Alea Iacta Est

Imperator series, volume IV.

*"Sunt geminae Belli portae - sic nomine dicunt -
religione sacrae et saevi formidine Martis;
centum aerei claudunt vectes aeternaque ferri
robora, nec custos absistit limine Ianus.
Has, ubi certa sedet patribus sententia pugnae,
ipse Quirinali trabea cinctuque Gabino
insignis reserat stridentia limina consul;
ipse vocat pugnas."*
Virgil, Aeneid, Book VII, lines 607-614.

*"There are two gates of War (so they are called),
made sacred by religion and the fear of savage Mars.
They are secured by five score brazen bolts
and by the everlasting strength of iron,
nor does Janus ever cease to guard those portals.
The Fathers having cast their votes for war,
the Consul, stately in his Quirinal array
and Gabinian cincture, opens the grating portals
and himself announces war."*

A game by Frédéric Bey

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The present version of the rules integrates the errata and the modifications appearing since the publication of the game. All these corrections or clarifications are noted in red.

Alea Iacta Est is a strategic historical game for two players. It narrates the civil wars that tore the late Roman Republic to shreds and paved the way for the establishment of the Principate. The period covered extends from Caesar's crossing of the Rubicon with soldiers of the XIII Legion (12 January, 49 B.C.) to Octavianus' closing of the doors of the Temple of Janus (11 January, 29 B.C.), the act that symbolized the return of peace. One player defends the interests of Caesar, his allies, his partisans and his successors. The other defends the interests of his adversaries. The roles of the two players may be reversed during the game.

The rules of *Alea Iacta Est* constitute an evolution for a different epoch of the game system developed for *Imperator* (VaeVictis n°42), *Semper Victor* (VaeVictis n°56) and *Ultimus Romanorum* (VaeVictis n°74). These games, though similar, cannot be played using the rules from another game in the series.

0. General rules

0.1. Dice
The game requires one six-sided die (1d6) and one ten-sided die (1d10), for which the 0 is a zero, not a 10.

0.2. Map
The map represents the Roman Republic and its neighboring regions. It is divided into zones in order to regulate the placement and movement of counters. There are three categories of zones: terrestrial zones, naval zones and coastal zones (terrestrial zones adjacent to a naval zone).

0.3. Game scale
One game turn represents one year of real time. The completion of game turns is recorded by moving the *Turn* marker one space on the Turn Record Track printed on the map.
One strength point (SP) represents about 1,000 men.

0.4. Stacking
There is no stacking limit in the zones on the map of ***Alea Iacta Est***. However, there are stacking restrictions linked to Nationality of units (see **1.1 Nationality** and **4.2.4 Stacking**).

0.5. Players and sides (factions)
One player defends the interests of Caesar, his successors and his Roman and non-Roman allies. He is termed the CAESARIAN player. The other player defends the interests of Caesar's rivals and their Roman and non-Roman allies. He is termed (for simplicity's sake) the REPUBLICAN player.

The players may have to change sides (switch factions) during the course of the game (see **5**).

1. Leaders and combat units

1.1. Nationality

The Nationality of each leader and combat unit is shown on the counter. Each Nationality can include several Peoples (*Example:* The Celtic Nationality includes the following Peoples: Alpes, Galatae, Celtiberes, and Pannonii). The Nationalities in the game include:

- Romans
- Illyrians (Illyrii)
- Iranians (Parthi)
- Germans (Germani)
- Celts (Alpes, Galatae, Celtiberes, Pannonii)
- Thraco-Phrygians (Daci, Thracii, Pontici, Cappadocii, Armenii)
- Hamites-Semites (Mauri, Nabatenei, Numidae, Judaei, Aegyptii).

1.2. Leaders

Each player has a number of counters representing his leaders. The front of a leader counter displays the following ratings:

- Command Capacity (CC)
- Tactical Bonus (TB)

In addition, for Roman leaders only:

- Political Capacity (PC)
- Strategic Rating (SR)

Some Roman leaders also have a symbol identifying them as potential Assassins of Caesar.

1.2.1. Identification

For Roman leaders, one side of the counter is used when the leader belongs to the CAESARIAN side (or faction), and the other side of the counter is used when the leader belongs to the REPUBLICAN side, with sometimes different ratings. Some leaders have only one side. *Example*: Pompeius' counter has a REPUBLICAN side but not a CAESARIAN side.

The back of non-Roman leader counters is labeled *Pax Romana*. The counter has that side up when that leader's People is at peace with Rome or is not under allegiance to either of the Roman factions (see **4.2.2 Activation** and **4.4 Control and Allegiance**).

1.2.2. Movement allowance

All leaders have a movement allowance (MA) of 4. This is not printed on the counter.

1.3. Combat units

Combat units are represented by counters showing a soldier icon (either an infantryman, a cavalryman or a ship) and a number of ratings. The front of each counter shows its ratings when in a normal state, while the back shows the reduced ratings that apply to the unit when it is in a weakened state:

- Strength Points (SP)
- Quality (QU)
- Tactical Bonus (TB)

1.3.1. Identification

The name of the unit (if Roman) or that of the People it belongs to is indicated on the counter.

