up friendly Units. There is no cost to drop them off, although dropped-off Units may move no further than AM. Picked-up Units assume MP's equal to those that remain for that leader/Army.

1 MP to attack (over and above the cost of entering the Space). An Active Army must attack whenever it enters a Space occupied by enemy Land Combat Units, Garrisons, Cities, or Towns (but not Elephants or leaders alone)—that do not exercise Pre-Battle Withdrawal (9.4), or any time it enters a Space containing Barbarian Units, Independent Units, Tribal Infantry, or Tribal Counters. When entering the Space, the Active Army must have enough MP remaining to launch the attack assuming the Defenders do not Withdraw.

1 MP for an Army to begin moving again (over and above the cost of any Spaces entered) after losing a Battle.

1 MP for an Attacker who wins a Battle to force the Defender to Retreat.

PLAY NOTE: If you don't have enough MP to do what you want to do, you can't do it. *EXAMPLE:* If you roll a 1 for a Minor Move, and you want to enter a Mountain Fortress Space, you simply don't have enough MP to do so. There are no "minimum moves" in the game.

(9.2.2) How to Move: Land Units move from one Space or Transit Point to another by way of the Land Connections (including Straits) between the two. If there is no Land Connection, that Army may not move there (unless there is a Naval Connection and it is utilizing Naval Transport).

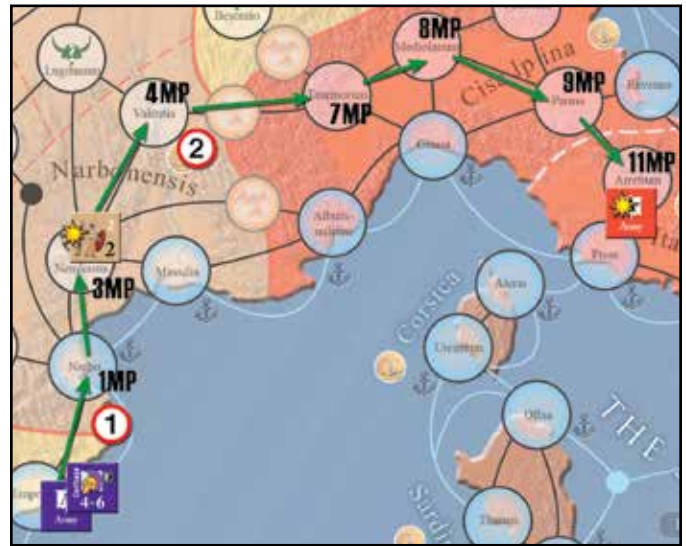
EXAMPLE: There is no way a Unit may move from Gergovia directly to Uxellodorum (Gaul).

(9.2.3) Elephant Units may not be left alone in a Space at any time, including in City or Town Spaces; if alone for any reason, they are eliminated (12.8.2).

(9.2.4) At the instant two reduced LG or HI are in the same Space, they must combine into one full-strength Unit of the appropriate type (10.6.6).



EXAMPLE OF MOVEMENT:



① A Carthaginian Army led by their 4-6 Elite leader begins a Major Move at Emporiae, in Hispania just south of the Gallic border. The Carthaginian player rolls 1d6 for Movement and gets a 5, to which he adds the leader's Campaign Rating for a total of 11 Movement Points. He decides to head over the Alps and into Italia to destroy the power of Rome, granting his father's dying wish. He moves north to Narbo (1 MP), and then north again into Nemausus, for which he pays 2 MP because it still contains its initial Tribal Counter. He flips the Tribal Counter, revealing 2 Tribal Infantry, and he conducts Battle, winning easily. So he continues on, having spent 3 MP thus far.

② Next, he heads north to Valentia (1 MP) and then east across the Alpine Pass to Taurinorum for 3 MP. He rolls for Alps Attrition (9.6.3) for crossing the Alpine Pass Connection. So far, he has spent 7 MP. His 8th MP takes him east to Mediolanum, and with his 9th he moves to Parma. He sees a Roman Army one Space south in Arretium, so he spends his remaining 2 MP to move in and fight. After a brilliant victory, he knows that his father rests in peace, so he decides to hang around Italia for several years and try to convert the locals to his cause.

9.3 Interception

(9.3.1) An Army may attempt to intercept any enemy Army that moves into a Space directly connected by a Land Connection (but not into a Transit Point, or across a Strait or Alpine Pass Connection). Armies may intercept into a Space already containing enemy Armies. In such a case, all enemy Armies defend together. Leaders on their own may intercept into a Space directly connected to the Space the leader occupies by a Land Connection (but not across a Strait or Alpine Pass Connection) if the connected Space already contains a friendly Army (in other words, they may ride out to help with a Battle that is about to occur). There are no limits to the number of times an Army, Unit, or leader may attempt interception; whenever an enemy Army moves into an eligible Space, whether during Movement, Pre-Battle Withdrawal, or Retreat from Combat, the Army may attempt to intercept it (the only exception is that Armies that are Regrouping

(10.7.7) may not be intercepted). Indeed, enemy Armies may be intercepted as they enter any given Space by multiple eligible Armies, with the Battles resolved one at a time. See 3.4.5 for the list of interception actions.

HISTORICAL NOTE: The unlimited ability to intercept Armies is one of the design choices that makes *Pax Romana* different from many other games. It's important to keep in mind the scale of this game, and the fact that movement, Battle, and interception represent a range of activities over a significant duration of time.



EXAMPLE OF INTERCEPTION #1: A 2-4 Roman leader in Rome (which is a City) wishes to intercept a Carthaginian Army that has moved into Pisae (which is a Town). He rolls two dice with a result of 7. He adds 2 for his Tactical Rating and another 3 for being in a City. The total is $7+2+3=12$, so the interception succeeds.

He would have failed on a roll of 6 or less.

EXAMPLE OF INTERCEPTION #2:



① A 2-4 Roman leader in Rome (which is a City) wishes to intercept a Carthaginian Army that has moved into Pisae (which is a Town) in order to attack a leaderless Roman legion there. The Roman player wants his leader to help with the Battle, so he rolls for interception. He rolls two dice with a result of 8. He adds 2 for his Tactical Rating and another 3 for being in a City. The total is $8+2+3=13$, so the interception succeeds.



② After losing the Battle and paying the Regrouping cost, the Carthaginian Army continues its move and enters Rome via Parma, Ravenna, Ariminum, and Bavianum. The Roman player may attempt to intercept once again, but this time he receives the Town benefit, not the City benefit. He rolls a 7, to which he adds his Tactical Rating of 2, the Town DRM of 1, and the DRM for intercepting into a friendly City Space. The result is 11, and the interception attempt fails.

(9.3.2) To intercept, roll 2d6 and add all of the following that apply:

- +? Intercepting leader's Tactical Rating
- +3 if intercepting from a Space containing a City owned by the intercepting player
- +1 if intercepting from a Space containing a Town owned by the intercepting player
- +1 if intercepting into a Space containing a City (not Town) owned by the intercepting player

If the adjusted DR result is 12 or greater, the interception has succeeded. The intercepting Army moves into the target Space and immediately initiates Battle, with itself as the Attacker and the opposing Army as the Defender.

(9.3.3) Interceptions follow the normal Battle Sequence (10.2) with three exceptions:

- In Battles caused by interception the intercepting Army is the Attacker and the intercepted Army is the Defender. However, this is not the case if only a leader intercepts (in which case the moving, Withdrawing, or Retreating Army remains the Attacker).
- Intercepted Units may not engage in Pre-Battle Withdrawal (**Exception:** 9.4.5).
- If an intercepted Army loses the Battle and Retreats, it must Retreat via the Connection it used to enter the Battle Space.

(9.3.4) If an Army intercepts into a non-City/Town Space already containing a friendly Army, all Units automatically combine in the attack.

(9.3.5) If an Army intercepts into a Space containing a friendly City or Town, before attempting the interception the intercepting player declares whether or not any of the Units currently in the Battle Space will use the City/Town for defense (the intercepting Units may never use the City/Town—they are Attackers only):

- If there are no Land Units in the City/Town Space, then the City/Town may not be used in the Battle.
- If none will use the City/Town, then if the interception succeeds all Units combine in the Battle.
- If some will use the City/Town, then those Units chosen to use the City/Town in defense do not participate in the initial Battle if the interception succeeds. The Units not using the City/Town combine with the intercepting Army in the Battle. If the intercepting Army is defeated, it will Regroup (10.7.7) and the Active Army must immediately Battle the City/Town and the Units chosen to use the City/Town in defense (at no extra cost in Movement Points to the Active Army).
- If the interception fails all Units that began in the Battle Space defend together and may use the City/Town in defense.

(9.3.6) If an Active player moves into a Space in order to fight an Independent Army (Pergamum, Syracuse, etc.), and a non-Active player intercepts into the Battle Space, the Independent Army and the intercepting Army are considered one Army for the purposes of that Battle (identically to 9.3.4, and 9.3.5 applies for the Independent Army if the Battle Space contains a City/Town).

However, if the intercepting/Independent Army loses the Battle, only the intercepting Army Regroups (10.7.7); the Independent Army remains in the Space and the originally moving Army immediately attacks it. If the intercepting/Independent Army wins the Battle, however, the intercepting Army must still return to the Space from which it entered the Battle; it does not stay in the Independent's Space, nor does it attack the Independent. In effect, it formed a temporary alliance with that Independent for the sake of turning back the enemy Army.

(9.3.7) The intercepted Army may continue to move after the Battle in which it was intercepted, if it has sufficient MP remaining. If the intercepted Army loses the Battle, it loses one of its remaining MP (9.2.1).

(9.3.8) Land Armies undergoing Naval Transport may be intercepted only once they debark. Naval Movement itself may never be intercepted (but in the Advanced Game, play of the NAVAL AMBUSH card is similar to interception).

(9.3.9) When an Army conducts Naval Transport to a Port Space containing a friendly City/Town marker and debarks in that Port Space, if the Army is intercepted it may use the City/Town in the defense.

PLAY NOTE: In effect, the Army has sailed into the Port and is thus inside the City if it wishes to be.

9.4 Pre-Battle Withdrawal

(9.4.1) When a moving Army enters an enemy-occupied Space, the non-Active Army may Withdraw. To do so, the non-Active player rolls the die (1d6). The result is the number of MP the Withdrawing Army may spend to move. It may use fewer, but must use at least one (unless prevented by Cavalry or terrain from using any at all, as explained below). Once it has finished its Withdrawal Movement, it may not do so again during that Major/Minor Move (although it could Withdraw in a different Major/Minor Move in the same Activation).

(9.4.2) If the Withdrawing Army successfully leaves the Space, the moving Army does not spend the +1 MP for entering an enemy-Controlled Space, only the MP cost for the terrain in the Space or the Connection used to reach the Space. If the moving Army has enough MP remaining, it may continue its movement, including, if desired, pursuing the Withdrawn Army and attacking it.

(9.4.3) If the Attacker has Cavalry Superiority or Cavalry Supremacy, it may (not must) choose to use its Cavalry to hinder Withdrawal, modifying the Withdrawal die-roll as follows:

- Subtract one (–1) from the result if the attacking Army uses its Cavalry Superiority (10.4.1) to hinder Withdrawal.
- Subtract three (–3) from the result if the attacking Army uses its Cavalry Supremacy (10.4.1) to hinder Withdrawal.
- This rule does not apply if the Battle Space is a Mountain Fortress Space or a Port Space from which the non-Active Army Withdraws using Naval Transport (11.3).

(9.4.4) At no time during Withdrawal may Units Withdraw into the Space from which the enemy Army directly entered the Withdrawing Armies Space. Nor may they Withdraw into a Space occupied by enemy Cities, Towns, or Land Combat Units. If a Space is occupied solely by an enemy Garrison the Army may Withdraw through the Space at a cost of +1 MP, with the Garrison remaining in place. If the Space is occupied solely by an enemy leader they may Withdraw into/through the Space without penalty and without effect on the enemy leader. Note that Garrisons by themselves may never use Withdrawal. If the attacked Units cannot Withdraw (or decide not to), combat ensues.

(9.4.5) Other Withdrawal Considerations:

- Intercepted Units may not use Pre-Battle Withdrawal. Once intercepted, they fight.
- All Units in the Space need not Withdraw together. The player may leave one or more behind and Withdraw the remainder (those left behind must fight the Battle). Units may be dropped off (at no cost in MP) or picked up (at a cost of 1 MP) during the Withdrawal.
- Withdrawing Units may be intercepted as per the interception rules (9.3.1), but not by the currently Active Army (i.e., the Army that caused the Withdrawal).
- Withdrawing Units may use Naval Transport (if they obtained enough MPs to do so), but after embarking, they may Withdraw to a friendly-Controlled Port only 1 Naval Connection away. The Army takes any Galley Squadrons in the Space with it.
- For each instance in which a player uses Pre-Battle Withdrawal from a Space within his Home Territory, his Stability Level drops by one (–1), even if that Province is Controlled by another player.

9.5 Special Points & Connections

(9.5.1) Transit Points. These are treated the same as a regular Space except that no Units may ever stop (voluntarily or involuntarily) in one. Therefore, you may not move into a Transit Point if do not have enough MP to move beyond it into a Space.

(9.5.2) Alpine Pass Connection. Alpine Passes are the black lines containing mid-sized circles that are located straddling the borders between several Provinces (one of which is always Cisalpina in Rome Territory). Any Army that crosses one of these Alpine Pass Connections must roll for Alps Attrition. To check for Alps Attrition, follow the attrition procedure (9.6.3). No Army may ever stop in an Alpine Pass Connection, since they are a form of Land Connection and not a Space.

(9.5.3) Straits. Straits are places where Land Units may cross over water without using Naval Transport. The following Land Connections are straits:

- Between Tingi (Mauretania) and the Transit Point in Baetica. May cross into Mauretania if Tingi unoccupied or friendly Controlled.
- Between Messana (Sicily) and Rhegium (Bruttium). May cross if destination is either unoccupied or friendly Controlled.

- Between Sestus (Thrace) and Abydos (Ionia). May cross if destination is either unoccupied or friendly Controlled.
- Between Byzantium (Thrace) and Nicomedia (Pontus). May cross if destination is either unoccupied or friendly Controlled.

Note: *Land Units may cross straits only if there are no enemy Galley Squadrons in either of the Spaces (origin or destination) joined by the strait.*

9.6 Isolation & Attrition

(9.6.1) At the end of each Game-Turn, in the Isolation Phase, players check to see if Spaces containing their non-Garrison Land Units can trace a Line of Communication (6.1.5) back to any friendly Space in their Home Territory. If that Space cannot do so, it is Isolated and must undergo attrition.

(9.6.2) Units in Cities and Towns are never Isolated. Nor are non-player Units (Barbarians, Tribes, Independents, etc.). Nor are Independents currently Controlled by a player (such as Pergamene Units when Pergamum is allied). Mercenary Units, however, are subject to Isolation.

(9.6.3) To determine attrition, roll one die (1d6) for each Isolated Space. The result determines the percentage of Units (not Battle Points) eliminated from that Space, with all fractions rounded up. Garrison Units and leaders in the Space may not be used to satisfy losses (but Elephants can, as well as Cavalry, Infantry, Legions, Mercenaries, etc.). Reducing an LG or HI Unit counts as one loss, eliminating an LG or HI Unit counts as two losses (10.6.5). Only one HI or LG can be reduced to satisfy losses from a single attrition DR; any number may be eliminated. The formula is as follows:

- Die-roll of 1-2 = 10% of Units (round fractions up) eliminated.
- Die-roll of 3-4 = 20% of Units (round fractions up) eliminated.
- Die-roll of 5-6 = 30% of Units (round fractions up) eliminated.

Note that rounding fractions up means that attrition will always eliminate at least one Unit. Garrisons and leaders are not subject to attrition.

EXAMPLE: Carthage has a stack of 3 HI and 3 LI isolated. On a die-roll of 4, 20% of the 6 Units are eliminated. 20% of 6 is 1.2, which rounds up to 2. The Carthaginian player may choose to eliminate one HI, two LI, or reduce one HI and eliminate one LI.

(9.6.4) After all Land Unit attrition is completed, any Fleets that are not in a friendly-Controlled Port in the Isolation Phase are destroyed. Remember that a Port in a non-Home Province is Controlled only if occupied by a friendly Land Combat Unit, Garrison, City, or Town (but not Elephant or leader), per 5.1.1 and 5.1.4.

(9.6.5) Optional Rule: Attrition in Mountain Fortress Spaces (Advanced Game Only). Any time an Army of 3 or more Units begins its owning player's Activation in a Mountain Fortress Space, and does not move from that Space during that Activation, it suffers attrition per the formula in 9.6.3. The attrition occurs at the end of that Activation.

10.0 Land Battles

Any time an Army enters a Space occupied by enemy Land Combat Units of any type, a Battle occurs, unless the non-Active Army Withdraws. Except in the case of interception, the Active Army is the Attacker, the non-Active Army the Defender. With interceptions, the reverse is true.

PLAY NOTE: Battle resolution takes a whole lot longer to read about than it does to play. Essentially, you roll the die, and the result multiplied by 10 is what your opponent loses. The player with the most advantages in that Battle can change the results of the die-rolls by applying DRMs in a few specific ways.

