

## EVENTS TABLE

One player rolls 1d6 and 1d10 and adds them together.  
The total gives the event number, which is applied immediately:

1d6 + 1d10	EVENTS
1	Unhealthy conditions at Roma. The old cosmopolitan capital of the Republic is struck by an epidemic. All combat units in the zone of Roma are flipped to their reduced side. If a Faction Leader is at Roma, he suffers the effects of event #4 there.
2	Disastrous weather. Movement allowance of all leaders and combat units is reduced by 1 for the entire year.
3	Roman discouragement. In all combat against non-Romans, the Romans suffer a malus of 1 to the die roll, against them.
4	Illness of the Faction Leader controlling Roma. He cannot leave the zone where he is for the entire year. If he must leave it due to a defeat in battle, he dies. The TB of the ill Faction Leader is not used in any combats in his zone.
5	Barbarian warlike vigor. In battles in which at least one unit of Germanic or Celtic Nationality is engaged, the owning player gains a bonus of 2 to the die roll.
6	Political agitation. All Faction Leaders must remain in or move as rapidly as possible to the nearest city they control (using their entire MA by the shortest route). They must remain there for the rest of the turn.
7	Severe winter. The total number of SMCs is reduced by 1.
8	Divine influence for peace. The number of SMCs for the turn is reduced by 2 (one for each player, starting with the player who has the initiative).
9	Neptune's wrath. Tempests and pirates render voyages at sea uncertain. Naval movement is prohibited during this turn.
10	Unpopularity of the Faction Leader controlling Roma. At the end of Phase E, the opposing player gains an extra SMC, in addition to those established for the turn.
11	Desertion. Roll 2d6, keeping the 2 rolls separate. The regions affected are as follows: 1 Gallia, 2 Hispania, 3 Italia, 4 Graecia, 5 Asia, 6 Africa. If the two die rolls are the same, the event is cancelled. The players who control the two affected regions must remove 2 of their Legio units from play in each of those two zones.
12	Donation to the legions. In all combats involving Legio units against non-Roman units, the Romans gain a bonus of 1 to the die roll in their favor.
13	Plague in the Orient. All combat units in the zones of Asia, Pontici and Aegyptii are flipped to their reduced side. Those already reduced are removed from play for this turn. Leaders do not suffer the effects of Plague.
14	Parthian versatility. If the Parthi are at peace with the Roman Republic, they immediately declare war. If at war, they are immediately pacified.
15	Famine among the barbarians. All units belonging to Peoples of German and Celtic Nationalities are reduced. In all battles in which a German or Celtic unit participates, that Force suffers a malus of 1 on the die roll.

*Note: Every bonus and malus to battle that the Events Table provides can be either positive or negative, depending on whether the beneficiary is attacking or defending.*

*Example: Event #3 gives a malus of 1 to the Romans. If the Romans are attacking, the modifier to the die roll for resolving the battle will be -1, but if the Romans are defending, the modifier will be +1.*

## TABLE OF ENTRY AND DEATH OF ROMAN LEADERS

Roll 1d10 per leader during Phase D for each year listed below.