1.3.2. Movement allowance

Land combat units have a movement allowance (MA) of 3. This is not printed on the counter.

Naval combat units (naves) have a movement allowance of 1 movement point (MP) and have their own movement rules (see **3.4.1 Naval movement** and **4.3 Movement**).

2. Sequence of Play
A game lasts a fixed number of game turns as specified in each scenario. A turn proceeds in the following order:

A. Strategems
- All available strategem counters are placed in a cup.
- Each player draws one strategem, keeping it secret.

B. Initiative
The CAESARIAN player rolls 1d6. If the result is lower than the PC of the CAESARIAN faction's leader (the leader with the higher PC rating if there are two), he wins the initiative and will play first in Phases C and E. Otherwise the REPUBLICAN player wins the initiative.
Exception: If a player has the *Initiative* strategem, he can annul and reverse the result in his favor by playing that strategem immediately (see **6.1 Strategems available in Phase B**).

C. Geostrategy
Players perform geostrategic operations in the order determined in Phase B (initiative player first). The possible operations are as follows:
- **Leaders**. Place Roman leaders entering the game in accordance with the restrictions listed in **3.3.2. Entry during play**, and non-Roman leaders entering or returning to the game, on any combat unit belonging to their faction.
- **Activation of non-Roman Peoples**. Players put in a cup the markers bearing the names of each of the major non-Roman Peoples not under allegiance to one of the players. Also put the 3 *Leurres* (dummy) counters in the cup. One player blindly draws a counter from the cup:
  - If it is a dummy or the marker of an already-activated People (with its leaders already on their normal side on the map), no new People is activated.
  - If it is the marker of a People not yet activated (its leader still on its PAX ROMANA side on the map), that People is immediately activated (see **4.2.2**) and is controlled by one of the two players who places it under allegiance to him (see **4.4.1** and **4.4.2**).
- **Strategems**. The CAESARIAN and the REPUBLICAN player can play one or more strategems usable in Phase C (see **6.2**) or make a diplomatic attempt at Allegiance (see **4.4.2**).

D. Administration
- **Determine the number of Movement/Combat Sequences (SMCs) for the game turn**: The players add together the CAESARIAN faction leader's SR (the leader with the higher SR if there are two) and the REPUBLICAN Faction Leader's SR (again, the leader with the higher SR if there are two). The sum obtained is the total number of SMCs (**Phase E**) for that turn.
  Example: In 48 B.C., the CAESARIAN Faction Leader is Caesar (SR=6) and the REPUBLICAN Faction Leader is Pompeius (SR=5). Thus we have 6+5 = 11 SMCs.
- **Assign SMCs**: Each player's number of SMCs is shown by placing his SMC marker on the track provided.
  - If the total number of SMCs is even on a turn, each player gets half of them.

o   If the total number of SMCs is odd, the initiative player gets the extra one.

Example: In the example above, if the CAESARIAN player has the initiative, he gets 6 SMCs and the REPUBLICAN player gets 5.

- **Determine random event**: One player rolls 1d6 and 1d10, adds them together, and consults the **Events Table** to find out which event occurs.
- **Leaders**: Possible designation of a second Faction Leader (see **3.5.1 Restrictions and designation**). Check for natural death of each leader on the map as needed, referring to the **Table of Entry and Death of Leaders**.
- **Reinforcements**: Place reinforcements on the map as appropriate. Players are also free to disband legions and remove their counters from the map.

E. Movement and combat

Starting with the initiative player, the two players alternate their movement/combat sequences, up to the limit determined in **Phase D**.

Each SMC is organized as follows:

E.1 Movement: The player moves his units in accordance with the restrictions outlined in **3.4** or **4.3** and in **7**.

E.2 Combat: The player resolves all of his combats in accordance with the restrictions outlined in **8.**

E.3 Record SMC: The player reduces his SMC by one space on the SMC track.

The opposing player then executes his SMC (E1, E2 and E3) in the same way, and the process is repeated until all SMCs allowed for this turn have been completed.

Example: Using the example above for the year 48 B.C., where the SMC number was 11 for the turn, if the CAESARIAN player gained the initiative he would perform 6 SMCs and his opponent would perform 5. The players would take turns performing an SMC, starting with the player who had the initiative (in this case the CAESARIAN player, who has Caesar), until all 11 SMCs have been completed.

Strategems: At any point in Phase E, either player can play one of his strategem counters, if it is one that can be used in this phase (see **6.3 Strategems available in Phase E**).

F. Apply results of the campaign

Resolve in the following order:

- **Death of the Republic (and possible end of game)**: Players check the SPQR track, which has the two-sided marker *Cicero* (front) / *Princeps* (back). If the marker is in space 5, the game ends immediately and final Victory Points are tallied (see **5.1**).
- **Change sides (factions)**: The players change sides if conditions have been met during the turn (see **5.2**).
- **Assassination of Caesar (Scenario 1 only)**: As long as the Caesar counter is in play, check for the possibility that he has been assassinated. Once he has been assassinated, check the status of his Assassins and the consequences for them. This segment of the sequence of play is skipped after all of Caesar's Assassins have been eliminated (see **3.5.3 The assassination of Caesar**).