EXAMPLE: A Roman Army attacks a Carthaginian Army at 2:1 odds. Right off the bat, there are 2 shifts in favor of Rome. However, Carthage has a leader with a Tactical Rating of 3, while Rome's is only 2. Rome now has only 1 shift to work with. Finally, Carthage has Cavalry Supremacy, which provides 3 shifts in Carthage's favor. Final tally: 2 DRM shifts for Carthage. Now, Rome rolls 4, Carthage rolls 1. This means 40% losses for Carthage, 10% for Rome. Carthage can use the two DRM shifts to do any one of the following: (a) raise Roman losses to 30% with no change in Carthaginian losses; (b) lower Carthaginian losses to 20% with no change in Roman losses; (c) raise Roman losses to 20% while decreasing Carthaginian losses to 30%; (d) do not apply any DRM shifts at all, since using some or all of the DRM shifts is not mandatory.

10.1 Win, Lose, or Draw

At the end of the Battle, the player who loses the lower percentage of his Army is the Winner. The player losing the higher percentage is the Loser. If the percentages are the same, the Battle is a Draw.

10.2 Land Battle Sequence

The following steps constitute the Battle sequence.

Step 1: Either the Active Army pays one MP to Attack, or a successfully intercepting Army enters the Battle Space. In either case, the other Army is the Defender.

Step 2: Except in the case of interception, the Defender determines if he wishes to engage in Pre-Battle Withdrawal. If so, he follows the Withdrawal rules (9.4). If he succeeds in leaving the Space, there is no Battle (although the Active Army may follow and re-engage—9.4.2). If not, the sequence continues.

Step 3: If the Battle is in a City or Town Space, the Defender determines if he wishes to use the City or Town in the defense (7.3). If so, players may bid for Siege Expertise (10.5).

Step 4: Each player determines if he will use Elephants and, if so, follows the Elephant rules (10.4.6). Neither Army may use Elephants in Battles in Mountain Fortress Spaces or if the Defender uses a City or Town in defense.

Step 5: Each player calculates his Battle Points (BP) total (10.3.1).

Step 6: The BP totals are compared as a ratio of the Larger Army to the Smaller Army. See the Battle Odds and Shifts Table.

Step 7: Each player rolls 1d6. These are the Battle Die-Rolls. Each player's base result which will be modified in Steps 8-10 and then applied to the opposing Army.

Step 8: The number of Battle Die-Roll Shifts (DRMs) is determined, based on BP Odds Ratio, leadership, Cavalry participation, and more. See 10.3 and the Battle Die-Roll Shifts Summary Table.

Step 9: The player with the most DRM Shifts modifies one or both Battle Die-Rolls as he wishes.

Step 10: The modified Battle Die-Rolls are each multiplied by 10, the result being the percentage of BP lost by each Army. The Army losing the higher percentage is the Loser of the Battle.

Step 11: The Defender (if he is the Loser) decides if he will Retreat his Army (10.7.1). If he does so, he decreases his losses by 10% (i.e., one Die-Roll Shift). If he decides to Retreat, and the Winner has Cavalry Superiority or Supremacy, the Winner may roll to prevent Retreat (10.7.6). If the Defender chooses not to Retreat, the Attacker may force him to do so by spending 1 MP.

Step 12: Both players calculate and distribute their losses (10.3.2).

Step 13: If the Defender's Army still occupies the Battle Space, the Attacker's Army must move back to the Space from which it entered the Battle Space (10.7.7).

Step 14: Both sides check for Leader Death (8.4)

Step 15: The Active player determines if he wishes to continue to move. If he was the Loser, he subtracts 1 MP from his remaining MP total.

10.3 Resolving Land Battles

(10.3.1) Battles are resolved by following steps 5 through 12 of the Battle Sequence (10.2) detailed below.

Step 5: The players total their Battle Points (BP) as follows:

4 BP for each Legion (LG) Unit

3 BP for each Heavy Infantry (HI) Unit

1 BP for each Light Infantry (LI), Barbarian Infantry (BI), Tribal Infantry (TI), or Militia Unit

1 BP for each Cavalry (Cav) Unit (but not Roman Legionary Cavalry)

5, 4 or 3 BP for using a City in defense (1 BP per Wall Point)

2 or 1 BP for using a Town in defense (1 BP per Wall Point)

2 BP for each Reduced Legion Unit

1 BP for each Reduced HI Unit

0 BP for each Elephant Unit

0 BP for each Garrison Unit

Note that neither Army may withhold any Units from the Battle (9.3.4).

PLAY NOTE: Neither Army may include Cavalry in Battles in Mountain Fortress Spaces or if the Defender uses a City or Town in defense.

Step 6: The BP totals are compared as a ratio of the Larger Army to the Smaller Army (not Attacker to Defender as in many games). *EXAMPLE: 12 BP vs. 6 BP equals 2:1. Ratios are rounded to the nearest listed ratio, so that 11 BP vs. 6 BP is a 2:1, while 10 BP vs. 6 BP is 1.5:1.* See the Battle Odds and Shifts Chart for help in calculating these ratios.

Step 7: The players each roll one die. This is the Battle Die-Roll. The result, modified by the Battle Die-Roll Shifts discussed immediately below and multiplied by 10, is the percentage of losses suffered by the opposing Army. *EXAMPLE: Your unmodified die-roll of 3 means your opponent loses 30% of the Army participating in this Battle.*

Step 8: The players calculate the Battle Die-Roll Shifts as follows:

- The player owning the larger Army gets a number of Shifts equal to his number in the Battle Ratio. For example: 2:1 odds yields 2 Shifts, 4:1 yields 4 shifts. However, 1:5:1 gives 1 shift, while 1:1 provides none. See the Battle Odds and Shifts chart.
- If either Army has Cavalry Superiority (10.4.1), that player gets 1 Shift.
- If either Army has Cavalry Supremacy (10.4.1), that player gets 3 Shifts.
- The player whose leader has the higher Tactical Rating (8.2.1) gets a number of shifts equal to the difference between his leader's Tactical Rating and that of his opponent's leader, except in a Battle where a City or Town is used for defense (7.3), in which case the benefit of a higher Tactical Rating is limited to only *one* shift.
- If the Battle is taking place in a Mountain Fortress Space, the Defender gets 2 Shifts.
- An Army defending against an Amphibious Attack gets 2 Shifts. The Attacker may not use Cavalry or Elephants in an Amphibious Attack.
- If a player bids successfully for Siege Expertise (for Battles involving a City/Town; 10.5), he gets 1 Shift.
- Certain Event cards (Advanced Game Only) provide Battle Die-Roll Shifts.

Step 9: The player with the most Shifts subtracts his opponent's Shift total from his own. The result is the number of Shifts available to that player.

EXAMPLE: Player A has 2:1 odds and Cavalry Superiority, so he gets 3 Shifts. Meanwhile, player B gets 1 Shift, because his leader's Tactical Rating is 1 higher than player A's leader. Player A therefore gets 2 shifts total (his 3 minus his opponent's 1). Assuming enough shifts, the die-roll may end up as low as zero or as high as ten.

Step 10: The player with the most Shifts now shifts now applies the Battle Die-Rolls. For each Shift he may do one of the following:

- add 1 to his own die-roll (thereby increasing his opponent's losses), to a maximum of 10.
- subtract 1 from his opponent's die-roll (thereby decreasing his own losses), to a minimum of 0.
- do nothing

The player with the lower number of Shifts does not participate in this step, since his Shifts were factored in during the preceding step.

Step 11: Each player's modified die-roll is then multiplied by 10, with the result being the percentage of losses suffered by the opposing side. The Army suffering the higher percentage loss is the Loser of the Battle (the other player is the Winner, of course).

Step 12: Each player calculates and distributes his losses (10.3.2).

EXAMPLE #1: Greece has an Army consisting of 5 HI, 6 LI, and a 2-4 Leader. The East has 3 HI and 2 LI, and a 1-5 Leader. Greece has 21 BP vs. 11 for The East, so the Battle Ratio (rounded to the nearest listed ratio) is 2:1. Greece therefore has 2 Shifts for Battle Odds. Greece's leader has a higher Tactical Rating by 1, so Greece gets an additional Shift. Greece rolls a 3, The East rolls a 5. Greece uses its 3 Shifts to lower The East's roll by 3, to a modified result of 2. The result is that Greece loses 20% of its Army, while The East loses 30% of its Army. Greece could have raised its own die-roll to a 6 instead, inflicting 60% losses on The East but suffering 50% of its own, or any combination of modifications it wished.

EXAMPLE #2: Assume the same Armies as above, except that Greece has 4 Cavalry Units and The East has 2. In addition, The East has a TACTICAL SURPRISE card in his Hand. Greece has the same 3 Shifts as above, plus 1 Shift for Cavalry Superiority (he has more Cavalry than The East, but not three times as much, which he would need for Supremacy). He announces he has 4 Shifts, at which point The East plays the card. The result is a final total of 2 Shifts for the Greek player to distribute.

(10.3.2) Distributing Losses. Each player chooses how to distribute his own losses, with the Defender distributing his losses first. These are calculated as follows:

- Infantry elimination based on the BP value of the Unit type (10.3.1).
- Legion or Heavy Infantry reduction (10.6).
- Cavalry elimination equal to 1 BP per Cavalry Unit (even if the Cavalry did not participate in the Battle during Amphibious Attack or were negated by Elephants).
- City or Town Wall Point reduction (7.3.3).

(10.3.3) When calculating losses, all fractions are calculated mathematically (with .5 rounded up instead of down), and the loss dictated by the Shifted die-roll result for each Army is the minimum number of BP that must be removed.

EXAMPLE: If an Army consisting of 3 HI (9 BP) suffers a 40% loss, which comes to 3.6 BP, that result is rounded up to 4 BP. The player would lose one full HI (3 BP) and flip a second HI to Reduced status (2 BP). Note that he would have no choice but

to absorb 5 BP total, even though the result demanded only 4 BP, because he has no 1 BP Units to soak up the smaller losses.

(10.3.4) When calculating losses, the Battle Points for the City or Town Wall Points used in the Battle are included in the total.

EXAMPLE: 2 LI Units and an undamaged City defend in Battle, the percentage loss is based on 7 BP, not just on the 2 BP from the Infantry Units.

DESIGN NOTE: Factoring the City/Town into the losses represents the damage inflicted from sieges, siege assaults, etc.

(10.3.5) Re-Rolls (Optional Rule)

DESIGN NOTE: This Re-Roll rule was added as a means of countering playtester concerns about smaller Armies defeating larger Armies, especially Armies at least twice as large. The rule is optional because other playtesters liked the original system just fine. It's an enjoyable rule to play, however, because it further takes into account the power that good leadership had in ancient warfare, and because it adds another player decision. Use it if you and your opponents agree to it, realizing that it can have some effect but typically not a great deal.

For Battles in which the larger Army has at least twice as many Battle Points as the smaller Army (i.e., 2:1 odds) and rolls a lower number (unmodified) than the smaller Army, the player with the larger Army may attempt to cause a re-roll of either player's Battle Die-Roll. He first commits to the re-roll attempt (no backing out) and then totals the Tactical Rating and the Campaign Rating of the leader whose Tactical Rating he used in the Battle. He then rolls two dice (2d6).

- If the 2d6 result is equal to or less than the Tactical-Campaign Rating total, he succeeds and may either re-roll his own Battle DR or force his opponent to re-roll. If he chooses to re-roll his own Battle DR, he subtracts one (-1) from the result. If he forces his opponent to re-roll, his opponent add one (+1) to the result. If a player used the Tactical Rating of an Elite leader in the Battle, that player adds one (+1) to the re-roll result.
- If the 2d6 result is greater than the Tactical-Campaign Rating total, the attempt fails. The player with the smaller Army may then attempt to force a re-roll of either of the two Battle DRs. He rolls 2d6 and subtracts two (-2) from the result, comparing this to the total of his own leader's Tactical and Campaign Ratings. If he succeeds, he then states which Battle DR he wants re-rolled, with no modifiers applied. If he fails, the re-roll procedure is finished.

(10.3.6) Simplified Rounding (Optional Rule)

DESIGN NOTE: Many wargames round combat ratios down in favor of the Defender. Pax Romana uses mathematical rounding to determine the relative strength of the Armies in Battle. For example, in many games, a ratio of 26:10 would round down to a ratio of 2:1, but Pax Romana rounds the ratio up to 3:1. The dividing point is .5; for combat ratios, .5 rounds down (consider it a nod to the idea of rounding in favor of the Defender). However, for determining combat losses, .5 rounds up, so if you calculate your loss to be 2.4 Battle Points, you lose 2 BP, but a loss of 2.5 Battle Points means you lose 3 BP. The following rule provides a simplified way to round numbers in Battles, for those who prefer it. It does, however, alter game balance somewhat in favor of the Defender.

For simplified rounding, calculate the Battle Shifts for Army strength as follows:

- More BP than the opposing Army = 1 shift
- At least 2X the BP of the opposing Army = 2 shifts
- At least 3X the BP of the opposing Army = 3 shifts
- At least 4X the BP of the opposing Army = 4 shifts, etc.

All other shifts apply as per Step 4 in 10.3.1.

10.4 Cavalry & Elephants in Battle

(10.4.1) Each Cavalry Unit adds one BP to its Army, but its effects can be far more significant. An Army with Cavalry Superiority provides one (1) Battle Die-Roll Shift; an Army with Cavalry Supremacy provides three (3) Shifts. An Army has Cavalry Supremacy if it has three times (3X) as many Cavalry Units as the opponent, or if it has 2 Cavalry Units and the opponent has none. An Army has Cavalry Superiority if it has more Cavalry Units than the opponent, but not enough for Supremacy. Cavalry Units may be negated by Elephants (10.4.6).

(10.4.2) Cavalry may not be used in any way (either attacking or defending) for Battles that take place in Mountain Fortress Spaces or in Battles in which City or Town Wall Points have been added into the BP total (nor may they be used to absorb losses in such cases). If Cavalry are part of an Army that uses City or Town Wall Points in defense, and the Infantry and Wall Points are eliminated, the Cavalry is automatically eliminated. In addition, Cavalry may not be used by the Attacker in Amphibious Attacks.

(10.4.3) Cavalry fighting alone. If Cavalry Units are in a Space with no Infantry Units (Garrisons do not count as Infantry), treat each Cavalry Unit as 1 BP. The Superiority/Supremacy rule still applies. If not stacked with Infantry in a Mountain Fortress Space and attacked, Cavalry automatically executes Pre-Battle Withdrawal.

(10.4.4) Roman Legionary Cavalry (Advanced Game Only). Starting with Game-Turn III (250-225 BCE), Roman LG Units (including those already on the map) have integrated Cavalry Armies. For every two (2) full-strength LG Units in a stack, the Romans have one (1) Cavalry Unit, for the purpose of determining Cavalry Superiority/Supremacy. Count the number of full-strength LG in the stack and divide by 2, rounding down to

get the Cavalry strength (*EXAMPLES: 1 LG has no Cavalry, 2-3 LG have 1 Cavalry, 4-5 LG have 2 Cavalry, etc.*). The Roman player does not put Cavalry Units on the map for this purpose, and the Cavalry may never operate separately from their LG Unit. These Cavalry Units do not count as BP in determining Battle ratios, nor may they be used to satisfy combat losses (i.e., you can't lose just the Cavalry portion of a Legion). Furthermore, Legionary Cavalry without regular Cavalry may never gain Cavalry Supremacy. The Roman player may recruit regular Cavalry Units (from Provinces that allow such recruitment) and use those in conjunction with the Legionary Cavalry, but until he has at least as many regular Cavalry as Legionary Cavalry in the Army in question, he is restricted to Cavalry Superiority. Note that the Roman player may not "suppress" his Legionary Cavalry in order to match the numbers with regular Cavalry more easily; if he has four LG (as an example), he must use his two Legionary Cavalry Units.

PLAY NOTE: The Legionary Cavalry rule proved extremely popular in playtesting, and it reflects the historical situation reasonably well, but we've made it an Advanced Game rule for the sake of simplicity in the Standard Game. Feel free to use it in the Standard Game if you want, though, as several testers did, and feel free not to use it in the Advanced Game, as other testers did. The primary benefits of the rule are that (a) the Roman player starts thinking in terms of consular Armies, which historically consisted of two full legions, and (b) the Roman player has to start thinking of ways to recruit regular Cavalry in significant amounts if he ever wants to overcome the mediocrity of the built-in Cavalry of the legions. Legionary Cavalry represent the integral Cavalry in the manipular legion system.

(10.4.5) Optional Rule: Legions Without Cavalry (Advanced Game Only). If players want to stick even more closely with history than 10.4.4 allows, they can agree to the following rule. In Game-Turn IX and X (100-50 BCE inclusive), Roman Legionary Cavalry do not exist. LG Units have a straight BP value of 5.

HISTORICAL NOTE: Rule 10.4.4 simulates the relatively poor state of Legionary Cavalry during the early period covered by *Pax Romana*. Rule 10.4.5 reflects the Legionary reforms instituted by Gaius Marius starting in roughly 100 BCE.