Leader	Name	Entry	Initial Faction	-43 to -39	-38 to -34	-33 to -29
Afranius	Lucius Afranius	D	R			
Agrippa	Marcus Vipsanius Agrippa	A	C			
Ahenobarbus	Lucius Domitius Ahenobarbus	D	R	< 2	< 4	< 6
M. Antonius	Marcus Antonius	D	C			
L. Antonius	Lucius Antonius	A	R			
Bassus	Publius Ventidius Bassus	-48	C			
Bibulus	Marcus Calpurnius Bibulus	-48	R		< 2	< 4
D. Brutus	Decimus Junius Brutus Albinus	D	C			
M. Brutus	Marcus Junius Brutus	-48	R			
Caesar	Caius Iulius Caesar	D	C	< 2	< 4	< 7
Calvinus	Gnaeus Domitius Calvinus	-48	C			
Cassius	Caius Cassius Longinus	-48	R			
Cato	Marcus Porcius Cato Uticencis	D	R	< 2	< 4	< 6
Corvinus	Marcus Valerius Messalla Corvinus	A	R			
Curio	Gaius Scribonius Curio	D	C		< 2	< 4
Dolabella	Publius Cornelius Dolabella	-48	C			
Flaccus	Gaius Norbanus Flaccus	A	C			
Hirtius	Aulus Hirtius	D	C		< 2	< 4
Labienus	Titus Labienus	D	R	< 2	< 4	< 7
Lepidus	Marcus Aemilius Lepidus	D	C			
Lurium	Marcus Lurium	A	C			
Menas	(ou Menodorus)	A	R			
Octavianus	Gaius Julius Caesar Octavianus	A	C			
Pansa	Caius Vibius Pansa Caetronianus	A	?			
Petreibus	Marcus Petreibus	D	R			
Plancus	Lucius Munatius Plancus	-48	C		< 2	< 4
Pollio	Gaius Asinius Pollio	-48	C			
Pompeius	Gnaeus Pompeius Magnus	D	R	< 3	< 6	< 8
G. Pompeius	Gnaeus Pompeius	D	R			
S. Pompeius	Sextus Pompeius Magnus Pius	-48	R			
Salvidienus	Quintus Salvidienus Rufus	A	?			
Saxa	Decidius Saxa	A	C			
Scipio	Quintus Caecilius Metellus Pius Scipio Nasica	D	R			
Spinther	Publius Cornelius Lentulus Spinther	D	R			
Sulla	Publius Cornelius Sulla	-48	C			
Trebonius	Gaius Trebonius	D	C			



### Entry

D indicates that the leaders are deployed on the map at the start of the game.

Leaders entering play later do so during Phase C of the game turn.

The date of entry is shown in the Entry column. An A signifies that the leaders in question appear during the Phase C following Caesar's death (whatever its cause).

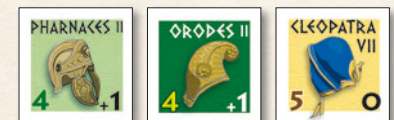
*Note: The initial deployment of leaders already on the map is provided in each scenario. The faction that the leader belongs to when deployed is shown by the letter C for CAESARIAN or R for REPUBLICAN. A «?» signifies that the leader in question is assigned randomly: roll 1d6, and if the result is even he joins the CAESARIAN faction; if odd he joins the REPUBLICAN faction.*

### Natural death (i.e., death from natural causes)

Check for the death of each leader during Phase D on each turn that falls within the years listed for him on the table. Roll 1d10. If the result is lower than the number shown, the leader dies and is immediately and permanently removed from play.

If there is no number for him on the table, it signifies that no check is needed, since he is too young to die of natural causes.

*Examples: For Pompeius, a result of 5 allows him to live in 39 B.C., but the same result in 38 B.C. would result in his death. Curio does not check in 39 B.C., but he has to check in 38 B.C. Octavianus never has to check.*



## TABLE OF NON-ROMAN LEADERS

Name	Entry	Death
Cleopatra VII	-49	Never (see specific rule for Scenario 7)
Achillas	-49	During 1st Allegiance or Pacification of the Aegyptii
Orodes II	-49	-39
Pacorus & Surena	-49	Never
Phraates IV	-38	Never
Pharnaces II	-49	During 1st Allegiance or Pacification of the Pontici
Darius	The turn following the death of Pharnaces II	Never
Juba I	-49	During 1st Pacification of the Numidae
Juba II	The turn following the death of Juba I	Never