- **Roma and Regions**: Control of Roma and of each region of the Roman Republic is checked, and control markers are placed as needed (see **3.7.3**). Control of non-Roman Peoples is determined (see **4.4.1**).
- **Victory Points**: Victory conditions are checked and victory points (VP) scored are marked, using the appropriate track and markers for each faction. *Note:* certain VP are scored during play, outside of Phase F (see **10. Victory**).
- **Adjustments**: Adjustments are made (placement of units, status of non-Roman Peoples) (see **9. Adjustments**).
- **Markers and strategems**: Each player can keep only a maximum of 3 strategem counters and must put any extras back in the cup. Advance the Turn marker one space.

Return to **Phase A** unless this is the last turn of the game.

3. The Roman Republic

This section covers all rules specific to the Roman Republic.

3.1. The Republic

3.1.1. Regions

The Roman Republic is divided into 7 **Regions**, which are outlined by borders of different colors (see the map legend): Africa, Asia, Gallia, Graecia, Hispania, Italia, and Sicilia. Each region is divided into zones which are numbered so as to be easily identified.

Designer's note: The borders of zones do not correspond exactly to those of the provinces of that epoch, and their grouping together into regions has no basis in reality under the Republic: it is simply a game device to enable the simulation of the civil wars to function as a whole. As an example, note that Crete (Graecia zone 5) was often associated historically with Cyrenaica (Africa zone 3) and that the two zones are nevertheless placed in different regions.

The information box for each region indicates:
- The minimum number of legions which must be stationed there permanently (as a garrison). Players cannot voluntarily violate this requirement;
- The number of legions which can be recruited there during the annual adjustments;
- The number of auxiliary and cavalry units which can be recruited there during the annual adjustments;
- The number of naval units which can be recruited there during the annual adjustments;
- The number of zones and cities that must be controlled in order to control the region;
- The number of control points for each region.

3.1.2. The City (Roma) and other cities

Roma is the sole capital of the Republic. Roma and the other cities are important for adjustments (see **9. Adjustments**) and for victory conditions (see **10. Victory**).

3.2. Roman combat units

3.2.1. Legions (Legio)

Legions are the basic unit in armies of this epoch.

Designer's note: Levying new legions by the protagonists during the civil wars led historically to several legions being assigned the same number. This is reflected in the game, where several units have the same name, but not the same ratings, and bear a R icon ("Recrues" for Conscripts).

3.2.2. Cavalry (Equites) and Auxiliaries (Auxilia)

Cavalry and auxiliary units are recruited from among allies of the Republic and can support the legions on the battlefield.

3.2.3. Fleets (Naves)

Naves enable the transport of armies by sea and can also fight naval battles.

3.3. Initial placement and entry during play

3.3.1. Initial placement

The scenarios provide information on initial placement of leaders and combat units for both factions.

3.3.2. Entry during play

The turn of entry for Roman leaders is shown on the **Table of Entry and Death of Leaders**. This table also indicates which side they belong to initially. Leaders entering or returning to play

are deployed in any zone free of enemy units, as long as the zone contains a city and belongs to a region controlled by their faction. Units recruited by either faction during adjustments (see **9.**) are deployed in any zone free of enemy units and containing a city, as long as the region is controlled by their faction and allows them to be recruited.

3.4. Roman movement

3.4.1. Land movement

During Phase E.1 of each SMC (see **2.**), leaders and combat units can move in accordance with the following restrictions:

- A leader can move alone through any land zones on the map, up to the limit of his movement allowance (MA);
- A leader in a zone with combat units of his faction can move, accompanied by up to his CC (Command Capacity) of combat units, up to the limit of the combat units' MA. Leaders and combat units must stay together throughout this movement (same starting zone and same ending zone). While combat units can be dropped off along the way, the leader must stay with the unit that moves farthest. He cannot go on alone;
- Legio and equites units (without a leader) can move only one zone per Phase E.1 (even if the movement point cost to do so is greater than 1 MP);
- Auxilia cannot move at all without a leader;
- Roman combat units can move within the provinces of the Republic without restrictions other than those listed above, but they cannot enter a zone outside the Republic or stay in it without a leader;
- Roman combat units can enter the zones of origin of non-Roman Peoples (if accompanied by a leader) in only two situations: 1. if the latter are at war with Rome, in which case the Roman units can stop in the non-Roman zone; 2. if the Roman units are crossing that zone in transit from one Roman zone directly to another, in which case the Roman units cannot stop in the non-Roman zone. *Examples:* Caesar and 3 Legio units can move from Gallia 2 into a Germani zone and stop there if the Germani are at war with the Roman Republic. Caesar, 2 Legio units and an Auxilia unit can move from Gallia 8 into Alpes and then from Alpes into Italia 3, even if Alpes is not at war with the Roman Republic, but only if they do not cease movement in Alpes.
- Naval zones are prohibited to leaders and land combat units unless they use naval transport (see **3.4.2**).