(10.4.6) Elephants. Elephants have no BP value. If an Army containing Elephants enters into Battle, in step 4 of the Battle Sequence the player owning that Army commits as many as he wishes to the Battle (both players may do so if both Armies contain Elephants), committing a specific number before rolling for their effect. Then he rolls 1d6 for each committed Elephant Unit (he must roll for all of them, even if he gets the result he wants with the very first one), with the following possible die-roll results:

- 1: Negates the use of one enemy Cavalry Unit and eliminates 1 additional enemy BP. The enemy player chooses which Units to eliminate.
- 2: Negates the use of one enemy Cavalry Unit.

- 3: Negates the use of one enemy Cavalry Unit; eliminate the Elephant.
- 4: No Effect.
- 5: Eliminate the Elephant.
- 6: Elephants rampage. Eliminate 1 of your own BP plus the Elephant.

A negated Cavalry Unit is not considered during the following Battle steps, except when calculating losses. Any eliminated BP are removed immediately and not counted when the total BP strength is calculated in step 5 of the Battle Sequence.

(10.4.8) Elephants may not be used (whether attacking or defending) in any Battle in which a City or Town is used in defense. Additionally, Elephants may not be used in Mountain Fortress Spaces.

(10.4.9) Elephants may not be used to absorb losses in Battle (although they may be used for attrition losses). However, if all other Units are eliminated, all Elephants are also eliminated.

10.5 Siege Expertise

(10.5.1) Players may pay for Siege Expertise to assist with Battles in which City or Town Wall Points are included in the Battle Point calculation. Before conducting the Battle, both players secretly note the amount of Siege Expertise they are purchasing, revealing that amount simultaneously and subtracting the amount immediately from their respective Treasuries (both players pay what they bid, even the loser). The player who spends the most gets one Battle Die-Roll Shift in addition to any other Shifts to which he may be entitled. If bid amounts are tied, do not bid again; both players simply pay what they bid without gaining an advantage.

(10.5.2) Siege Expertise must be purchased separately for each Battle, even if more than one Battle occurs against the same City/Town, by the same attacking Army, in the same Activation.

(10.5.3) Siege Expertise may not be used by the Attacker in an Amphibious Attack.

10.6 Reducing Legions & Heavy Infantry

(10.6.1) Legions can be Reduced in combat. A LG can absorb up to 2 BP of losses and be Reduced (flip the counter to its Reduced side). A Reduced Legion can absorb up to another 2 BP of losses, at which point it is eliminated. If an Army containing a Reduced LG takes Battle losses, the Reduced Unit must take the first loss, resulting in its elimination.

EXAMPLE: An Army consisting solely of 2 full-strength LG fights a Battle and suffers 1 BP of losses. One of the LG is Reduced, with the counter flipped over to its Reduced side. The Army fights another Battle and takes another 1 BP of losses. The Reduced LG is eliminated.

(10.6.2) Heavy Infantry (but not Mercenary HI Units) can also be Reduced in combat. An HI Unit can absorb up to 2 BP of losses and be Reduced (flip the counter to its reduced side). A Reduced HI can absorb only one BP of losses, at which point it is eliminated. If an Army containing a Reduced HI takes Battle

losses, the Reduced Unit must take the first loss, resulting in its elimination. If an Army contains both a Reduced HI and LG, the HI must be eliminated first.

(10.6.3) A full-strength LG or HI Unit taking more than 2 BP of losses is not Reduced; it is completely eliminated instead.

(10.6.4) It is *not* permissible to Reduce 2 LG/HI in a single Battle instead of eliminating a full LG/HI.

EXAMPLE: If an Army consisting of 5 HI takes losses requiring the elimination of 4 BP, it may not reduce two HI Units to satisfy the losses; it must eliminate one full HI Unit instead and Reduce another HI.

(10.6.5) When taking losses because of attrition (9.6.3 and 9.6.5), Reducing an LG or HI Unit counts as eliminating one Unit. Eliminating it completely counts as two Units. It is not permissible to Reduce 2 LG/HI to satisfy losses from a single attrition DR instead of eliminating a 1 LG/HI.

(10.6.6) Reduced LG and HI can be rebuilt in three ways:

- At the instant two Reduced LG are in the same Space, they *must* combine into one full-strength LG. Similarly, at the instant two Reduced HI are in the same Space, they combine into one full-strength HI. One of the counters is flipped to its full-strength side; the other is removed from the map.
- During a Recruitment Operation, Reduced LG or HI Units may be rebuilt, in place, to full-strength, at a cost of 1T each. Simply flip the rebuilt counter to its full-strength side. Isolated Reduced LG or HI may not be rebuilt unless they are in a Controlled Province that is capable of recruiting LG or HI respectively.
- During the Manpower Phase, Reduced LG and HI may be rebuilt, where they are currently, at a cost of 1T each. If the player chooses not to rebuild a Reduced Unit (or cannot rebuild it), it is replaced, in its current Space, by a Garrison Unit (consider it disbanded in favor of settling the area). Isolated Reduced LG or HI may not be rebuilt unless they are in a Controlled Province that is capable of recruiting LG or HI respectively.

(10.6.7) Reduced Legions do not contribute to the Legionary Cavalry component (10.4.4) of Roman Legions. In other words, an Army of 1 full-strength LG and 1 Reduced LG Units has no Cavalry component; similarly, an Army of 5 full-strength LG and 1 Reduced LG has a contingent of 2 Cavalry Units instead of 3. As soon as the Reduced LG is rebuilt, the two full-strength LG once again have the Cavalry component available.

EXAMPLE: It's Turn III and a Roman Army consisting of 4 LG is attacked. They therefore enter Battle with 16 BP plus 2 Cavalry points. The Romans lose 1 BP, flipping one of the LG to its Reduced side. They are attacked again and this time they have 14 BP and only 1 Cavalry point. Reducing the LG has deprived the Army of 2 BP and 1 of the Cavalry points.

10.7 Retreating & Regrouping

(10.7.1) Voluntary Retreats. If the defending Army loses a Battle and has not used a City or Town in its defense, it has the option of Retreating following the rules in 10.7.4 or 10.7.5. The Retreating Army reduces his opponent's Battle Die-Roll by one (-1 or 10%), for the purpose of calculating Defender losses (whether it Retreats one or two Spaces).

PLAY NOTE: Remember, the Loser is defined as the Army which took the higher percentage of losses, as calculated before deciding on Retreats.

(10.7.2) Forced Retreats. If the Attacker wins the Battle, he may force the Defender to Retreat (unless the Defender used a City or Town in the defense), by spending 1 MP from the attacking Armies' remaining MP. The attacking Army must have at least 1 MP remaining, or the case of interception, the player states that he is forcing the Defender to Retreat. The Defender reduces his losses 10% and then Retreats following the rules in 10.7.4 or 10.7.5. The Attacker now occupies the Battle Space. Note that forced Retreats may not be used against Armies that are not allowed to Retreat (such as Tribal Units and most Barbarian Armies, etc., as their specific rules state).

(10.7.3) The Attacker may never use Retreat, even if he loses the Battle. However it must Regroup (10.7.7). Remember that intercepting Armies are the Attacker.

(10.7.4) Retreats By Land. Defending Armies Retreat by Land as follows:

- The Retreating Army must move via Land Connections to a Space, one or two Spaces (Retreating player's choice) from the Battle Space. All Spaces the Retreating Army moves through or into cannot contain enemy Land Combat Units, Garrisons, Cities, or Towns. In a two Space Retreat, the Army may not end the Retreat in a Space directly connected to, or in, the Battle Space.
- The Retreating Army may not Retreat through or into the Space from which the Attacker entered the Battle Space.
- If an Army does not have a Retreat path, it may not use Voluntary Retreat (10.7.1).
- If an Army is forced to Retreat (10.7.2) but cannot do so, it is eliminated.
- If the Defender Retreats, all Units in that Army must Retreat, and all Units in the Retreating Army must stay together during the Retreat.

(10.7.5) Retreats by Sea. Armies may Retreat by Sea if all the following circumstances apply:

- the Battle takes place in a Port
- the Retreating player has at least one Galley Squadron in that Port
- the Retreat is to a friendly-Controlled Port only 1 Naval Connection away. The Army takes the Galley Squadron(s) with it.

(10.7.6) Other Retreat Considerations

- If the Winning Army used Cavalry Superiority or Cavalry Supremacy in the Battle and the Defender is voluntarily Retreating, it may (not must) try to prevent the Loser from Retreating. The Winner rolls a die. On a result of "1" in the case of Cavalry Superiority, or a result of "3 or less" in the case of Cavalry Supremacy, the Loser may not Retreat (and suffers full losses as a result).
- A Retreating Army may be intercepted by an Army (but not the Army it just fought) if its Retreat takes it into a Space where interception is possible (9.3). The interception occurs after the Retreating Army has taken its losses from Battle.
- If an Army uses a City or Town as part of its defense (7.3), it may not Retreat as part of that specific Battle. The Army need not choose to use the City/Town in a future Battle; the choice is made each Battle and determines if the Defender may Retreat only for that Battle. **Exception:** *An Army capable of Retreating by sea (10.7.5) may use the City or Town as part of the defense and still Retreat.*
- An Army may Retreat through any number of Land Transit Points to the first Space beyond the Land Transit Points, but must halt its Retreat there. For each Land Transit Point crossed during the Retreat the Army loses 1 BP (10.3.2).

PLAY NOTE: Unlike many wargames, there is no free "advance after combat" in *Pax Romana*.

(10.7.7) Regrouping. After the Battle is fully resolved, if the defending Army still occupies the Battle Space, the attacker is placed (not moved) back on the Space from which it entered the Battle Space. If the attacking Army entered the Battle Space from a Land Transit Point, it is placed on that Land Transit Point if it has enough MP remaining to reach a Space, otherwise it is placed on the last Space it left before Battle and its movement is ended. A Regrouping Army may not be intercepted until it moves from the Space (or Land Transit Point) it was placed on.

Regrouping is not considered a Retreat.

EXAMPLE OF REGROUPING: A Greek Army spends its last 5 MP to move from Nicomedia across 2 Land Transit Points to Iconium where it loses a Battle to an East Army. The Greek Army must Regroup, but since the Army has no MP remaining the Army cannot be placed back on a Land Transit Point (since it is illegal for Armies to end movement on a LTP). Instead, the Army is placed in Nicomedia, since Nicomedia was the last Space the Army left before the Battle.

DESIGN NOTE: As with many other aspects of *Pax Romana*, it is important to keep in mind the scope and scale of the game when learning how the system functions. Battles are not individual Battles; they are full campaigns. When a Defender is not dislodged from a Space, it means that, after a series of Battles, they managed to hold onto the area, even though they might have lost the Battle in game terms. The attacking Army does not Retreat, it simply reorganizes for another campaign against that enemy.

11.0 Naval Operations

Naval Operations are simple, but their effects can be dramatic. Galley Squadrons can block Naval Transport and the crossing of straits, and players can often move Armies by sea far more quickly than by land. Maintaining Galley Squadrons is expensive, but in most cases they're well worth the cost from a strategic perspective.

11.1 Naval Movement

(11.1.1) Naval Movement—movement of a fleet of Galley Squadrons, as well as transporting Land Units (11.1-11.3)—uses the Naval Connections between Ports, Naval Transit Points, and Deep Sea Transit Points. Unlike Land Units, Galley Squadrons traveling by themselves do not have or use Movement Points; they have unlimited movement capability, restricted only by Continuity (11.1.3). Naval Transport Operations do use Movement Points (11.3).

PLAY NOTE: A Fleet is defined as all of a player's Galley Squadrons in one Space or moving together, or as all the Galley Squadrons and Armies participating in a Naval Transport Operation.

(11.1.2) Stopping. A Fleet must Stop when:

- it enters an enemy-occupied Port, whether by Galley Squadrons or an Army. If there is an enemy Fleet in that Space there may be a Naval Battle.
- it enters an unoccupied Port Space not in its Home Territory.
- it enters a non-friendly Port Space to debark transported Land Units (i.e., the Port was non-friendly as the Army arrived at it).
- a Naval Disaster die-roll other than No Effect forces it to Stop upon entering a Naval Transit Point or a Deep Sea Transit Point.
- the player wishes to do so for any other reason.

PLAY NOTE: Remember, unoccupied Ports in a Controlled non-Home Province are not friendly.

(11.1.3) Continuity: Once a Fleet has Stopped, to see if it may continue moving as part of this Major or Minor move again that Phase, the player rolls 2d6.

- If the DR is less than or equal to 7, the Fleet may Continue to move.
- If the DR is greater than 8, the Fleet is Finished and may move no further.

(11.1.4) When rolling for Continuity, the following DRM apply.

- Fleet has leader with it: -1
- Enemy Fleet Withdraws before Battle (11.4.2): +1
- Fleet wins a Battle (11.4.4): +2

(11.1.5) If a Fleet Stops in a non-friendly Port or on a Naval Transit Point, it must move to a friendly Port by the end of the Game-Turn or it is eliminated in the Attrition Phase. Furthermore, if a Naval Transport fleet Stops in a non-friendly Port Space

because it failed the Continuity roll, the transported Army must debark in that Space, and attack that Space via Amphibious Attack (11.3.3) if the Space is occupied by enemy Units.

(11.1.6) A Fleet that enters an enemy-Controlled Port does not have to Stop if the enemy player allows the Active player's Fleet to keep moving.

(11.1.7) A Fleet, or a leader moving by himself, does not have to Stop to pick up Galley Squadrons in Controlled ports. Nor does it cost MP to do so.

(11.1.8) Fleets that Lose a Naval Battle may not move any more than Major or Minor Move, after Withdrawing.

(11.1.9) Naval Movement may never be intercepted (9.3.8). However, in the Advanced Game, play of the NAVAL AMBUSH card is similar to interception.

11.2 Naval Disaster

(11.2.1) Whenever a Fleet (including Naval Transport Fleet) enters a Naval Transit Point, the player must check to see if anything untoward happens by rolling one die (1d6):

- If it is a NTP, and the DR is a '6', the Fleet is Blown Off Course and must immediately Stop; it may roll for Continuity (11.1.3). If it fails, it is Finished, and stays in the NTP.
- If it is a DSTP:
 - ◊ and the DR is a 3 or 4, the Fleet is Blown Off Course and must immediately Stop; it may roll for Continuity (11.1.3).
 - ◊ and the DR is a 5 or 6, the Fleet is struck by a disastrous Storm and must Stop. Roll one die (1d6) again and eliminate that number of Galley Squadrons from the Fleet and that number of BP from any Transported Army in the Fleet. If the DR calls for more Galley Squadrons to be eliminated than are present with a Naval Transport Fleet, all Galley Squadrons and the transported Army is eliminated (with any leaders dead).
- A Fleet may Finish on a standard NTP (11.1.5), but not on a DSTP. If it Stops in a DSTP and fails its Continuity roll, it is eliminated (with any leaders dead).

(11.2.2) A Fleet that begins a Major or Minor Move on an NTP (because it Finished its last Major or Minor Move there) moves normally, except that a Naval Transport Fleet does not spend 1 MP to embark.

HISTORICAL NOTE: Given the way galleys were constructed with their narrow, shallow holds, 'at sea' range was severely restricted and most movement was along coasts and between Ports. To cross the open sea was to invite disaster, as happened several times (at least) during this era. Cf. Roman fleets in the 1st Punic War.

11.3 Naval Transport

(11.3.1) Land Units do not need Galley Squadrons to move via Naval Connections, they may utilize Naval Movement per 11.1. A Naval Transport Fleet without Galley Squadrons is automatically eliminated in any Naval Battle that includes enemy Galley



EXAMPLE OF AMPHIBIOUS ATTACK: Having captured Lilybaeum (West Sicily), Rome decides to launch an amphibious invasion against the Carthaginian Army in Thapsus (Africa). He has an Army in Lilybaeum led by a 2-3 Leader, and three Galley Squadrons as well. He rolls 3 for Movement, so he has 6 MP. He embarks his Army in Lilybaeum for Naval Transport and, taking all three Galley Squadrons along for escort, sails to an unoccupied Melita via the NTP in between (rolling a 3 at the NTP, resulting in no effect). Because he does not have a Land Unit in Melita and it is not in his Home Territory, he must Stop there and roll 2d6 for Continuity. He rolls an 8, modified to a 7 because he has a Leader, so he may Continue (at no extra cost in MP) and he sails to Thapsus. The Operation has cost the following: 1 MP to embark, 1 MP to sail, 1 MP to debark, and 1 MP to attack (he has no choice but to attack). The Naval Transport and attack have cost him 4 of his 6 MP, so he has enough to get to a debarkation Space after the Amphibious Attack (otherwise he could not make this move at all). The Carthaginian player gains two Battle Die-Roll Shifts from the Amphibious Attack. Assuming the Roman player wins the Battle, he can spend one of his last two MP to force the Carthaginian Army to Retreat, thereby succeeding at his invasion. If the Carthaginians win the Battle, though, the Roman player would have had to sail to a debarkation Space (probably Melita or Lilybaeum), because with only 2 MP remaining, he would not have had enough MP to attack again (2 MP) if he did not take the Battle Space.

(11.3.4) The goal of an Amphibious Attack is to conclude the Battle in occupation of the Battle Space. However, an Amphibious Attack may be conducted only if the Active Army has enough MP to debark elsewhere under the assumption that it fails to occupy the Battle Space (but without worrying about Stopping on Naval or Deep Sea Transit Points), in this case re-embarkation of the Army costs 0MP. In other words, the Army must have enough MP to guarantee a landing, somewhere, without fighting a Land Battle. If it does not, it may not attempt the Amphibious Attack.