## COMBAT TABLE

1d6	Odds									
	1/3 et -	1/2	2/3	4/5	1/1	5/4	3/2	2/1	3/1	4/1 et +
< -2	E•R	E•R	E•R	A•R	A•R	A•R	A•¼	A•¼	A•¼	R•R
-1	E•R	E•R	A•R	A•¼	A•¼	A•¼	A•½	A•¼	R•R	R•R
0	E•R	A•R	A•¼	A•¼	A•¼	A•½	A•½	R•R	R•R	¾•A
1	A•R	A•R	A•¼	A•½	A•½	A•¾	R•R	R•R	¾•A	½•A
2	A•R	A•¼	A•¼	A•½	A•¾	R•R	R•R	¾•A	½•A	R•A
3	A•R	A•¼	A•½	A•¾	R•R	R•R	¾•A	½•A	½•A	R•A
4	A•¼	A•½	A•½	R•R	R•R	¾•A	½•A	½•A	¼•A	R•A
5	A•½	A•½	R•R	R•R	¾•A	½•A	½•A	¼•A	¼•A	R•A
6	A•½	R•R	R•R	¾•A	½•A	½•A	¼•A	¼•A	R•A	R•A
7	R•R	R•R	½•A	½•A	¼•A	¼•A	¼•A	R•A	R•A	R•E
8	R•R	¼•A	½•A	¼•A	¼•A	¼•A	R•A	R•A	R•E	R•E
> 9	¼•A	¼•A	¼•A	R•A	R•A	R•A	R•A	R•E	R•E	R•E

### Results (see 8.4.2) :

Results are shown as follows: result for the attacker / result for the defender.

The winner of the battle is indicated by **BOLD** print. The loser must exit the zone if he is not eliminated. Eliminated combat units are placed in the Reserve (Romans) or information boxes (non-Roman Peoples) until reused later, during Adjustments (see 9.).

E = All combat units in the Force are eliminated.

A = All combat units in the Force are reduced; units already reduced are eliminated.

1/2, 1/4 or 3/4 = Reduce a portion of that side's units (Note: only the victor's units are affected by these results, as shown in bold on the Combat Table.) No more units can be affected than the number of units in the defeated force (number of units, not number of SP). Units already reduced are eliminated. Always round the number of units to be reduced in the owner's favor.

R = No losses.

*Example: The attacker has 2 combat units, the defender 9. The result is 1/2 / A. All of the defender's units are reduced (those that were already reduced are eliminated). The attacker must reduce 1/2 of 9, which would*

*be 4.5 units, rounded down to 4 (if he wishes or is forced to reduce units that were already reduced, they are eliminated).*

*Note: If the victorious player must reduce more units than he has, he is only required to reduce all the units he has in the combat, and they are only reduced once. Example: 2 units in normal status attack 4 reduced units, and the result of the combat is 3/4 / A. The winner is the attacker, who must lose 3 units. Since he has only 2, he merely reduces his two units.*

Leaders of a Force which suffers an E result are eliminated.

**Faction Leaders, Pretenders and Assassins of Caesar: see 8.5.2.**

### Modifiers to the die roll (see 8.6):

- a) + TB for the attacker  
- TB for the defender.
- b) -1 if a Force of the enemies of Rome (non-Roman units only) is the defender in a zone outside the Roman Republic.
- c) +1 if a Force of the enemies of Rome (non-Roman units only) is the attacker in a zone outside the Roman Republic.

For combat between Forces containing at least one Faction Leader on each side:

d) +1 if the attacker has a higher PC than the defender.

e) -1 if the attacker has a lower PC than the defender.

f) -1 if the attacker has crossed a major river (see 7.2 How to move) or a strait to enter the zone where the battle occurs.

*Note: all of these modifiers are cumulative.*

### Column shifts

a) Shift the result one column to the right if the attacker has an average Quality higher than that of the defender.

b) Shift the result one column to the left if the attacker has an average Quality lower than that of the defender.

c) Shift the result two columns to the right if the attacker has an average Quality at least twice that of the defender.

d) Shift the result two columns to the left if the defender has an average Quality at least twice that of the attacker.

*Note : a) and c), as well as b) and d), are not cumulative.*

## TABLE OF REGIONS

Adjustments and recruitment proceed in the order indicated below:



Order	Regions and Roma	Garrison (Legio)	Recruitment				Zones for control	Cities for control	Control Points
			Legio	Auxilia	Equites	Naves			
1	Italia	2	4	0	1	2	4	3	5
2	Asia	3	2	1	1	1	3	2	3
3	Gallia	3	1	2	2	1	5	2	2
4	Africa	1	2	1	2	2	2	1	3
5	Graecia	3	2	2	1	1	3	2	2
6	Sicilia	0	1	2	0	2	2	1	1
7	Hispania	2	1	1	2	0	3	2	2
	Roma	0	-	-	-	-	1	1	2