3.4.2. Naval movement and transport

Roman players have fleets (*naves*). Their movement falls under the following restrictions:

- A leader can move with an unlimited number of naves (these do not count against his CC limit).
- Naves cannot move at all without a leader.
- Naves units cannot leave the *Mare Internum* and the *Pontus Euxinus* (i.e., they cannot enter the *Oceanus Atlanticus*, the *Fretum Gallicum* and the *Mare Germanicum*).
- Naves units can move only in naval zones and coastal zones. It costs 1 MP to move from a land zone to a naval zone and vice versa, unless the land zone contains a port (the cost is 0 in this case). To move from one naval zone to another costs 1 MP.
- Naves units can be used only to transport Roman leaders and Roman combat units of the same faction in naval or coastal zones. There are two restrictions to this type of movement:

- o Each naves unit can transport up to three Roman combat units of legio, equites or auxilia types, only two of which can be legio units when transported by a 4 SP naves, plus an unlimited number of leaders.
    - o Just as with land movement, the number of land units transported cannot exceed the CC limit of the leaders involved in that naval transport move.
- If for any reason the limit on the number of combat units transported is exceeded when the naves units are located in a naval zone, the excess combat units are immediately eliminated.

Naval transport procedure: A naves can transport leaders and combat units which are in the same land zone as it at the start of the current SMC. A naves can move one zone per SMC and can disembark the transported units and leaders in any coastal zone it occupies at the end of its movement.

Example: During the first CAESARIAN SMC, Trebonius, two Legio counters and one Equites counter are located in zone Gallia 9. They move (1 MP) to zone Gallia 8, where the port of Massalia contains Dolabella and one Naves. During the second CAESARIAN SMC, Trebonius, Dolabella and the three land units make a naval move of 0 MP (since Gallia 8 contains a port) into Mare Internum Occidentalis, and then a move of 1 MP into zone Mare Nostrum Centralis. In the third CAESARIAN SMC, the same stack spends 1 MP to move into zone Africa 3 (it costs 1 MP since the zone does not contain a port), and Trebonius and his three units disembark. They cannot move farther until the next SMC. During the fourth CAESARIAN SMC, Trebonius and his three units can resume their land movement. Dolabella and the Naves can move back into zone Mare Nostrum Centralis at a cost of 1 MP (since there is not a port in Africa 3).

3.5. Faction Leaders
3.5.1. Restrictions and designations
There must always be a CAESARIAN Faction Leader and a REPUBLICAN Faction Leader in play. There can never be more than two Faction Leader*s* for one faction at the same time. The name of the initial Faction Leader for each faction is provided in each scenario's instructions. The CAESARIAN or REPUBLICAN Faction Leader marker is placed on the appropriate leader's counter.

Examples: Pompeius is the REPUBLICAN Faction Leader in Scenario 2. Octavianus and M. Antonius are the two CAESARIAN Faction Leaders in Scenario 5.

A player having only one Faction Leader in play can choose (during Phase D of each turn) to name a second Faction Leader from among his faction's leaders currently in play. The only restrictions to such designations are the following:
- If Caesar and Pompeius are currently the Faction Leaders for their factions, players cannot name a second Faction Leader;
- If a coup d'état has been validated and is still in progress (see **3.6.2**), the designation of a second Faction Leader is not allowed for that faction. *Example*: If a REPUBLICAN Pretender is in play and his attempted coup d'état has been validated, the REPUBLICAN player cannot name a second Faction Leader.

3.5.2. Succession
Faction Leader succession after a Pretender's victory

When the Faction Leader dies after the victory of a Pretender (see **3.6.4**), the latter becomes Faction Leader in his place, and the two players switch factions (see **5**).

Faction Leader succession in case of « natural death »
When the Faction Leader dies other than by combat against a Pretender (by die roll on the **Table of Entry and Death of Leaders**, assassination strategem or battle against an adversary who is not a Pretender), his successor is chosen as follows :
- If the player has a second Faction Leader, the latter becomes the sole Faction Leader and the eliminated Faction Leader is not replaced;
- If the player does not have a second Faction Leader, he chooses a general from his faction currently on the map, and the latter receives a Faction Leader marker (see **3.6**). This leader must have the highest PC rating of all the leaders of his faction, or at least no worse than 1 point lower than the highest PC rating.

Special cases:
- If Caesar dies as the result of a die roll on the **Table of Entry and Death of Leaders** or is killed in battle against an adversary who is not a Pretender, Octavianus and M. Antonius are automatically designated as his successors. M. Antonius receives a CAESARIAN Faction Leader marker. During Phase C of the next turn, all leaders whose entry into the game is linked to Caesar's death are deployed on the map in a zone already containing a leader of their faction, and Octavianus also receives a CAESARIAN Faction Leader marker. The rules for Caesar's assassination are de facto no longer in force;
- When Pompeius has been eliminated, M. Brutus and Cassius are flipped to their CAESARIAN side and placed in the zone containing Caesar (provided that Caesar is still in play).