PLAY NOTE: If a player conducts an Amphibious Attack and then discovers he does not have enough MP to meet the requirements of 11.3.4, roll things back so that the entire amphibious exercise did not take place.

(11.3.5) Continuing Amphibious Attacks. If the Defender does not Retreat after an Amphibious Attack, the Attacker may immediately spend 2 MP to attack again (and continue doing so as long as he has sufficient MP). However, at all times during these attacks the restrictions of 11.3.4 apply.

PLAY NOTE: If a player conducts an Amphibious Attack and then discovers he does not have enough MP to meet the requirements of 11.3.4, roll things back so that the entire amphibious exercise did not take place. There are no amphibious “suicide missions” in *Pax Romana*. What this means, of course, is that Amphibious Attacks must be carefully planned, and that all players should watch to make sure they’re legal.

(11.3.6) If an Army using Naval Transport Stops in a Port occupied by enemy Land Combat Units, Garrisons, Cities, or Towns and intends to move past that Space, it may do so if it makes a successful Continuity roll. If it fails that roll, it must debark and perform an Amphibious Attack at the total cost of 2 MP. A Naval Transport Fleet may not attempt to move past a Port occupied by enemy Land Combat Units, Garrisons, Cities, or Towns if it does not have enough MP to conduct an Amphibious Attack (3 MP – 2 to debark and conduct the Amphibious Attack, 1 to debark at a friendly Port if it loses the Amphibious Attack).

(11.3.7) If a Naval Transport debarks in an unoccupied (1.4) Space and is immediately intercepted by an enemy Army, the Battle Die-Roll Shift for Amphibious Attacks does not apply.

DESIGN NOTE: When accompanying troop transports, a Galley Squadron is acting in a defensive mode...a different usage than when moving alone, which is an aggressive move. As such, it is more susceptible to stoppage in the latter usage than in the former, where it has different duties to perform. The bottom line is, you must plan the usage of your Naval Transport and Amphibious Attack missions well, giving your Units “support” in the form of MP.

11.4 Naval Battles

(11.4.1) Initiating Naval Battles. Any time a Fleet enters or begins movement in a Port Space or Naval Transit Point occupied by an enemy Fleet, a Naval Battle may occur, depending on whether the enemy Fleet chooses to fight, Withdraw (Fleets without GS may not Withdraw), or allow the moving Fleet to pass through. If the non-Active player allows the moving Fleet to pass through, the moving Fleet does not Stop, otherwise after the Withdrawal or Battle the moving Fleet Stops and must roll for Continuity (11.1.3).

(11.4.2) Withdrawing from Naval Battles. When a moving Fleet enters or begins in a Space or NTP occupied by an enemy Fleet, the latter may Withdraw into any Port that is three or fewer Naval Connections distant as long as no intervening Port or NTP, or

the destination Port itself, is occupied by an enemy Fleet (unless that player grants permission to do so). It must follow all Naval Movement rules during Withdrawal, including rolling for Naval Disaster in NTP and rolling for Continuity in non-friendly Ports. In addition, if the result of any Continuity roll during Withdrawal is a “12”, the Fleet may not Withdraw again during the current Activation. Enemy Withdrawal adds a +1 DRM to a Continuity DR by the Active moving Fleet (11.1.4).

(11.4.3) Resolving Naval Battles. To resolve a Naval Battle each player totals his Battle Points and adds the roll of one die (1d6).

- 2 BP for each Galley Squadron
- 1 BP for a leader with the Fleet

PLAY NOTE: Cities and Towns do not provide any defensive benefits of any kind.

(11.4.4) The player with the higher total is the Winner and his opponent is the Loser, if both sides have the same Battle Point total the Battle is a Draw.

- The Loser eliminates BP at least equal to the difference between the totals, with each Galley Squadron worth 2 BP. This means a player must eliminate more BP than the difference if the difference is odd.
- If not completely eliminated, the Losing Fleet is placed in the nearest friendly Port that is free of enemy Galley Squadrons and if it was the Active Fleet it is Finished (any transported Army must debark spending 1 MP).
- The Winner rolls one die (1d6). If it is even, he suffers no losses. If it is odd, he loses 1 Galley Squadron.
- The Winning Fleet is Stopped and must roll for Continuity with a +2 DRM.

(11.4.5) Draws. If both totals are the same, there is no Winner. Both Fleets lose nothing and remain in the NTP/Space. The Active Fleet is Stopped and must roll for Continuity (with no DRM) to move again. If it does move, the non-Active player has the option to initiate a Naval Battle as it begins movement (11.4.1). If the Active Fleet moves, it may initiate a Naval Battle. If the Active player moves a Galley Squadron into the NTP/Space using a Minor Move, it does not combine with the existing Fleet for the ensuing Naval Battle (since a Minor Move only allows one Unit to move and that would allow more than one Unit to participate in the Naval Battle).

(11.4.6) Transported Armies in Naval Battles. Armies being transported have no effect on a Naval Battle, but they can suffer the effects thereof.

- A Fleet without Galley Squadrons may not Withdraw when an enemy Fleet begins in or moves into the NTP it occupies (if it occupies a Port, it would have debarked at the end of its movement). If a Fleet without Galley Squadrons is involved in a Naval Battle, all Land Units are automatically eliminated, along with any leaders.
- A Naval Transport Fleet with Galley Squadrons engaged in a Naval Battle loses Land Combat Unit BP equal to twice the number of Galley Squadrons lost (2BP per GS).

EXAMPLE: A Fleet loses two Galley Squadrons (4 BP); it also loses 4 BP worth of Land Combat Units.

- If all Galley Squadrons in a Naval Transport Fleet are eliminated, all transported Land Units are also eliminated, along with any leaders.

(11.4.7) Other than as noted in 11.4.6, Fleets have no effect on Armies, and vice versa, in terms of Battles.

(11.4.8) Re-rolls (10.3.5) are not possible for Naval Battles.



PART D. OTHER UNITS

5.0 SPECIAL UNITS

- 12.1 Garrisons
- 12.2 Mercenaries
- 12.3 Militia
- 12.4 The Soldier of Fortune
- 12.5 Independents
- 12.6 Pirates
- 12.7 Slave Armies
- 12.8 Elephants

13.0 BARBARIANS

- 13.1 Tribes
- 13.2 Barbarian Units
- 13.3 Rebellions (Advanced Game Only)
- 13.4 Barbarian Invasions

12.0 Special Units

12.1 Garrisons

(12.1.1) Garrisons are not Land Combat Units.

- They have no BP Strength. If attacked while not stacked with Land Combat Units in a Space, they are automatically eliminated with no loss by the Attacker (but the Attacker must pay the usual +1 MP to enter the Garrison's Space). Garrisons may only Withdraw if Land Combat Units they are stacked with Withdraw.
- They may not be used to satisfy losses. If stacked with a friendly Army that must Retreat or Regroup as a Battle result, they Retreat or Regroup with the Army.
- An enemy Army using Withdrawal may move through a Garrison-occupied Space by spending one (1) of its Withdrawal MP to do so; it does not eliminate the Garrison, nor may it do so.

(12.1.2) Garrisons Control the Spaces they occupy.

(12.1.3) Garrisons may move individually (as a Minor Move) or as part of an Army. They cannot exist without Land Combat Units in a Mountain Fortress Space.

(12.1.4) Creating Garrisons. A player may create Garrisons

- during a Major Move, by breaking down one or more LG, HI, or LI Units with an Army; the Unit breakdown costs the Army 1 MP (even if breaking down more than one Unit), with the number of Garrisons determined by the formula in 12.1.6. The Units broken down are removed and the Garrison(s) are placed with the Army. The Garrisons may move in this Major Move or a later Minor move in the same Activation. They may be used to construct a Town in any later Minor Move, including one in the same Activation.
- during a Minor Move, by breaking down a single LG, HI, or LI Unit according to the formula in 12.1.6. The Unit broken down is removed and the Garrisons are placed in the Space that

Unit was removed from. Breaking down a Unit into Garrisons consumes the entire Minor Move. The Garrisons may move in later Major or Minor Moves in the same Activation and may be used to construct a Town in any later Minor Move, including one in the same Activation.

- by refusing to, or being unable to, rebuild Reduced HI and LG Units during the Manpower Phase; see 10.6.6.

(12.1.5) Garrisons may never be created without breaking down a LG, HI, or LI Unit (in other words, you can't just create them from scratch).

(12.1.6) Garrison breakdown uses the following formula. Garrisons may not be returned to LG/HI/LI status.

1 full-strength LG or HI = 3 Garrison Units

1 LI = 2 Garrison Units

1 Reduced LG or HI = 1 Garrison Unit

(12.1.7) Neither Mercenaries, Soldier of Fortune, nor Militia Units may be used to create Garrisons.

EXAMPLE OF CREATING GARRISONS: A newly activated Greek Army moves to an unoccupied Venusia (in southern Italy). It drops a Light Infantry Unit there (at no MP cost) and moves on. After the Army finishes its Move, the Greek player uses his first Minor Move to break the LI into 2 Garrison Units.

12.2 Mercenaries

(12.2.1) Mercenaries are Land Combat Units a player may hire. They are removed at the beginning of the next Game Turn (*Exception: Advanced Game Mercenary Cavalry 12.2.6.*). Rome may never hire Mercenaries.

EXAMPLE: If placed during Game-Turn 2, they are removed in the Removal Phase of Game-Turn 3.

(12.2.2) Hiring Mercenaries (Standard Game). Carthage, The East, or Greece may hire Mercenaries in either the Manpower Phase or as one of his two Minor Moves in an Expansion Operation during the Activation Phase. Only Mercenary HI may be hired at the cost of 2T for each Unit.

(12.2.3) Hiring Mercenaries (Advanced Game). A player may hire Mercenaries only through the play of a card. Carthage can play any "Hold in Hand" card (ignoring the actual Event on that card). The East and Greece must play a MERCENARIES card.

When raising Mercenaries, a player must spend 2T (and may spend no more). That 2T buys:

- 2 Mercenary LI, or
- 1 Mercenary Cav, or
- 1 Mercenary HI (note that Mercenary HI may not be Reduced; 10.6.2)

PLAY NOTE: Yes, this is correct. The Carthaginian player may play ANY "Hold in Hand" card and ignore what's on the card in favor of buying Mercenaries. The Event card simply goes onto the Discard pile. He may not use "Play When Drawn" cards for this purpose.

(12.2.4) Mercenary Placement (Both Games). Mercenary Units may be placed with any of the player's existing Units or Armies whether or not in a Controlled Province. When more than one Mercenary Unit is hired (2 Mercenary LI, for instance), they may be placed together or split up however the player chooses.

(12.2.5) Mercenary Use (Both Games). Mercenary Units may never be used to create Garrisons or Cities, and they may not be Controlled by allied minor powers (Pergamum or Pontus, for example) or the Soldier of Fortune leader, but otherwise they perform precisely like any other Unit owned by the player. They Control the Spaces they occupy, and they are Land Combat Units for the purpose of establishing Control of Provinces and Territories. Mercenary HI count against ManMax limits (6.2), and Mercenaries affect Sack and Plunder (7.5).

(12.2.6) Mercenary Removal (Both Games). Mercenary HI and LI are always removed in the Removal Phase (Phase C), regardless of where they are. In the Advanced Game, Mercenary Cavalry are removed and a Cavalry Unit of the hiring player is placed in the Space the Mercenary Cavalry was removed from.

12.3 Militia

(12.3.1) Raising Militia. Each time a player loses a Land Battle (this includes Battles solely against Cities and Towns) in his Home Territory in which he loses Battle Points from Land Combat Units, Cities, or Towns other than Militia he may raise Militia if his Stability is above Turmoil. Raising Militia occurs immediately following the Battle and before anything else.

(12.3.2) The number of Militia raised is dependent on the players current Stability Level:

- If the rolling player's Stability range is Stable, roll 1d6 and halve the number (rounding up). Reduce the player's Stability by one (-1).
- If the rolling player's Stability range is Unrest, roll 1d6 and halve the number (rounding up) and subtract one (-1). Reduce the player's Stability by one (-1), even if the reduction caused no Militia to be raised.

EXAMPLE: A roll of 5, which would normally result in three militia Units, now results in only two.

- If the player's Stability range is Turmoil, he may not raise Militia.

The just-raised Militia may be placed in one or more Spaces unoccupied by enemy Units in the player's Home Territory.

PLAY NOTE (Advanced Game Only): There is a card that allows players to raise Militia without having to lose a Battle; 17.2.

(12.3.3) Militia Units operate as follows:

- Each Militia Unit is a 1 BP Infantry
- Militia may never leave, even temporarily, their Home Territory.
- Militia may be raised only once per Activation, but quite possibly during multiple Activations in a single Game-Turn (if the player keeps losing Battles in his Home Territory).
- All Militia are removed in the Removal Phase (Phase C) of the Game-Turn after they are raised.

12.4 The Soldier of Fortune

(12.4.1) The Soldier of Fortune Event allows a player to use an extra Army to wreak havoc on the plans of other players. Soldier of Fortune Armies do not give Control to any player; they deny Control of the Space they are in to other players. **Exception:** *When Rome rolls the Event or draws the card, it is treated differently (12.4.7).*

(12.4.2) When the SoF Event occurs, the player:

- places the SoF Units as per 12.4.3.
- may (not must) move the SoF and his Army as his Major Move, unless overridden by a scenario rule (i.e., Scenario IV).
- gets his normal Minor Moves even if he moves the SoF Army for his Major Move.
- may use the SoF Armies as if they were his own (12.4.4) during any of his Activations for the remainder of the Game-Turn (including the current Activation).

(12.4.3) The player receives

- The SoF 3-4 Leader
- 4 HI, 2 LI, 1 Cav, 1 Elephant

He places them anywhere in his Home Territory.

PLAY NOTE: Several scenarios begin with the Soldier of Fortune already in play (in most scenarios, Pyrrhus of Epirus).

(12.4.4) The SoF Army is treated like one of the player's Armies, except that it may not pick up any of his own color Land Units or attack with them. SoF HI cannot be used to build Cities. It may move through the player's Land Units, Cities, and Towns without stopping, and it may stack with them; if the stack is attacked, all Units defend together. If it loses a Battle, it may Retreat or be forced to Retreat. There are no Soldier of Fortune Galleys Squadrons, the player may provide 1 Galley Squadron to stack with the Soldier of Fortune Army to form a Naval Transport Fleet if desired.

(12.4.5) Cities or Towns captured by the SoF's Army become the property of the SoF player; the City/Town is replaced by one of that player's City/Towns, not by an Independent City/Town. Whenever a Battle fought by the SoF's Army results in the capture of a City or Town, the SoF player decides normally whether or not to roll for Sack and Plunder (7.5).

(12.4.6) The SoF and his Army are automatically removed in the Removal Phase (Phase C) of the next Game-Turn.

(12.4.7) The Roman player never gets the SoF or his Army. In the *Standard Game*, if he rolls the SoF event, he rolls for a different Event instead. In the *Advanced Game*, if he gets the SoF card, he may hold onto it to ensure that no other player receives it. Alternatively, he may play the card in order to bring a *Dictator* into play, if (and only if) there is any enemy Army in any Space in his Home Territory at the time the card is played. When a Dictator is declared, the Roman player removes from the board one of his leaders (his choice) and places it in his Leader Pool. He then blindly draws three leaders from his Leader Pool. He may place one of these three (his choice) in Rome as the Replacement for the removed leader. The other two are returned to the Leader Pool.

DESIGN NOTE: Rome simply didn't hire mercenaries of the *Soldier of Fortune* kind.

12.5 Independents

Independent Land Units arise either from the initial deployment—Pergamum, Rhodes, Syracuse, and the Mamertines—or as the result of play of a card (PONTUS) in the Advanced Game.

Independents must be attacked if a player moves Armies into their Spaces, unless otherwise specified below (Rhodes, for example), or unless the player has an alliance with them.

EXAMPLE: If a player moves a Fleet to the Syracuse Space, it must attack the Syracusan Fleet.

A player who controls a Galley Squadron belonging to an Independent does not have to pay Maintenance for it (6.4.1).

(12.5.1) Rhodes

Standard Game. Rhodes has a well-defended island and a large navy. The use of the navy (only) is available to the player who Controls Rhodes; the player may use these Galley Squadrons as if they were his own. A player Controlling Rhodes starts each Game-Turn with two Rhodian Galley Squadrons in Rhodes, regardless of what happened the previous Game-Turn. Players Control Rhodes by occupying it.

Advanced Game. The use of the navy (only) is available to the player who plays the ALLIANCE WITH RHODES card. That player now controls Rhodes' Galley Squadrons, the player may use these Galley Squadrons as if they were his own.

Both Games. Players may conduct Naval Movement (including Naval Transport) through Rhodes freely (and without having to Stop), unless Rhodes is Controlled by another player (in which case Rhodes is treated like any other player-Controlled Port). However, a player undertaking any Naval Movement into or through an Independent Rhodes, or if Rhodes is allied to another player, must pay 1T from his Treasury. If Rhodes is allied to another player the moving player gives the 1T to the allied player. If the player conducting Naval Movement chooses not to pay the money, his Fleet is Stopped and may not move past the Rhodes Space even with a successful Continuity roll or in a subsequent Activation (although it may move away from Rhodes in those two cases), unless it attacks and destroys (or Retreats in the case of a player's Galley Squadrons) any Rhodian or Rhodian-allied Galley Squadrons in the Rhodes Space.

If attacked, Rhodes' Land Units never Withdraw or Retreat (voluntarily or by force). While Rhodes' is Independent its Galley Squadrons never Withdraw or Retreat; if a player wins a Naval Battle against Rhodes and does not eliminate all of the Rhodian Galley Squadrons, those Galley Squadrons do not Retreat, instead both Fleets remain in the Rhodes Space. The Active Fleet is Stopped and must roll for Continuity (with no DRM) to move again. If the Active Fleet moves, it may initiate a Naval Battle.

(12.5.2) The Mamertines

This group of disgruntled Campanians Controls Messina at the start of the 1st Game-Turn (300-275 BCE and historically, leading to the 1st Punic War). No one controls or moves the Mamertines; they will not Withdraw or Retreat (voluntarily or by force). They remain in Messina until eliminated.

(12.5.3) Syracuse

Syracuse is an Independent City, with an Army and a Fleet. While her days of glory—4th century BCE—are past, she is still a power. Her Units do not move while she is Independent. However, a player who captures the Syracuse Space (the only way is to capture the City) gains Control over any Galley Squadrons that remain. Those Galley Squadrons are removed and Galley Squadron counters belonging to the capturing player are placed in the Syracuse Space; they are thereafter treated as his Galley Squadrons. Syracusan Units never Withdraw or Retreat (voluntarily or by force).

(12.5.4) Pergamum (Advanced Game Only)

This important "secondary" power Controls most of what the map shows as Ionia. Players may gain Pergamum as an ally by playing the ALLIANCE WITH PERGAMUM card (17.2). Unless allied with a player, Pergamene Units do not move, nor do they Withdraw or Retreat (voluntarily or by force).

HISTORICAL NOTE: In 133 BCE, Attalus III of Pergamum actually bequeathed his kingdom to Rome. We don't anticipate anyone doing so in this game—but if it happens, be sure to let us know.

(12.5.5) Pontus (Advanced Game Only)

The pseudo-Macedonian kingdom of Pontus, and its Mithridatic rulers, proved a major thorn in Rome's side for a length of time equivalent to about one turn of game play. The Pontines enter the game through the play of the PONTUS Card.

When the PONTUS card is played, if there is at least one unoccupied Space in the Pontus Province, Pontus is created and the player who played the card is now the Pontus player (in addition to his Major Power). When the card is played, the following Units are placed in any unoccupied Space(s) in Pontus, at the discretion of the Pontus player:

- 4 HI
- 2 LI
- 1 Cav
- 1 Galley Squadron (placed only if a Port is unoccupied).

Use the Pontus counters and place a control marker of the owning player atop the stack.

The Pontus AM is immediately placed into the AM Pool.

When the Pontus AM is drawn, the Pontus player Activates the Pontine Units only. He does not spend 1T for the Activation, nor does he draw an Event card. He gets both a Major Move and two Minor Moves, but only Pontine Units may participate in these moves. Pontus may not raise Land Units, and it may not stack with the player's regular Land Units or use its Galley Squadrons. Pontine Units may Retreat and may be forced to Retreat.

Pontus is an Independent; her presence gives no player Control over anything, except on behalf of Pontus. Pontus, in essence, denies Control to other players.

Pontus remains in the game until her last Land Combat Unit is eliminated. The Pontines have no leaders; the line of Mithridates who ruled were, essentially, 0-0 types. As long as there is a Pontine Land Combat Unit on the map the Pontus AM goes into the AM Pool.

HISTORICAL NOTE: In the words of historian Peter Green, “The early kings of Pontus resemble nothing so much as a family of escaped convicts... Mithridates IV [has the profile] of a skid-row alcoholic. Then again, how many people of this era have a Mozart opera in their honor?”

12.6 Pirates

(12.6.1) Pirates are placed by the roll of a Pirates Event (16.2; Standard Game Only) or the play of a PIRATES card (17.2; Advanced Game Only), at which point a Pirates counter is placed in one of the following not occupied by a Galley Squadron:

- any NTP (but not a Deep Sea Transit Point)
- an uncontrolled Port not within 1 Naval Connection of Rhodes
- Tarsus (Cilicia/Asia Minor)—The Cilician Pirates

(12.6.2) Pirates block Lines of Communication (6.1.5), as LOC may not be traced through a Pirate-occupied NTP/Port. In addition, a Fleet moving into a Pirate-occupied NTP/Port must attempt to defeat those Pirates, otherwise it may not enter that NTP/Port.

(12.6.3) Pirates remain in place until a player’s Fleet moves into that Pirate-occupied NTP/Port and defeats the pirates. To defeat them, the moving player rolls one die (1d6), to which he adds the BP strength of the Galley Squadrons in that Fleet, plus one (+1) if the Fleet has a leader.

- If the adjusted DR is a ‘6’ or higher, remove the Pirate counter. The Fleet may check for Continuity, as if it had won a Naval Battle.
- If the Fleet does not defeat the Pirates, it must Withdraw to the last Port it passed through and is Finished for that Major or Minor Move.

(12.6.4) The Cilician Pirates. These scourges of eastern Mediterranean shipping are somewhat different from your run-of-the-mill barbarians. When brought into play, they block LOC for one Naval Connection in all directions from Tarsus that are not occupied by friendly Galley Squadrons. In addition, when rolling to eliminate the Cilician Pirates, subtract one (–1) from the player’s DR.

12.7 Slave Armies

(12.7.1) When the Slave Revolt Event (16.2) is rolled (Standard Game Only) or Event card (Advanced Game Only) is played (17.2), the affected player undergoes a Slave Revolt. First, the affected player’s Stability Level is decreased by one (–1). Next, a player with whom he does not currently have an alliance places 2 BI in any one unoccupied Space in the affected player’s Home Territory. The Slave Army may be placed in a City or Town

without Land Combat Units in the Space. Starting with the next AM drawn, each player whose AM is drawn (except the affected player) must do two things while the Revolt is in effect (before conducting his normal Activation):

- Add 1 BI to the Slave Army
- Move the entire Army one Space (ignoring Transit Points), but leaving 1 BI in any City or Town in which it began that Activation. In doing so, it may attack any Units in that Space. If the only place it can move is into an enemy occupied Space, the Slave Army may simply stay where it is.

(12.7.2) The Revolt ends when all of the Slave Army Units have been eliminated. At that point, increase the affected player’s Stability by one (+1).

(12.7.3) Slave Units may not use Naval Transport. If attacked they may neither Withdraw nor Retreat (voluntarily or by force). If the Slave Army is initially placed on an unoccupied City or Town Space, or if it captures a City or Town during its Movement, it does not convert the City/Town from its current ownership, but it does deny Control of that City/Town for all income, Civilization Point, and LOC concerns. In addition, if attacked, it automatically uses the City or Town in defense.

(12.7.4) A player may never raise Militia after losing a Battle (including a Battle solely against a City/Town) to a Slave Army. Battles against a player’s own Cities or Towns Controlled by Slaves never result in Sack and Plunder.

12.8 Elephants

(12.8.1) Certain players start with Elephants. Otherwise, Elephants can be raised only if certain Provinces are Controlled. These are indicated with an (Eleph) on the Major Powers Income and Manpower Table. It costs 1T to buy 1 Elephant Unit.

(12.8.2) Elephants are Land Units, but not Land Combat Units. If Elephants are not stacked with Land Combat Units in any Space (including in City or Town Spaces) they are eliminated.

13.0 Barbarians

A game of *Pax Romana* is certain to feature numerous Barbarians. They appear with Barbarian Invasions and Rebellions, and as Tribes of unknown strength blocking the players’ way to Control of various Provinces. The rules here cover all three types.

13.1 Tribes

(13.1.1) There are 30 Tribal Counters. Each counter has two sides: the front has a “?” to show its unrevealed side, and the back has a number showing how many Tribal Infantry the counter represents. When setting up the game follow the scenario instructions for placing Tribal Counters, which must be randomly and blindly chosen and placed on the map ?-side up without revealing the back. One Tribal Counter is placed in each Tribal Space specified. Any Tribal Counters left over are kept aside, also with their unrevealed side up.

(13.1.2) When an Army enters a Tribal Space and attacks the Tribe, the Tribal Counter is flipped to reveal its initial Tribal Infantry value (the range is 2-8). If the Tribe takes losses, the Tribal Counter is replaced with Tribal Infantry Units and the losses taken from those. The Tribal Counter is set aside with the Tribal Counters not in use.

(13.1.3) Entering a Tribal Space automatically initiates an attack against the Tribe. As a result, it costs +1 MP to enter the Space. When attacked, Tribes may neither Withdraw nor Retreat (voluntarily or by force).

(13.1.4) Tribal Infantry Units may never move.

(13.1.5) Tribal Units Control the Spaces they occupy. As a result, they can contest a player's Control of Provinces.

(13.1.6) Tribes may be attacked by Barbarian Armies.

(13.1.7) Tribal Infantry Units are removed from the map only as a result of Battles. They are not removed in the Removal Phase (Phase C).

(13.1.8) If an Event calls for a Tribal Counter to be returned to the map (as the TRIBAL RESURGENCE Event card does in the Advanced Game), an unused Tribal Counter is randomly chosen and placed in an unoccupied Tribal Space, unrevealed side up. However, no Tribal Space can ever contain more than one Tribal Counter, so if there are no unoccupied Tribal Spaces on the map (highly unlikely), no Tribal Counters are placed.

DESIGN NOTE: *There were, obviously, many more tribes than are depicted in the game. We've kept their presence to the "26" for play purposes.*

13.2 Barbarian Units



(13.2.1) Barbarian Units come into play when a Rebellion (13.3) or Barbarian Invasion (13.4) Event is rolled (Standard Game)

or Event card (Advanced Game) is played.

(13.2.2) Barbarian Armies Control the Spaces they occupy. As a result, they can contest a player's Control of Provinces.

(13.2.3) Barbarian Armies are placed and move (if at all) according to the rules for the Event that causes their placement. Unless those rules specified, they may not Move, Withdraw, or Retreat voluntarily or by force.

(13.2.4) If a moving Army enters a Space that has a Barbarian Army it must attack that Army, using normal Land Battle mechanics. Unless the Event specifies otherwise, as several Barbarian Invasion Events do, no one plays the Barbarian Army (in the Advanced Game no cards are played for its benefit). One of the non-Active players rolls the die for the Barbarian Army and distributes losses.

(13.2.5) Some Barbarian Units are removed from the map in the Removal Phase, while others are not. See the specific rules for each Barbarian Invasion or Rebellion.

(13.2.6) Barbarian Invasion Armies are, in most cases, handled differently from other Barbarian Armies. The player placing the Barbarian Army—and in some cases other players during that Game-Turn—controls the Army as if it is one of their own. Barbarian Invasion Armies may even attack other Barbarian Units, Tribal Infantry, and Tribal Counters. These rules apply to several types of Barbarian Invasion but only one type of Rebellion, the Massive Rebellion in Gaul (13.3).

(13.2.7) Barbarian Armies may attack and destroy Cities and Towns if the Controlling player so desires. If they do so, they automatically attempt Sack and Plunder. If the Sack and Plunder (7.5.1) roll is successful, no roll is made for the number of Talents plundered (7.5.2). The Barbarian Army must roll to see if it may continue to move (7.5.3)

13.3 Rebellions (Advanced Game Only; see 16.2 for Standard Game)

This section of rules is consulted when a REBELLION card is played, after the dice roll (2d6) and the Rebellion Table has indicated where the Rebellion has taken place. The specifics for each area are listed below.

Unless specifically indicated in the rule for a specific Rebellion, all Barbarian Infantry Units that enter the game as a result of a Rebellion remain on the map until eliminated.

Africa

This is in effect only if the Carthaginian player has Mercenaries in the Province of Africa. If there are none, treat as No Event. If there are Mercenaries they rebel, remove all of them and replace each removed stack with BI equal to their BP strength. If any BI are now in the same Space as Carthaginian Units, the BI will attack those Units. If the BI win the Battle, the Carthaginians must Retreat from the Space. If the BI lose the Battle they are eliminated from that Space (no Withdrawal or Retreat). All BI remaining after any Battles remain in place until eliminated; they may not use Withdrawal or Retreat (voluntarily or by force). Africa provides no income until all such BI are eliminated.

Britannia

When the Brits rebel, all Garrisons are removed from the Province of Britannia and an Army of 3 BI (with no leader) is placed by the card player in any one unoccupied Space in Britannia. This Army may not Move, Withdraw, or Retreat (voluntarily or by force). No one Controls Britannia until that Army is eliminated.

Cyprus

When the Cypriots rebel, no Naval Movement is allowed into or through a Space in Cyprus for the rest of the Game-Turn, unless the player already has a Galley Squadron in a Space in Cyprus, in which case this restriction is ignored by that player for that Space.

Danube

All player Land Units (not Tribal Counters, TI, or BI) to a maximum of 8 BP in any *one* Space in one of the Provinces of the Territory of The Danube are eliminated. If this eliminates an Army, it also eliminates any leaders with that Army. If there are no Units, treat as No Event. If more than one Space has player Units, the player who played the card chooses which Space is affected.

Germany

All player Land Units (not Tribal Counters, TI, or BI) to a maximum of 8 BP in any *one* Space of the Provinces of Germania Inferior or Superior are eliminated. If this eliminates an Army, it also eliminates any leaders with that Army. If there are no Units, treat as No Event. If more than one Space has player Units, the player who played the card chooses which Space is affected.

PLAY NOTE: German Rebellions are different from the several Germanic invasions ...lots of disruptive activity by the Germans in this game.

Gaul

If no player Controls any Provinces in Gaul (other than Britannia), the player may remove any one Garrison in Gaul. If there are none, nothing happens.

If any one Province is Controlled, roll 1d6. Modify the result by adding the number of Provinces of Gaul (other than Britannia) that are Controlled by players.

If the adjusted DR is a 1-6, this is a Local Rebellion by one or two tribes. Eliminate all the Garrisons or player-owned Land Units (to a maximum of 8 BP) from any one Space in Gaul that does not contain a City or Town, and place 3 BI in that Space. If this eliminates an Army, it also eliminates any leaders with that Army. If more than one Space has player Units, the player who played the card chooses which Space is affected. In addition, place 1 BI Unit in every un-Controlled Space in that Province. These Armies may not Move, Withdraw, or Retreat (either voluntarily or by force).

If the adjusted DR is a 7+, a Massive Rebellion has occurred.

- The player who played the card designates one of the four Gallic Provinces as the home for the Revolt. All player-owned Land Units in that Province that are not in a Space containing a City or Town are removed.
- The player who played the card then receives the 2-5 Gallic leader, plus BI equal to the roll of two dice (2d6). The player places this Army in any Space (whether or not it is occupied) in the selected Province. The player may then move this Barbarian Army using his Major Move for the AM, if he wishes (forcing him to choose an Expansion Operation to do so). If the placement Space is occupied, the Gallic Army immediately attacks that Space, expending 2 MP to do so if the player has chosen to use his Major Move with the Gallic Army, using the normal Land Battle rules (including the possibility of Pre-Battle Withdrawal). Any player may use his Major Move to move this Gallic Army for the remainder of this Game-Turn if the then-Active player desires.
- The Gallic Army may not move out of Gaul (or go to Britain).
- The entire Gallic Army is removed in the Removal Phase (Phase C) of the next Game-Turn.

PLAY NOTE: Yes, it's exactly as it says: any player may use the Gallic rebels every time their AM is pulled that Game-Turn. For any player hanging around Gaul during a Massive Rebellion, this can be a Very Bad Thing.

Once a Massive Rebellion has occurred, it may never occur again. Treat any subsequent Gallic Rebellions as Local Rebellions (DR 1-6).

Spaces with Cities and Towns are never affected by a Local Rebellion. They may be attacked by the Gallic Army in a Massive Rebellion, though.

Hispania

The player who played the card eliminates any one Garrison Unit in Hispania, and then places 3 BI in either

- Any one unoccupied Space that does not contain a City or Town in Lusitania
- Numantia (Tarracensis), if unoccupied.

These Units may not Move, Withdraw, or Retreat (voluntarily or by force). Units moving into a Space in Hispania that is connected to the above Space pay +1 MP for each Space so entered.

Judea

The following are the effects of a Jewish Revolt.

- Remove all Garrison counters in Judea, and eliminate at least 1 BP of any type, in addition to the Garrisons.
- The player who played the card places 1 BI in any Space not occupied by Land Combat Units (Fleets count in this one case) in Judea. The BI goes into an unoccupied City or Town if one exists, and will use the City/Town in defense when attacked.
- As long as at least one "Jewish" BI is on the map, Units moving into Judea spend 2 MP for each Space entered. The BI Unit may not Move, Withdraw, or Retreat (voluntarily or by force).

Mauretania

When the Moors rebel, place 1 BI in each unoccupied Space in the Province (none get placed if all Spaces are occupied). No one Controls Mauretania until all rebels are eliminated. These Units may not Move, Withdraw, or Retreat (voluntarily or by force).