3.5.3. The assassination of Caesar
The assassination of Caesar is checked only in Scenario 1, which covers the civil wars in their entirety. During Phase F of each turn (during the *Assassination of Caesar* segment), players check for the possibility that Caesar is assassinated.

Assassination attempt: The REPUBLICAN player rolls 1d6. If the result is lower than the number of legions controlled by the CAESARIAN player, the attempt takes place. The REPUBLICAN player can also play the strategem *Idus Martias (Ides of March)*. In this case, the attempt automatically takes place.

Success of the assassination attempt: The CAESARIAN player rolls 1d6, adds +1 if Caesar is in Roma, +1 if Pompeius has been eliminated or has died, and +2 if the REPUBLICAN player played the strategem *Idus Martius (Ides of March)*. If the result is a 6 or higher, Caesar has been assassinated and is immediately removed from play.

Consequences of the assassination:
- M. Brutus, Cassius, Trebonius and D. Brutus are flipped to their REPUBLICAN faction side, if not already on it.
- From that point on, leaders displaying the Assassins of Caesar icon can never change factions. They remain with the REPUBLICAN faction until they are eliminated.
- In all stacks containing at least one leader from each faction, combat units are divided evenly between the factions, with half (rounded down) of the Legio counters and half

(rounded down) of the other units going to the CAESARIAN faction and the rest to the Republican faction. The CAESARIAN player chooses the units which will remain in place with his leaders, and the REPUBLICAN players then moves his leaders and the rest of the units to any zone within the Roman Republic that is free of Caesarian leaders.
- Caesar's successor as leader of the CAESARIAN faction is handled in the same way as in the case of « natural death » (see **3.5.2 Succession**).
- During the following turn, the total number of SMCs is reduced by two (rounded down).
- Also during the following turn, all leaders whose entry into the game is triggered by Caesar's death are deployed on the map in a zone already containing a leader belonging to their faction.

Caesar's Assassins:
During Phase F (Assassination of Caesar segment) of the turn on which the last leader displaying the assassination of Caesar icon is eliminated:
- M. Antonius is flipped to his REPUBLICAN faction side and receives a Faction Leader marker (but any REPUBLICAN Faction Leader markers still on other leaders at that time are removed).
- M. Antonius is placed in the Alexandria zone, and the Aegyptii immediately come under allegiance to the REPUBLICAN faction (their previous status has no effect on this).
- Pollio, Bassus, Plancus and Salvidienus are flipped to their REPUBLICAN faction side (if not there already) and placed in the same zone as M. Antonius.
- Half of the Legio counters controlled by the CAESARIAN faction (rounded down) are placed in the Alexandria zone.
- The total number of SMCs is reduced by two (rounded down) during the next 5 turns. *Note*: This corresponds to the reduced intensity of civil war after the Roman world was divided between Octavianus and M. Antonius.

3.6. Pretenders and Triumviri
3.6.1. Pretenders
A Pretender is a leader of one faction who is chosen by the player of the other faction to attempt to seize the title of Faction Leader by a coup d'état. The player using a *Coup d'état* strategem chooses a Roman leader belonging to the opposing faction. This leader must not be located in the same zone as any Faction Leader of his faction. Place a Pretender marker of his faction's color on the chosen leader's counter.

Example: The CAESARIAN player plays a *Coup d'état* strategem and can choose Scipio as a Pretender. He places a REPUBLICAN Pretender marker on the Scipio counter and then attempts to seize the title of REPUBLICAN Faction Leader for Scipio from Pompeius.
There can never be more than one Pretender per faction at a time. Thus there can be two Pretenders at a time overall, one for each faction.
Specific cases: Octavianus, G. Pompeius and S. Pompeius can never be chosen as Pretenders.
3.6.2. Validation of a coup d'état
The attempted coup d'état must first be validated as follows:
The player using the strategem rolls 1d6 and applies the modifier indicated on the strategem. If the roll is lower than or equal to the Pretender's PC, the coup d'état succeeds, but if the roll is higher, the coup d'état fails.

- If the coup d'état succeeds, the leader counter of the Pretender is flipped to its other side (the side with the color belonging to the player who played the strategem). This leader thus changes factions but keeps the Pretender marker of his previous faction's color as a reminder. *Example* (continued): Scipio is flipped to the side showing the CAESARIAN color, but keeps his REPUBLICAN Pretender marker, and is now controlled by the CAESARIAN player.
- If the coup d'état fails, the leader who attempted it remains under the control of the player he belongs to (simply remove the Pretender marker).

Designer's note: validation simply corresponds to the public proclamation of the coup d'état. Failure means that it was never declared, and for that reason the leader does not risk his life. On the other hand, once the coup d'état is validated his back is to the wall and he must « conquer or die ».

If the coup d'état is validated, it is possible that the Pretender will be named a Triumvir (see **3.6.5**).

3.6.3. Achieving a coup d'état
Once a coup d'état is validated, the Pretender can try to convert units and other leaders to his cause.