Naval Mutiny

The player who played the card designates any one Fleet on the map as having mutinied. That Fleet may not move for the rest of the Game-Turn, or until the owning player pays 1T per Galley Squadron (and he must do so for all Galley Squadrons in that Fleet) ...whichever comes first.

Sardinia

The player who played the card places a BI Unit in any Space in Sardinia that is either unoccupied or occupied solely by a Garrison. In the latter case, remove the Garrison. Player Fleets are not affected. The BI may not Move, Withdraw, or Retreat (voluntarily or by force).

13.4 Barbarian Invasions

Barbarian Invasions can—as they did historically—disrupt even the best-laid plans. However, unlike some Rebellions (13.3), all Barbarian Invasion Armies are removed during the Removal Phase of the following Game-Turn.

(13.4.1) When a Barbarian Invasion occurs, the player designated to roll, see 16.2 in the Standard Game or 17.2 In the Advanced Game, on the Invasion table rolls 2d6 and refers to the Invasion Table to determine which group of barbarians has invaded. A single Barbarian group may only Invade once per turn, if the same group is rolled a second time in the same turn, re-roll until a new group is rolled. He then performs the actions outlined in the section below that corresponds to the result of the dice roll.

(13.4.2) These Units function like all other Land Combat Units, except that they may not use Naval Transport, and they may move into or through Spaces that contain Armies friendly to the activating player. They may also move into or through Spaces that contain Tribal Infantry or Tribal Counters without attacking them. In most cases, at the end of the Barbarian Army's movement, it stays where it is, moving during no other Activations until eliminated or removed the following Game-Turn. In the case of the Germans, multiple activations are possible, even by different players.

(13.4.3) In the Advanced Game relevant Event cards may be played by any player, including the player moving the Barbarian Army, during Barbarian moves.

(13.4.4) If, during any Invasion, the Barbarian Army comes within one Land Connection of a player's Capital Space (either Capital Space in the case of Greece and The East) that player has his Stability reduced by one (–1), unless the Space is already Controlled by a player other than the original owner of the Capital Space. This is a one-time penalty against any player for each Barbarian Army, however.

(13.4.5) If a Barbarian Army is placed in a Space that is occupied, the Army immediately attacks that Space. This costs the Barbarian Army 2 MP of its Major Move. Placement of the Barbarian Army is not considered movement and may not be intercepted (9.3).

(13.4.6) Barbarian Armies are considered enemies of other Barbarian Armies and cannot combine.

Western Gauls

This is No Event if all of the four Gallic Provinces of mainland Gaul are Controlled by players. If not, the player rolling this receives a Gallic invasion Army of:

- BI equal to the total of rolling 2 dice (2d6)
- A 1-5 Barbarian Leader

He places this Army in any Space (whether or not it is occupied) in mainland Gaul. This Army has no Movement Restrictions. The Gallic Army remains on the map, unless eliminated, until the Removal Phase of the next Game-Turn, when it is removed. Only the player undertaking a Major Move with the Barbarian Army may move this Army, and only that one time.

Eastern Gauls

The player rolling this receives a Gallic Barbarian Army in either Sarmatia or Scythia:

- BI equal to the total of rolling 2 dice (2d6)
- A 1-5 Barbarian Leader.

He places this Army in any Space (whether or not it is occupied) in Sarmatia or Scythia. This Army has no Movement Restrictions. It remains on the map, unless eliminated, until the Removal Phase of the next Game-Turn, when it is removed. Only the player undertaking a Major Move with the Barbarian Army may move this Army, and only that one time.

HISTORICAL NOTE: Celts/Gauls invaded the Balkans in 280 BCE and eventually reached Galatia (Asia), where they settled.

Germans

A Germanic Barbarian Army is placed, as indicated below. The player receives:

- BI equal to a 3d6 DR if placed in Germania Magna or in any Space in the Germanic Tribes Territory.
- BI equal to 2d6 DR + 2 Cav if placed in Germania Inferior or Superior.
- A 2-5 Barbarian Leader.

He places this Army in any Space (whether or not it is occupied) in the selected Province. This Army may not be moved back to the Province/Territory from which it originally came once it moves out of that Province/Territory.

The player originally allowed to undertake a Major Move with the Barbarian Army may move this Army and then take his Operation for that Activation, which may not be Activating the Barbarian Army again. The Barbarian Army may also be Activated for a Major Move again by any player who wishes to use this Barbarian Army as his Major Move in an Expansion Operation. It remains on the map, unless eliminated, until the Removal Phase of the next Game-Turn, when it is removed.

PLAY NOTE: Note that the player who Activates the German Barbarian Army (the player of the card in the Advanced Game or the owner of the next AM in the Standard Game) in the first place gets to move it before his Major Move, whereas any player wishing to move it in a subsequent Activation must use his Major Move in order to do so.

Caledonians

Remove all Garrisons in Britannia. Call King Arthur for help.

Armenians

Roll 1d6 for each and every occupied Space—but not Mountain Fortress Spaces—within 3 MP of Armida. If that DR is higher than the number of Units in that Space (treat Garrisons as '1' and ignore City and Town Spaces with no Land Units), remove those Units. If Armida is occupied by a Land Combat Unit, this is No Event. However, if Armida is occupied solely by a City or Town, the Event still applies.

PART E. OTHER UNITS

14.0 STABILITY

- 14.1 Stability
- 14.2 Adjusting Stability (Standard Game)
- 14.3 Adjusting Stability (Advanced Game)

15.0 VICTORY

- 15.1 Victory Points
- 15.2 Geographic Objective Points (GOP)
- 15.3 Civilization Points (CVP)
- 15.4 Opportunity Objective Points (OOP)

14.0 Stability

Maintaining a stable government over an extended period of time can be a truly trying and rather elusive goal. In *Pax Romana*, this is precisely what you try to do.

14.1 Stability

(14.1.1) Each Power keeps track of his Stability on the Stability Track. As Powers become less and less stable, they are less able to easily field a large Army, and they become open to a variety of harmful Events, with the ultimate being a Civil War, an event which really throws a crimp into a player's plans for world domination.

(14.1.2) Not every Power starts at the same level of Stability. See the Scenario instructions for the starting Stability Levels for each Power.

(14.1.3) There are three ranges of Stability: Stable, Unrest, and Turmoil (as noted on the Stability Track). The ranges determine what happens when specific Events occur. They also determine the Manpower Maximums for that player (6.4.2) and affect the number of Militia he may recruit (12.3.2).

(14.1.4) A player's Stability Level may never go above +8 or below -6.

14.2 Adjusting Stability

(14.2.1) The Stability Track is adjusted (for the affected player) each time any of following occur:

- Events will state specifically what happens in terms of the Stability Level. Adjust the track upon occurrence of the Event.
- A player gains one level (+1) for each non-Home Province over which he gains Control the instant he does so.
- A player loses one level (-1) for each non-Home Province of which he loses Control the instant he does so.
- A player loses two levels (-2) for each Home Province of which he loses Control the instant he does so.
- A player gains two levels (+2) for each Home Province over which he regains Control the instant he does so.

- A player loses one level (-1) each time he conducts Pre-Battle Withdrawal from a Space in his Home Territory, the instant he does so.
- A player loses one level (-1) each time he raises Militia, the instant he does so.
- A player loses one level (-1) if a Barbarian Army comes within 1 Land Connection of his Capital Space (either Capital Space in the case of Greece and The East), the instant this occurs. This happens only once per Barbarian Army.
- A player loses one level (-1) the instant a Slave Army appears in his Home Territory, regaining that level (+1) the instant that Slave Army is eliminated.
- A player gains one level (+1), during the Victory Phase of the Game-Turn, for having acquired more Victory Points than any other player during that Game-Turn. Ties negate Stability gain.
- A player loses one level (-1), during the Victory Phase of the Game-Turn, for having acquired fewer Victory Points than any other player during that Game-Turn. Ties negate Stability loss.
- During the Maintenance Phase of each Game-Turn, if a player has more HI and/or LG than he has Civilization Points (15.3) his Stability is reduced by two (-2). It is reduced by three (-3) if he has more than three times (3X) more HI and/or LG Units than Civilization Points, and (Advanced Game Only) by four (-4) if more than 4X.
- A player loses one level (-1) whenever he loses Control of his Capital Space (one level for each Capital Space in the case of Greece and the East). In addition, at the end of each Game-Turn that he does not Control his Capital Space, he loses another (-1) Stability level. This continues until he regains Control of the Capital Space, at which point he regains one (+1) Stability level (and only one).

HISTORICAL NOTE: The location of the capitals mattered a great deal. Pella, for example, was the center of the Macedonian world; Rome was the center of the Roman world. They were irreplaceable to their respective cultures.

(14.2.2) Optional Rule: Disbanding HI/LG Units (Advanced Game Only). A player may avoid the Stability Point penalty for having too many HI/LG Units by Disbanding Units. He does so at the start of any of his Activations during the Game-Turn, as the first action in his Operations Segment, by removing any number of HI and/or LG Units he wishes from the map (presumably enough to get down to his Civilization Point limit). However, if the Event card results in his losing the Activation (such as the DIES IRAE [DAY OF WRATH] card), he may not remove the Units that Activation. When Units are successfully disbanded, the only benefit he gets is to eliminate the potential Stability Point losses that would otherwise occur in the Maintenance Phase of the following Game-Turn (and note that the choice is made even though the Stability Loss is not yet certain).

15.0 Victory

15.1 Victory Points

During the Victory Phase of each Game-Turn, players calculate Victory Points gained, adding VPs by adjusting the markers on the Victory Point Track to reflect the new VP totals.

(15.1.1) The number of Victory Points each player receives for the current Game-Turn is equal to the following:

- The number of VP resulting from the GOP standings (15.2) *plus*
- The number of VP resulting from the CVP standings (15.3) *plus*
- The number of VP resulting from achieving Opportunity Objectives (15.4, only certain scenarios)

(15.1.2) The power which has gained the most Victory Points during that Game-Turn Phase raises its Stability Level by one (+1). The power which has gained the fewest VPs lowers its Stability Level by one (-1). In both cases, ties negate Stability changes.

PLAY NOTE: The cumulative VPs that each player possesses at the time is irrelevant...it is the number of VPs that they gained in the particular turn which affects the Stability change above.

(15.1.3) The VP levels at the end of each Game-Turn (not the gains or losses) determine the order of play for the first set of Activations (but only the first set) in the next Game-Turn:

- The power with the fewest VP goes first; the power with the second fewest VP goes second; and so on.
- In the case of VP ties, lower Stability goes first. If still tied, lower CVP total goes first. If still tied, roll a die, with lower DR going first. If the DR is tied, players re-roll until the tie is broken.

15.2 Geographic Objective Points (GOP)

(15.2.1) At the end of each Game-Turn players earn a set scale of Victory Points by having more (or fewer) GOP than the other players.

(15.2.2) Each player determines his total GOP as follows (see scenario for any changes):

- 1 GOP for each Province he Controls that is not in a Barbarian Territory.
- 1 GOP for each Territory Controlled that is not your Home Territory (in addition to the Provincial GOPs earned in that Territory).
- No GOP are awarded for Controlling your Home Territory.
- The number of GOP awarded for Opportunity Objectives, in scenarios where OOs are in use; see 15.4.

(15.2.3) Victory Points for GOP are awarded on the following scale:

7 VP for the player with the most GOP

4 VP for the player with the second most

2 VP for the player with the third most

0 VP for the player with the lowest GOP total

If players are tied in GOP, total the VP award for their positions on the GOP scale and divide evenly, rounding down fractions. Thus a tie for third (normally 2 VP for 3rd and 0 VP for 4th) would produce 1 VP for both players, while a 3-way tie for second (normally 4 VP for 2nd, 2 VP for 3rd, and 0 VP for 4th) would produce 2 for each player (4 VP + 2 VP + 0 VP divided by 3, equals 2).

EXAMPLE: At the end of Game-Turn III, Greece and the East both have 8 GOP, while Carthage has 6 and Rome has 4. Rome gets zero VP because it has the fewest GOP, while Carthage gets 2 VP. Greece and East are tied for first and second place, so they split the VP for those positions between them. Therefore, they add 7+4=11 and divide by 2, rounding down, resulting in 5 VP for each player. All players now adjust the VP tracks accordingly.

15.3 Civilization Points (CVP)

(15.3.1) At the end of each Game-Turn players earn a set scale of Victory Points by having more (or fewer) Civilization Points (CVP) than the other players.

(15.3.2) CVP are earned by a power as follows:

1 CVP for each Full-Strength Town Controlled by that power.

0 CVP for each Reduced-Strength Town Controlled by that power.

3 CVP for each Full-Strength City Controlled by that power.

1 CVP for each Reduced-Strength City Controlled by that power.

(15.3.3) Victory Points for Civilization Points are earned as follows:

5 VP for the player with the most Civilization points

3 VP for the player with the second most

1 VP for the player with the third most

0 VP for the player with the lowest GOP total

If players are tied in CVP, total the VP award for their positions on the GOP scale and divide evenly, rounding down fractions. Thus a tie for third (normally 1 VP for 3rd and 0 VP for 4th) would produce 0 VP for both players, while a 3-way tie for first (normally 5 VP for 1st, 3 VP for 2nd, and 1 VP for 3rd) would produce 3 for each player (5 VP + 3 VP + 1 VP divided by 3, equals 3).

EXAMPLE: At the end of Game-Turn I, Greece has 3 cities and 3 towns, The East has 1 city and 4 towns, Rome has 2 cities and 1 town, and Carthage has 1 city and 2 towns (all of these cities and towns are at full strength). Greece therefore has 12 CVP, The East has 7, Rome has 7, and Carthage has 5. Greece gets 5 VP while Carthage gets none. Rome and The East are tied for second and third place, so they divide the 4 VP for those positions in half, with each getting 2 VP. The Victory Points track is adjusted accordingly.

15.4 Opportunity Objectives (Scenarios V, VI, IX, and X only)

DESIGN NOTE: Opportunity Objectives represent the decisions being made politically by the governments of various powers. This rule is only used in Scenarios V, VI, IX, and X.

(15.4.1) The game contains 20 Opportunity Objective (OO) markers. The back of each marker has a letter which corresponds to the Opportunity Objectives Table. That table explains what that Objective is, and whether or not there are any restrictions to that Objective.

(15.4.2) During the Victory Phase, each player gains either GOP or actual Victory Points for each Opportunity Objective he has achieved by that point in the game.

(15.4.3) Standard Game OOs. In the Standard Game, each player may begin the game with one OO, depending on the option chosen (3.8.1). If the Basic Game option is chosen, OOs are not used at all in the game. If either Basic II Game or Basic Plus Game option is chosen, each player begins the game with one OO; no new OOs may ever be purchased. If the Ultra Basic Game option is chosen, no player begins the game with an OO, but they may be purchased normally in the Manpower Phase (15.4.4).

(15.4.4) Purchasing OOs. During the Manpower Phase of a scenario where Opportunity Objectives are available for purchase (Ultra Basic Game and Advanced Game), each player may purchase one OO marker by paying a number of Talents, depending on his Stability. The costs are:

Stable: 1 Talent

Unrest: 2 Talents

Turmoil: 3 Talents

A player may never purchase an OO marker if he already possesses three of them. However, he may get OOs at no cost through card play in the Advanced Game, allowing him to have more than three until he discards one (17.2), but until he has fewer than three he may purchase no more.

(15.4.5) Drawing OOs. All currently un-purchased OO markers are kept either in a cup, or face down on the table. This is known as the OO Pool. At no time may players examine the contents of the OO Pool. The player draws an OO marker randomly from the OO Pool, he may then examine the letter (see the Opportunity Objectives Table to see what that letter means), and places the marker face down in front of him. The player may immediately discard any duplicate OO he draws (without revealing it) and draw another to replace it. Some OOs may not be used by certain players. If one of these is selected by that player, he picks another and returns the unusable one to the OO pool.

(15.4.6) OO Secrecy. The vast majority of the time, players will want to keep their OO markers secret from the other players. If allied, however, players may reveal one or more OO markers to their ally in order to coordinate operations. Players may never give OOs to each other. OO markers must be flipped face up by a player claiming the GOP or VP awards for attaining them. Each revealed OO marker remains flipped face up in front of the player until he discards it (15.4.7).

(15.4.7) Discarding OOs. Discard an OO marker by placing it back into the OO pool. Three OO markers (L, M, and N) must be discarded immediately after their VP award is claimed. Other than that, a player is never required to discard OO markers; once he reveals an OO marker, he may continue to gain GOP each Game-Turn he fulfills its requirements. In addition, a player may, in the Removal Phase, discard any of his OO.

(15.4.8) OO markers must be revealed to all other players in order to prove attainment and collect GOP or Victory Points.

(15.4.9) The following are the possible Objectives, the number of such OO available (in square brackets), and their associated GOP or Victory Points. This information is also on Player Aid Card #1.

PLAY NOTE: Unquestionably, many Opportunity Objectives are difficult to achieve, but should not be ignored. Players should attempt to achieve the ones they picked, and they should try to keep the other players from achieving theirs. Since the Opportunity Objective markers are kept hidden, each player should watch what the other players are doing in order to try to determine their objectives and stop them from meeting them.

The following OOs earn GOP, to use in calculation of VP as per 15.2.2:

A. Control Asia Minor. [2] The player must Control all Asia Minor Provinces with a Port (which means all except Galatia). 8 GOP for Rome or Carthage; 4 for Greece or The East.

B. Control Egypt. [2] 8 GOP; *this Objective may not be used by The East.*

C. Control Hispania. [2] 8 GOP; 4 GOP for Carthage.

D. Control the Eastern Mediterranean. [1] The player must Control Crete, Cyprus, and Cilicia. 6 GOP; 3 GOP for The East.

E. Control Gaul (Gallia) [2] 6 GOP; 3 GOP for Rome.

F. Control The Aegean Sea. [1] The player must Control the Ports of Chios, Naxos, Cnossus, and Miletus. 6 GOP. *This Objective may not be used by Greece.*

G. Control Central Europe. [1] The player must Control Germania Superior, Raetia and Noricum. 4 GOP.

H. Control the Danube. [2] 8 GOP, 4 GOP for Greece or Rome.

I. Control Sicily and the Tyrrhenian Sea. [1] The player must Control both Provinces of Sicily, plus Sardinia and Corsica. 4 GOP.

J. Control the Western Mediterranean. [1] The player must Control all Ports in Baetica, Mauretania, and Tarraconensis, plus the Balaeres Islands. 6 GOP; 3 GOP for Carthage.

K. Have a City or Town in five (5) different Territories, other than the player's Home Territory. [2] 6 GOP.

The following OOs earn actual Victory Points in the Game-Turn in which they are used (and must be returned to the OO pool after use):

L. Be the Richest player in the game. [1] This is determined at the end of the Income Phase and is measured solely in Talents the players have. If this is a tie, no VP are awarded. **3 VP.**

M. Control one Home Province of any other player. [1] During the Victory Phase. **3 VP.**

N. Control any of the following Independent Territories: The Sicilies, Germania, The Chersonese, or Rhodes plus Crete. [1] **2 VP** for each of these Controlled during the Victory Phase.

PART F. EVENTS

5.0 EVENTS (STANDARD GAME ONLY)

16.1 Event Markers

16.2 The Events (Standard Game Only)

17.0 EVENT CARDS (ADVANCED GAME ONLY)

17.1 Using The Event Cards

17.2 The Cards

16.0 Events (Standard Game Only)

16.1 Event Markers

(16.1.1) *Pax Romana* provides two Event markers, to be used like AMs in that they are placed in the opaque cup with the AMs at the beginning of each Game-Turn. The number of Event markers (zero to two) to place in the cup each turn is determined by the scenario or by players for scenario V or IX (3.8.1), while setting up the game. The more you use the longer the game (as the Events mean the players usually have to stop and do something).

(16.1.2) When an Event marker is drawn, the player who drew it rolls two dice, adding them, and consulting the Events Table to see which Event has occurred.

(16.1.3) Most Events affect everyone, so it matters little who drew the Event marker. However, if the Event marker is player-specific, it applies to the player who is activated by the next AM drawn (not specifically selected), even if it is the next Game-Turn.

16.2 The Events (Standard Game Only)

The Events that may occur, and how they affect play, are as follows:

Barbarian Invasion: The player Activated by the next AM rolls two dice and consults the Invasion Table for who, what, when, and where and places any Barbarian Army called for. See 13.4 for details. He performs a Major Move with the Barbarian Army and then takes his Operation for this Activation.

Conqueror: This Event affects the player who is Activated by the next drawn AM if he has an Elite leader in play. For this AM and all subsequent AMs during this Game-Turn that the player undertakes an Expansion Operation, that player may undertake a second Major Move, but only with the Elite leader and an Army stacked with him. This in addition to any Major or Minor Move that leader may undertake during the Expansion Operation. This allows the leader and his Army to move twice in an AM.

Disease: The player who gets Activated by the next drawn AM must roll one die, comparing that DR to the Campaign rating of his highest-rated leader in the game (add the Tactical and

Campaign ratings together—the leader with the higher total is the highest-rated leader—if tied, it's the player's choice). If the DR is the same as or lower than that rating, that leader has died. Remove him. Note that this Event affects better leaders more readily than lesser leaders.

Galley Technology: The player who gets Activated by the next drawn AM has all his Galley Squadrons increased to a value of 3 BP in any Naval Battles for the remainder of the Game-Turn. If two or more players get galley technology in the same turn, they all have it.

Harvest Time: The player drawing the Event rolls one die and consults the Harvest Table to see which Territory is affected. He then rolls another die:

- If the die is even, Harvests have been Bounteous. Increase the Stability of the player who Controls that Territory by two (+2). If no Control, no effect.
- If the die is odds, there is Famine and Drought. Reduce the Stability of the player who Controls that Territory by two (−2). If no Control, no effect.

Pirates: The player who had the last played AM places a Pirate marker, see 12.6.

Rebellion: A Rebellion has occurred. To determine where the Rebellion has occurred, and what kind of rebellion it is, by rolling two dice (2d6) and consult the Rebellion Table (Charts and Tables) for which Territory or Province has revolted. Remove all Garrisons in that Province (no matter to whom they belong) and reduce Stability by one (−1) for any player Controlling any Spaces in the area listed.

Exception: Naval Mutiny. *The player who had the last played AM designates any one Fleet on the map as having mutinied. That Fleet may not move for the rest of the Game-Turn or until the owning player pays 1T per Galley Squadron (and he must do so for all Galley Squadrons in that Fleet) ...whichever comes first.*

Revenues and Stability: This affects all players.

- If a player has less than 3T in his Treasury when the Event is rolled, subtract one (−1) from his Stability.
- If a player has more than 12T in his Treasury when the Event is rolled, add one (+1) to his Stability.

Slave Revolt: This affects the player who had the last played AM, but only if he has at least one Space with no Land Units in his home Territory. See 12.7. If a slave revolt is already in play against the affected player, treat this roll as No Event.

Soldier of Fortune: The player who gets activated by the next drawn AM may activate a Soldier of Fortune Army as per 12.4. Romans ignore and reroll for another Event.

Stability Check: If the player who had the last played AM has +3 Stability or below, he suffers the effect listed for his Stability level. Otherwise he targets another player at +3 Stability or below to suffer the effect listed for their Stability level. If he cannot target another player (i.e., all players have +4 or more Stability) he reduces his Stability by one (−1). The possible ramifications are:

- **Stability Level between 0 and +3 (Stable): *Unrest*.** The affected player must pay 3T for bread and circuses to keep the locals amused. If he does not have the 3T, or refuses to pay, lower his Stability by one (–1) for each Talent he refuses to or cannot pay.
- **Stability Level between –1 and –4 (Unrest): *Disorder*.** The affected player must, for his next Activation, move an Army worth at least 3 BP to his Capital Space (either Capital Space if the power has two), in addition to what he already has there. If he does not succeed in doing so, lower his Stability by one (–1) and remove all Garrisons he has, regardless of where they are.
- **Stability Level between –5 and –6 (Turmoil): *Civil War*.** The affected player:
 - ◊ may not undertake any further activations that Game-Turn. If he has no AM remaining in the cup this Game-Turn, all AM for the following Game-Turn cost 2T each.
 - ◊ Roll 1d6 for the allegiance of each Space occupied by the player, including Galley Squadrons. If the DR is odd, remove all Units in that Space, as having taken the wrong side (Cities and Towns in the Space are not removed). If the die-roll result is even, there is no effect on that Space.
 - ◊ Remove all leaders he has; replace with only one, newly drawn leader, who starts in his Capital Space (either Capital Space if the power has two).
 - ◊ Once all of the above is done, return the Stability Level of the player to –1/Unrest.

17.0 Event Cards (Adv. Game Only)

17.1 Using the Event Cards

(17.1.1) There are 55 cards, representing a wide realm of possibilities germane to the historical situation. All cards (other than those retained in a player’s Hand at Game-Turn’s end, as below, and/or those cards that have been played and removed from the game) are re-shuffled in the Victory Phase of the game in preparation for the next Game-Turn.

(17.1.2) **Types of Cards:** There are two types of cards: “Play When Drawn” and “Hold in Hand”. The former must be played immediately after a player draws it; the latter may be kept, according to the restrictions noted here.



(17.1.3) **The Card Segment:** Each time a player’s AM is played, and once he has paid for that AM, he must draw a card from the Deck. He then may (or must, if the card is a “Play When Drawn” type or if he has too many “Hold in Hand” cards in his Hand) either

- play that card, and/or
- play one from his Hand, or
- do nothing and keep the card in his Hand (secret from the other players) or
- discard that card or another one from his Hand if he has too many “Hold in Hand” cards in his Hand.

PLAY NOTE: Some of the scenarios specify that the game begins with the Operations Segment of the Activation Phase of a specific Game-Turn. For the very first AM, therefore, no card is drawn, since the Card Segment has already passed.

(17.1.4) **Keeping Cards:** A player may have no more than 3 “Hold in Hand” cards in his possession at any one time. If he already has 3 and draws another, he must play or discard one of his existing 3 if he wishes to add the new one to his Hand. In addition, a player may carry over to the next Game-Turn one (1) card, which he retains “In Hand”; all other cards are returned to the deck for Reshuffle at turn’s end.

(17.1.5) **When Cards are Played:** “Play When Drawn” cards are played during the Card Segment of the Activation Phase (immediately upon drawing them). “Hold in Hand” cards may be played during the Card Segment and/or any player’s Operations Segment of the Activation Phase. No cards may be played during any other segment or phase. A player may always discard a “Hold in Hand” card as No Event if he wishes. Furthermore, a player may play as many of his “Hold in Hand” cards as he wishes during an Activation (there is no limit).

PLAY NOTE: A player may play Event cards even if he chooses a Recruitment Operation instead of Expansion Operations. This means that it’s possible to play (for example) a BARBARIAN INVASION card (13.4), move and fight with the Barbarian Army, and then recruit.

(17.1.6) **Carthage and Cards:** The Carthaginians may play any “Hold in Hand” card for the purpose of raising Mercenaries, in addition to the actual mercenary card, as per 12.2.3. The Event on the card is ignored.

17.2 The Cards

The play/use of each card along with the number of such cards available (in parenthesis) is described below; in some instances (e.g., BARBARIAN INVASION, etc.), more details may be found in the actual rules.

ALLIANCE (2): The player who plays this card may open Political Talks with any one other player—and only one. See 4.2. This card may instead be played to end an alliance with Pergamum or Rhodes currently in place. This card may be held in Hand until played.

ALLIANCE WITH RHODES (1): When this card is played, the player has formed an alliance with Rhodes (if Rhodes is currently non-allied) and he must pay 3T for that privilege (treat as no effect if he cannot pay). Until that alliance ends (see the **ALLIANCE** card), that player:

- has the use of Rhodes' Galley Squadrons (but not the HI). He does not have to pay any maintenance for this Fleet, but he must replace any lost Galley Squadrons at the cost of 2T each during the Manpower Phase.
- receives 1T from each player whose Fleets enter Rhodes. See 12.5.1 for more details.

This card may be held in Hand until played.

ALLIANCE WITH PERGAMUM (1): When this card is played, the player has formed an alliance with Pergamum (if Pergamum is currently non-allied). Until that alliance ends (see the **ALLIANCE** card):

- That player has the use of any and all of Pergamum's Armies as if they were his own Army. They may combine with any of the player's own Armies. The player may use his Major Move to move a Pergamene Army; if he does so the player may use Minor Moves with his Units or with those of Pergamum.
- When taking losses, for each player BP or Galley Squadron lost, the player may eliminate a like number of Pergamenes to satisfy losses.
- Until a Pergamene leader is placed, each time the player uses his Major Move to move a Pergamum Army, the player rolls the die. If he rolls a 1-4, no Pergamene leader is placed and the Units are moved as if led by a 0-0 leader. If he rolls a '5', place the 1-4 Pergamene leader (in theory, Attalus I) in Pergamum; if it's a '6', place the 2-5 Pergamene leader (in theory, Eumenes II). These leaders are not removed between turns and are not replaced if eliminated.
- Pergamene Units may not be rebuilt, nor may she ever get new Units. If there are no Pergamene Units in play, treat card as No Event.
- While allied to Pergamum, the player cannot gain Control of Spaces initially occupied by Pergamene Armies (even if the player's Armies are the sole occupants of such a Space).

This card may be held in Hand until played.

AMBUSH (1): This card is played whenever another player's Units enter a Land Transit Point. Roll 1d6 and halve the result (rounding up). That number of BPs (at least) are eliminated from the moving Army. May not be used against an Army moving inside its Home Territory. This card may be held in Hand until played.

ARCHIMEDES EFFECT, THE (1): [So named for the brilliant Greek inventor who was instrumental in the defense of Syracuse against the Romans in 212 BCE.] Place the "Inventor" marker in any Space with a City. For the remainder of the current Game-Turn, that City gives two (2) Battle Die-Roll Shifts to the Defender in any Battle involving the City Wall Points in that Space. May be Held in Hand and played later.

BARBARIAN INVASION (2): Roll two dice and consult the Invasion Table for who, what, when, and where. See 13.4 for details. This card must be played when drawn.

BOUNTEOUS HARVESTS (2): Crops are so plentiful that granaries are overflowing and foraging is plentiful. The player rolls 1d6 to determine which Territory has such Goodness. Increase the Stability of the player who Controls that Territory by one (+1). If no Control, no effect. This card must be played when drawn.

CHANGE IN POLITICAL SCENE (1): A new party/tyrant/dictator has assumed control of your Power and decides to wipe the slate clean.

- Return your in-Hand cards to deck immediately and shuffle (you don't get to play any of the cards in your Hand first).
- Discard all your Opportunity Objective markers and select (randomly) Opportunity Objective markers equal to the number discarded.
- Increase (yes, increase) your Stability by two (+2).

This card must be played when drawn.

CHANGE IN FOREIGN POLICY (1): The player may use this against another player or for himself. The affected player blindly selects one Opportunity Objective marker from the OO Pool. He then randomly selects one Opportunity Objective (if he has any), not the one he just drew, to return to the OO Pool. This card must be played when drawn.

CONQUEROR (1): This card must be played at the beginning of an Expansion Operation. If the player playing this card has an Elite leader in play, for this AM that player may undertake a second Major Move, but only with the Elite leader and an Army stacked with him. This is in addition to any Major or Minor Move that leader may undertake during the AM. This allows the leader and his Army to move twice in an AM. It may not be played by the same player in the same Game-Turn as a Cunctator card. This card may be held in Hand until played.

CONSPIRACY (1): This card may be played against any other player. The player drawing the card designates any one, non-Elite on-map leader (not the SoF or Allies) as being a conspirator to overthrow his government. Remove that leader from the map and reduce that player's Stability by one (-1). This card must be played when drawn.

CUNCTATOR (1): An Anglicized version of the Latin word for someone proficient at delaying. Playing this card allows the player to Withdraw from Land Battle an unlimited number of times during the current Game-Turn, and without suffering the Stability loss for Withdrawing from a Space in the player's Home Territory. This card may not be played by the same player in the same Game-Turn as a Conqueror card. This card may be held in Hand until played.

DEUS EX MACHINA (1): This card acts as a counter to a card drawn/played by someone else. You may not play it against your own draw/play. When played, this card totally cancels whatever card was just played by another player. It must be played before any use of the card-to-be-cancelled takes place. Both cards are then discarded. This card may be held in Hand until played.

DIES IRAE [DAY OF WRATH] (1): This card affects only the drawing player. The gods are rather miffed. You must have done something to put them in such a dither. You have a choice:

- Pay 2T to the local priests to mollify the gods, or
- Cancel the AM that was just selected; you do not get to go.

This card must be played when drawn.

DIPLOMATIC MISSION INTO INTERIOR (1): The player may look at the actual strength of any two Tribal Counters that are within 4 Land Connections of any of his Major Power's Land Combat Units (but not Barbarian, Independent, or Allied Units). He does not have to tell anyone what he discovered. This card may be held in Hand until played.

DISEASE—ONLY THE GOOD DIE YOUNG (1): The player who draws this card must roll one die, comparing that die-roll to the Campaign Rating of his highest-rated leader in the game. If the Die-roll is lower than that rating, that leader has died. Remove him. The highest-rated leader is the leader whose Tactical Rating plus Campaign Rating yield the highest total (if tied, it's the owning player's choice). This card must be played when drawn.

FAMINE AND DROUGHT (2): Player rolls 1d6, consulting the Harvest/Famine Table to determine which Territory has Famine and Drought. Reduce the Stability of the player who Controls that Territory by one (–1). If no Control, no effect. This card must be played when drawn.

GALLEY TECH-ARTILLERY ENGINES (1): When this card is played its provisions are in effect for that player for the rest of the Game-Turn. The player's Galley Squadrons are each worth 3 BP in any Naval Battles. This card may be held in Hand until played. Once played, remove from game.

GALLEY TECH-THE CORVUS (1): This device allowed for easier, more efficacious grappling, and, thus, boarding. When this card is played its provisions are in effect for that player for the rest of the Game-Turn. The player's Galley Squadrons are each worth 3 BP in any Naval Battles. This card may be held in Hand until played. Once played, remove from game.

GALLEY TECH-THE HARPAX (1): The Harpax, or harpago, was an artillery propelled grappling mechanism that was a great leap forward in effecting boarding. When this card is played its provisions are in effect for that player for the rest of the Game-Turn. The player's Galley Squadrons are each worth 3 BP in any Naval Battles. This card may be held in Hand until played. Once played, remove from game.