Procedure:
- All leaders in the same zone as the Pretender immediately switch to the other faction. Their counters are flipped to their other side (to indicate their change of faction). *Example* (continued): REPUBLICAN leaders in the zone occupied by Scipio are flipped to their CAESARIAN color side and become controlled by the CAESARIAN player.
- For each zone containing a leader in that same region, the player who controls the Pretender rolls 1d6, applying the modifier shown on the strategem, in order to test each such leader's fidelity.
    - If the result of the die roll is higher than the PC of the highest-rated leader in the zone in question, all leaders in that zone switch factions and their counters are flipped to their other side. *Example* (completed): The REPUBLICAN leader in question and all other leaders in the same zone are flipped to the side displaying the CAESARIAN faction's color.
    - If the result of the die roll is equal to or lower than the PC of the highest-rated leader in the zone in question, that leader and all other leaders in the zone remain faithful to their initial owner.
  Exception: Do not test the fidelity of leaders in a zone containing a Faction Leader. He and all other leaders in the zone automatically remain faithful to the faction they belong to.

Leaderless units in a region are controlled by the faction that controls that region.

3.6.4. Successful coup d'état
A coup d'état succeeds if the Pretender wins a battle against the Faction Leader whose place he is trying to take. If there are two Faction Leader*s* for the faction in question, he must defeat both of them (either simultaneously or one at a time).

In a battle between a Pretender and a Faction Leader, the defeated army commander is automatically killed and eliminated.

- If the Pretender is defeated, he is automatically eliminated along with all other leaders in his army.
- If the Faction Leader is defeated, he is automatically eliminated. If he is the sole, or the last, Faction Leader of his faction, the players switch factions (see **5**). If this is not the case, he is simply eliminated, and the other leaders in his army fall under the control of the Pretender (and their counters are flipped over).

Note: The units of the defeated army do not retreat. They remain in the same zone as the victor.

3.6.5. Triumviri

If a coup d'état is validated (see **3.6.2**), the player in charge of the threatened Faction Leader's faction can try to block the process by naming the Pretender a Triumvir. To do so, the Pretender must be in a region not containing any Faction Leaders of either faction. The player controlling the faction with the endangered Faction Leader must roll 1d6:

- If the result is lower than the Pretender's PC, the latter's designation as Triumvir succeeds.
- If the result is equal to or higher than the Pretender's PC, the attempt fails and the latter remains a Pretender with a validated coup d'état.

If the designation as Triumvir succeeds, place the Triumvir marker on his counter. All units and leaders in the zones belonging to the region containing the Triumvir become neutral: they cannot move or fight, and that region is not controlled by either player (remove its control marker), nor can any other Roman unit or leader enter it.

Only the strategem *Ralliement d'un Triumvir* (*Rallying a Triumvir*; see 6.4) or the entry of non-Roman units into the region can bring these leaders and units back into play, either to the faction which played the strategem or to the opposing faction if the latter controls the non-Roman People whose units have entered the Triumvir's region.

3.7. Control

3.7.1. Control of leaders

The faction that each leader belongs to is indicated in the scenario's starting instructions, by specifying which side of the leader's counter should be face-up when deployed on the map. Leaders can change factions in different phases, by coup d'état or by rallying a Triumvir (see **3.6**). When they do so, flip their counter over.

Exception: Caesar, Octavianus, Pompeius, G. Pompeius and S. Pompeius can never change factions under any circumstances.

3.7.2. Control of combat units

The faction that a Roman combat unit belongs to is determined by the leader it is stacked with, or if there is no leader in that zone, it belongs to the player controlling the region in which it is located. Combat units can change factions in different phases by coup d'état or by rallying a Triumvir (see **3.6**).

3.7.3. Control of regions and of Roma

Initial control of regions is listed in each scenario's starting instructions. After that, control can change during the game. Control is indicated by placing the region's marker on its CAESARIAN or REPUBLICAN side on the map, as instructed by the scenario. Control is determined each turn during Phase F and continues in force until the next Phase F.

For a region to change control, the player attempting the change must, at the end of the turn, occupy with at least one leader in the region and one combat unit in each zone (see Table of Regions):

- the majority of the region's zones, and

- half (rounded up) of its zones that contain a city.

Notes: for this purpose, Roma is counted just like any other city of Italia. Non-Roman units do not count toward control of regions.

A region is always controlled by one of the two players, except for two cases:
- Triumvir (see **3.6.5**)
- invasion: if non-Roman combat units occupy the majority of a region's zones and at least one city in the region at the end of the turn.

To control Roma, all that is necessary is that a friendly leader be present in the Italia 1 zone and that it contains no enemy land combat units or leaders. The friendly leader is placed in the Roma space in the Italia 1 zone to indicate control.

4. Non-Roman Peoples

This section contains all rules that apply to non-Roman Peoples.

4.1. Peoples and zones of origin

Non-Roman Peoples are divided into **Minor Peoples**, who do not have leader counters (*Example* : Germani) and **Major Peoples**, who have at least one leader (*Example*: Aegyptii). Each People has one or more zones of origin (zones on the map that display their name) outside the Roman Republic.

4.2. Activation and placement

4.2.1. Non-Roman leaders

Non-Roman leaders are not subject to the **Table of Entry and Death of Leaders**. Their names are those of historical leaders who lived at that time. Their turn of entry to and departure from the game is shown on the **Table of Non-Roman Leaders**. Non-Roman leaders eliminated in combat return to play on any unit of their People during Phase C of the next turn.

4.2.2. Activation

Non-Roman Peoples can be activated in two different ways:

- During Phase C of the game turn, when a marker with a People's name on it is randomly drawn, its leaders are flipped from their PAX ROMANA side to their normal side. Units and leaders can then leave their zone of origin and enter the Roman Republic. This process does not apply to Minor Peoples.
- During Phase C of the game turn, by playing a soulèvement (uprising) strategem (see **6.2**). Units of Minor Peoples which become activated are immediately deployed in their zones of origin. Leaders of Major Peoples which become activated in this manner are flipped to their normal side.

4.2.3. Placement

Minor Peoples' combat units are placed in their information box. They are only deployed in their zones of origin when their People is activated. Major Peoples' combat units are always deployed in thier zones of origin, but cannot leave them until activation occurs.

4.2.4. Stacking

Combat units and leaders can be stacked in the same zone only if they belong to the same Nationality group. The three Nationality groups are:

        1. Celts, Germans and Illyrians
        2. Iranians and Thraco-Phrygians
        3. Hamites-Semites

Example : Germani and Pannonii (both belonging to Group 1) can stack in the same zone. Parthi (belonging to Group 2) and Aegyptii (belonging to Group 3) cannot stack in the same zone.
Exception: Roman combat units and those of *any* Peoples under allegiance to them can stack in the same zone (this removes the above restrictions).

4.3. Movement

- Naval movement by non-Roman Peoples (*Note*: only the Aegyptii are involved) follows the same rules as Roman naval movement. An Aegyptii naves unit can transport a maximum of three combat units of any type. An Aegyptii naves can transport Aegyptii units and leaders, and it can also transport Roman units and leaders if (and only if) the Aegyptii are under allegiance to the player who controls them.

- Leaders when alone can move up to the limit of their MA.
- A leader in the same zone with combat units of his own People can move along with them as far as their MA allows. However, the number of combat units that can accompany him is limited by his CC. Leaders and combat units must stay together throughout this movement (same starting zone and same ending zone). While combat units can be dropped off along the way, the leader must stay with the unit that moves farthest. He cannot go on alone. *Example*: A Parthian leader can move with Parthian combat units only; he cannot move with Armenian combat units. Peoples are clearly distinguished by their name and their Nationality (see **1.1**).
- A combat unit unaccompanied by a leader can move only one zone per Phase E.1 per SMC (it can do so even if the cost to enter the zone is greater than 1 MP).
- Non-Roman combat units and leaders cannot leave their zones of origin (zones displaying the name of their People) unless that People is activated and is at war with Rome (see **4.2.2**).
- Non-Roman combat units and leaders cannot enter the zone of origin of another People unless the latter is also activated and at war with Rome. *Examples*: The Germani cannot enter the zone of the Pannonii unless the Pannonii are activated and at war with Rome. However, they can enter zones which do not display the name of any non-Roman People. An Aegyptii unit can enter the zone located immediately to the west of their zone of origin.
- Non-Roman combat units and leaders cannot enter a land or coastal zone more than two zones away from their zones of origin in the case of Minor Peoples or more than three zones away in the case of Major Peoples. *Exception*: this restriction is lifted if the People involved has been placed under allegiance (see **4.4.2 Allegiance**). A non-Roman leader cannot move by himself (i.e., without at least one combat unit accompanying him) when inside the Roman Republic.

4.4. Control and allegiance
4.4.1. Control of non-Roman Peoples
Control of a non-Roman People lasts for one complete turn and is checked in Phase F of every turn for the following turn.

When a non-Roman People is activated, it is controlled by the player who does not control any regions adjacent to a zone of origin belonging to that People.

If the two players each control a region adjacent to a zone of origin belonging to the activated People, or if none of that People's zones of origin are adjacent to any Roman region, roll 1d6:
- If the result is an even number, the People is controlled by the REPUBLICAN.
- If the result is an odd number, the People is controlled by the CAESARIAN.

Example: The CAESARIAN player controls Gallia and the REPUBLICAN player controls Italia. If the Germani are activated, they are controlled by the REPUBLICAN. If the Alpes are activated, one player rolls 1d6, and on a result of 5 they are controlled by the CAESARIAN. If the Daci are activated, since they are not adjacent to a Roman region a player rolls 1d6: a 3 is the result, and therefore the Daci come under control of the CAESARIAN.

Notes:
- The Mauri are adjacent to Hispania.

- The Daci, Armenii and Aegyptii are the only 3 Peoples not adjacent to any Roman region.