INDEPENDENT EXPANSION (1): The player may place, at no cost, a Garrison in any unoccupied Space within 4 Land Connections of any of his Major Power's Land Combat Units (but not Barbarian, Independent, or Allied Units). This card may be held in Hand until played.

LOCAL INSURRECTION (1): Player removes any one Garrison Unit on the map, belonging to any player (including himself). If there are no Garrisons on the map, it is No Event. This card must be played when drawn

MERCENARIES (3): The player may spend 2T (and only 2T) to hire Mercenary Units (12.2) at the cost listed below. This is not an Operation. The Mercenaries are placed with any Army that player has on the map, but they all must go to the same location. All Mercenary HI and LI are removed from play in the Removal Phase of the next Game-Turn, regardless of their location on the map. Rome may not hire Mercenaries; the Roman player treats this card as No Event. This card may be held in Hand until played.

2T buys:

- 2 Merc LI, or
- 1 Merc Cav, or
- 1 Merc HI

NAVAL AMBUSH (2): This card may be played against any Army using Naval Transport that moves into a Port or NTP—but not Deep Sea Transit Point—within three Naval Connections (not through a Deep Sea Transit Point) of one of your Galley Squadrons. If that Army using Naval Transport does not have at least one Galley Squadron as an escort, the Land Units are completely destroyed. You may Ambush an Army using Naval Transport if the path of Naval Connections between your Fleet and the Army using Naval Transport goes into or through a Port or NTP containing enemy Galley Squadrons. This card may be held in Hand until played.

PIRATES (2): The player playing this card places a Pirate Fleet; see 12.6. This card must be played when drawn.

POLIORCATES EFFECT, THE (1): [So named for Demetrius Poliorcates, “the Besieger”.] If the player wishes, he spends 2T and buys himself some heavy siege equipment, a Helepolis. Place the Helepolis marker with any Army. When that Army is attacking a City or Town, the Helepolis gives you two (2) Battle DR Shifts. It is never used in Defense. It may be used in only one Battle, after which it is removed. It may be used to be a Colossus statue, if you are so inclined (no game effect). This card may be held in Hand until played.

PONTUS (1): Play of this card activates the Kingdom of Pontus, as per 12.5.5. See that section for full instructions. This card may be held in Hand until played. This card is removed from the game after being played.

RAISE THE MILITIA (2): When played, first lower the player's Stability level by one (–1). Then, the player rolls the die (1d6) and halves the result (rounding fractions up). The result is the number of Militia he may place in any Province in his Home Territory, as long as enemy Land Combat Units (including Barbarian Units) exist anywhere in that Territory. Lower the number raised by one (–1) if the player's Stability level is Unrest; if the Stability level is Turmoil, this card is treated as No Event. Militia Units do not cost anything to raise. However, they are removed in the Removal Phase of the next Game-Turn. This card may be held in Hand until played.

REBELLION (2): A Rebellion has occurred. To determine where the Rebellion has occurred, and what kind of Rebellion it is, roll two dice (2d6) and consult the Rebellion Table (Charts and Tables) for which Territory or Province has revolted, and the

Rebellion Rules (13.3) for what the effect is. This card must be played when drawn.

REVENUES AND STABILITY (4):

- If the player drawing this has less than 3T in his Treasury when drawn, subtract one (–1) from his Stability level.
- If the player drawing this has more than 12T in his Treasury when drawn, add one (+1) to his Stability level.

This card must be played when drawn

SLAVE REVOLT (1): This card affects the drawing player, but only if he has at least one Space with no Land Combat Units in his home Territory. Your Slaves are Revolting. See 12.7.

This card must be played when drawn. If a slave revolt is already in play against the drawing player, treat this card as No Event.

SOLDIER OF FORTUNE (1): Non-Roman players may activate a Soldier of Fortune Army as per 12.4. The Roman player may not do so, but instead this card enables him, under applicable circumstances to use a Dictator (12.4.7). This card may be held in Hand until played.

SPIES (1): When played, the player may look at the cards in the Hand of any one player. This card may be held in Hand until played.

STABILITY AND OPPORTUNITY (1): If your government is Stable, the player has a choice when playing this card:

- place an additional AM in the AM Pool at no extra cost to play, *or*
- select an additional Opportunity Objective marker to use (unless you already hold three).

This card may be held in Hand until played.

STABILITY CHECK (2): This card may be played against any player with a Stability Level of +3 or lower. The use of this card depends on the current Stability Level of the player against whom it is played. If the only player who would qualify is the drawing player he is forced to use this card on himself. If no one qualifies, the drawing player reduces his Stability by one (–1). The possible ramifications are:

- **Stability Level between 0 and +3 (Stable): *Unrest.*** The affected player must pay 2T for bread and circuses to keep the locals amused. If he does not have the 2T, or refuses to pay, lower his Stability by one (–1) for each Talent he refuses to or cannot pay.
- **Stability Level between –1 and –4 (Unrest): *Disorder.*** The designated player must, for his next (or current) Activation, move an Army worth at least 3 BP to his Capital Space (either Capital Space if the power has two), in addition to what he already has there. If he does not succeed in doing so, lower his Stability by one (–1) and remove all Garrisons he has, regardless of where they are.

- **Stability Level between –5 and –6 (Turmoil): *Civil War.*** The next (or current) AM for the affected player is used to do only the following:

◊ Roll 1d6 for the allegiance of each Space occupied by the player, including Galley Squadrons. If the result is odd, remove at least half of the Land Units and half the Galley Squadrons, rounded up. For any Space that is made vacant by such a removal, place a Garrison Unit therein. If the die-roll result is even, there is no effect on that Space.

- Remove all leaders he has; replace with only one, newly drawn leader, who starts in his Capital Space (either Capital Space if the power has two).
- Once all of the above is done, return the Stability Level of the player to –1/ Unrest.

This card must be played when drawn.

SUCCESSOR WARS ROLL ON (1): Little, it appears, kept the descendants of the “Successors” of Alexander the Great from continuing their efforts to be rulers of the Hellenistic World. The player who plays this card must immediately (before proceeding to his Operations Segment) conduct a Major Move with any one Army (but not Fleet) of Greek Units that are in Greece, or start within 3 Land or Naval Connections of Greece (if in play, the Soldier of Fortune Army not be used). The Army must (move to and) stay within Greece; it cannot go elsewhere. Other than that, it may do anything a normal moving Army would, including (and especially) attacking other Greek Units, Armies, Cities, and Towns. It may pick up Units as it moves, but not those in Cities or Towns. However, it may attack Units in Cities and Towns in order to destroy the location (but it may not engage in Sack and Plunder). Militia may not be recruited from Battles resulting from this card being played. If the card is drawn by the Greek player, treat as a –2 to Stability instead. This card must be played when drawn.

TACTICAL SURPRISE (2): This card gives its player a Battle Die-Roll Shift of two for any one Land Battle. This card may be held in Hand until played.

TRAITOR (1): Player may take one card—randomly—from the Hand of any other player. This card may be held in Hand until played.

TRIBAL RESURGENCE (2): The player draws, randomly and blindly, two Tribal Counters from those not in play and places each one, “?”-side up, in any unoccupied Tribal Space which does not already contain a Tribal Counter. If only one unoccupied Tribal Space is available, place only one; if none are available, treat the card as No Event. This card must be played when drawn.





CREDITS

DESIGN: Richard H. Berg

DEVELOPMENT: Neil Randall

DEVELOPMENT 2ND EDITION: Ralph Shelton

DEVELOPMENTAL ASSISTANCE: Walter Wintar, Kevin Coombs, Steve Carey

PLAYTESTING: Walter Wintar, Kevin Coombs, David Gee, Michael Gouker, Aaron Lewicki, Barry Setser, John Harvey, Jon Robertson, Jim Anderson, Dave Longworth, Stephane Brochu, Adam Freitag, Mark Beninger, David Deitch, Daniel Howse, Daniel King, Greg Lipin, Pierre Touchette, Kent Morrison, Brian Morris, John Staunton, Michel Boucher, Jean-Philippe Davignon, Bob Seulowitz, Martin Sample, Steve Jansen, Shawn Bozarth, David Fox, Norbert Brunhuber, Luke Holbrook, Michael Haag, John Haag, Peter Card, John Alsen, Kevin Caldwell, Dan Frick, Ralph Shelton and Geoffrey Greatrex.

PLAYTESTERS, 2nd Edition: Ken Lindsay, Jeff Newell, Michael Sosa, and James Webb

ART DIRECTOR: Rodger MacGowan

BOX ART AND PACKAGE DESIGN: Rodger MacGowan

MAP: Knut Grünitz

EVENT CARDS: Terry Leeds

COUNTERS: Rodger MacGowan, Mark Simonitch and Mike Lemick

MANUALS: Charles Kibler

PROOFREADING: Bob Schindler, Tom Wilde

PROOFREADING 2ND EDITION: Larry Burman

LIVING RULES PROOFREADING/EDITING: Neil Randall and Steve Carey

PRODUCTION COORDINATION: Tony Curtis

PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

INDEX

Abbreviations.....	1.4	Maintaining Land Units and Fleets.....	6.4
Activations.....	3.4	Major & Minor Moves.....	9.1
Activation Markers.....	3.4	Mamertines.....	12.5.2
Advanced Game.....	1.2	Manpower Maximums.....	6.4.2
Alliances.....	4.1, 4.2	Mercenaries.....	12.2
Alpine Pass Connection.....	9.5.2	Militia.....	12.3
Amphibious Attacks.....	11.3.3, 11.3.5	Mountain Fortress Spaces.....	9.6.5
Attrition.....	9.6	Movement Point Costs.....	9.2
Barbarians.....	13.0,	Naval	
Units.....	13.2	Battles.....	11.4
Invasions.....	13.4	Disaster.....	11.2
Battles (Land).....	10.0	Movement.....	11.1
Battle Points (BPs).....	1.4, 7.3.1, 10.3	Operations.....	11.0
Building Galley Squadrons.....	6.3	Transport.....	11.3
Building Cities and Towns.....	7.1	Withdrawing from Naval Battles.....	11.4.2
Bribery.....	4.4	Objective Opportunity Markers.....	2.3
Capitals.....	1.4, 14.2.1	Operations.....	3.5
Capturing, Destroying & Rebuilding.....	7.4	Pergamum.....	12.5.4
Carthaginian Limitations.....	6.4.3	Pirates.....	12.6
Cavalry in Battle.....	10.4	Play Order.....	3.3
Charts and Tables.....	2.6	Pontus.....	12.5.5
Cities and Towns.....	7.0	Pre-Battle Withdrawal.....	9.4
Civilization Points (CVP).....	15.3	Provinces.....	2.1.2, 5.0, 5.2.2
Collecting Income.....	6.1	Raising Land Units.....	6.2
Connections.....	2.1.4	Re-Rolls.....	10.3.5
Control.....	5.0, 7.2	Rebellions.....	13.3
Effects of Enemy Control.....	5.4	Rebuilding Cities and Towns.....	7.1.6
Provinces.....	5.2	Regrouping.....	10.7.7
Spaces.....	5.1	Resolving Land Battles.....	10.3
Territories, Towns, Cities.....	5.3, 7.2	Retreating.....	10.7
Corinthian Isthmus.....	2.1.4	Rhodes.....	12.5.1
Elephants.....	10.4, 10.4.6, 12.8	Roman Legionary Cavalry.....	10.4.4
Elite Leaders.....	8.3	Sack and Plunder.....	7.5
Events.....	16.0	Sequence of Play.....	3.2
Event Cards.....	2.4, 17.0	Siege Expertise.....	10.5
First Turn Restrictions.....	3.6	Simplified Rounding.....	10.3.6
Fleet Maintenance.....	6.4.1	Slave Armies.....	12.7
Galley Squadrons.....	6.3, 11.0	Soldier of Fortune.....	12.4
Game Scale.....	1.3	Spaces.....	2.1.3, 5.1
Garrisons.....	12.1	Special Points & Connections.....	9.5
Geographic Objective Points (GOP).....	15.2	Special Units.....	12.0
Getting and Spending.....	6.0	Stability.....	14.0
Heavy Infantry.....	10.6	Straits.....	9.5.3
How to Win.....	3.7	Syracuse.....	12.5.3
Independents.....	12.5	Tactical Rating.....	8.2.1
Initial Deployment.....	3.1	Talents.....	2.5
Interceptions.....	9.3	Talking the Talk.....	4.5
Isolation.....	9.6	Territories.....	2.1.1
Land Battle Sequence.....	10.2	Tracks.....	2.1.5
Land Movement.....	9.0	Transit Points.....	2.1.3, 9.5.1
Leaders.....	8.0	Tribes.....	13.1
Leader Death.....	8.4	Unit Costs.....	6.2.7
Legions		Unit Counters.....	2.2
Without Cavalry.....	10.4.5	Victory Points.....	15.0
Reducing.....	10.6	Wall Points.....	7.0.1, 7.1.6, 7.3
Length of Play.....	3.8	Win, Lose, or Draw.....	10.1
Lines of Communications.....	6.1.5		

SEQUENCE OF PLAY

A. Income Phase. (Ignore for First Game-Turn.) Each player collects income from Controlled Provinces, Territories, Towns, and Cities (6.1).

B. Maintenance Phase. (Ignore for First Game-Turn.) Each player pays Maintenance for all Fleets plus Armies over the allowed maximums (6.4). In addition, each player loses Stability Points if the number of HI or LG (whether full-strength or reduced) he has on the map exceeds his current Civilization Point total (14.2).

C. Removal Phase. (Ignore for First Game-Turn.) Remove leaders (8.1.1), Militia Units (12.3.3), Mercenary HI and LI (12.2.6), the Soldier of Fortune leader and Army (12.4), and Barbarian leaders and Armies (but not face-up tribal counters or independent Armies, and not Barbarian Armies created by some Rebellions; 13.3). Convert Mercenary Cavalry to Regulars (12.2.6).

D. Leader Selection Phase. (Ignore for First Game-Turn.) Each player randomly draws their leaders for that Game-Turn, from his pool, per 8.1. He records their placement secretly on a piece of paper, with the first leader drawn in his Capital and the other in any Space on the map containing at least one of his Land Combat Units, Garrisons, Cities, or Towns. The placements are then revealed simultaneously after all players are ready.

E. Manpower Phase. (Ignore for First Game-Turn.) Players may do any or all of the following: raise Land Units, create Garrisons, build Galley Squadrons (6.2-6.3), and purchase Opportunity Objective markers (15.4.4) when allowed to do so. Also, Reduced HI or LG Units must either be rebuilt to full strength or they are automatically removed and replaced by a Garrison Unit (10.6.6). All players plan their Manpower activities secretly on a piece of paper, revealing them simultaneously after all players are ready. For competitive games, set a time limit of five minutes to make these plans.

F. Activation Phase. The player who played the most recent Activation draws an Activation Marker from the Activation Pool (except for the first set of Activation Markers; 3.3). Play proceeds according to the following sequence.

0. Events Segment: (Standard Game Only) If an Event marker has been drawn, the player who drew that marker rolls to see which Event has occurred; see 16.1. After completing the Event, return to Phase F if Activation Markers remain in the AM pool; otherwise, go to Phase G.

1. Payment Segment: The player pays 1T for using that AM. If he cannot pay; see 3.4.4.

2. Card Segment: (Advanced Game Only) The player draws a card from the top of the Event Deck. If he wants to, or must, play the card, all of its immediate effects are put into play before proceeding. He may play other cards from his Hand at this point (17.1.3).

3. Operations Segment: The player may undertake one of the following Operations:

a. Expansion: (Major Moves & Minor Moves)

- Military: Move and/or attack per 9.0-11.0.
- Construction: Build or rebuild Cities and/or Towns, per 7.1, in place of a Minor Move.

b. Recruitment: Raise Land Units OR build Galley Squadrons using the same mechanics as in the Manpower Phase (E);

c. Call a Meeting: (Standard Game Only) See 4.1. A player Calling a Meeting does not pay the 1T in the Payment Segment for using the AM. As a result, the Meeting Operation is an Operation that players with 0T can perform.

4. New Activation Marker Segment: If Activation Markers remain in the AM pool, return to the start of Phase F in order to draw another AM. If there are no AMs left, go to Phase G.

G. Attrition and Isolation Phase.

1. Land Units: Apply attrition (9.6.3) to any Land Units (not Garrisons or leaders) that are Isolated (9.6.1).

2. Fleets: Eliminate any Fleets not in a friendly Controlled Port (9.6.4).

H. Victory Phase.

1. Tabulate Victory Points (15.0) and note any change to Stability Level (14.0).

2. Determine if anyone has won an Automatic Victory (see Scenario rules). If more than one player wins an Automatic Victory, the player with the highest VP total wins. If tied, the player with the highest Stability wins. If still tied, those players all win.

3. Return all cards to the Event Deck (Advanced Game Only)—except those which say “Use Once and Remove” and the card(s) retained In Hand (17.1)—and shuffle the Deck anew. Place the reshuffled deck on the table available for use in the next Game-Turn.

I. Play Order Determination Phase. Players determine the order of the first round of Activations (3.4.2) for the next Game-Turn and place the first set of Activation Markers on the board in that order. The remainder of the AMs go into the AM Pool.



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com