Units of a non-Roman People can only be used to fight against Roman units of the player who does not control them. They cannot fight against non-Roman units of that player.
Example (continued): The Germani, controlled by the REPUBLICAN player, can only fight against CAESARIAN units.

4.4.2. Allegiance

A Roman player can try to gain the allegiance of an activated non-Roman Major People only if that Major People is not the Parthi.

There are two ways to do so:
- He may use an allegiance stratagem (in which case allegiance occurs automatically).
- He may try to use diplomacy by means of his Faction Leader's PC (the higher rating of the two if his faction has two Faction Leaders).
  - The player rolls 1d10, and adds +1 to the result unless the Faction Leader is 4 or fewer land movement points away from the zone of origin of the people involved.
  - If the result of the die roll is lower than his PC, the Major People comes under allegiance to him. This status is indicated by placing the marker displaying that People's name (with the side bearing the color of that player's faction face up) in the information box for that People.

When a non-Roman Major People comes under allegiance to a player (i.e., he gains its allegiance), its units and leaders can stack with that player's units and can be used as if they were Roman units. That People's marker is no longer placed in the cup during Phase C.
The allegiance lasts until the opposing player plays a pacification stratagem or pacifies that People militarily (see **4.4.3**).

4.4.3. Pacification of a non-Roman People

A non-Roman People, Minor or Major, becomes pacified either:
- By playing a pacification stratagem, or
- Militarily when all of its zones of origin are occupied by at least one unit belonging to the player who did not control them or have their allegiance.

When a Minor People becomes pacified, its units are immediately removed from the map.
When a Major People becomes pacified, its leaders and units are redeployed in their zones of origin during the following adjustment segment in Phase F by the player who controlled them or had their allegiance.

5. Death of the Republic and changing factions

5.1.1. Death of the Republic

During Phase F of each game turn, the two players adjust the marker on the SPQR track. The marker has two sides: Cicero (front) / Princeps (back). Use the front of the marker if Caesar is still in play; otherwise use the Princeps side. Each scenario specifies the starting level for the marker. If the marker reaches the 5 space, the game ends immediately with the defeat of both players. *Designer's note*: even though the players are engaged in a civil war against each other, they must continue to protect the Roman Republic. The rules in Section 5 are there to prevent them from adopting an attitude which would place their personal advantage ahead of that of Rome.

The following events require the marker to be moved on the track:
+1 if:
- A Faction Leader dies in combat or is assassinated during the current turn;
- For each region which does not contain its minimum garrison;
- There are two non-Roman Peoples (one of them Major) at war with the Roman Republic
- There are 25 or fewer legions on the map, *or* 40 or more legions on the map (include legions of both factions).

-1 if:
- No non-Roman People is at war with the Roman Republic;
- No Faction Leader has personally participated in a battle during that turn (between Roman forces);
- The Aegyptii are under allegiance to a Roman faction.

5.1.2. Changing factions

This occurs during Phase F when a coup d'état succeeds (see **3.6.4 Successful coup d'état**).

Procedure:
- The CAESARIAN player becomes the REPUBLICAN player and vice versa;
- The Pretender leader is designated the new Faction Leader, replacing the Faction Leader(s) whom he has succeeded in eliminating;
- The VP of the two factions are switched on the track. (*Example*: the CAESARIAN has +8 VP. These become REPUBLICAN VP after the switch.).

6. Strategems

All available strategem counters are placed in a cup, and each player draws one at random during Phase A of each turn. Each strategem counter has two sides and therefore two distinct strategems. The player decides which of the two strategems he wishes to use when he plays the strategem (*Note*: He cannot use both sides of the same strategem counter at the same time). Strategems are put back in the cup when they have been played, or during Phase F if the player has too many to keep.

A usable strategem can be played during the turn when it is drawn or saved to be played in a later turn. There is no limit to the number of strategems that a player can use during a single turn, but he cannot keep more than 3 in reserve. He must discard the surplus in Phase F so as to stay within that limit.

A complete list of strategems is given below, organized by the phase in which they can be played. If a strategem is playable in Phase E, it can be played at any time during that phase (even during the opponent's SMC), and it takes effect immediately.

The number of strategems of each type is given in the list below, in front of its name and its effects.

6.1. Strategems available in Phase B

- *2x Initiative*: Permits the player to reverse the result of an initiative die roll in his favor.
- *1x Janus*: Prohibits all combat between Roman units of the two factions during that turn.

6.2. Strategems available in Phase C

- *3x Coup d'état*: The player designates a Pretender and rolls 1d6, applying the modifier on the strategem counter (0, -1 or -2). The coup d'état is validated if the modified result is lower than or equal to the designated Pretender's PC. See **3.6 Pretenders and Triumviri** to find the detailed procedure for a coup d'état if it is validated.
- *3x Soulèvement d'un Peuple mineur* (Uprising of a Minor People): The player chooses a Minor People currently at peace with Rome and causes it to be immediately at war, as described in **4.2.2 Activation**. The player can even choose a People which will be controlled by his opponent. This is also true of the two following strategems.
- *1x Soulèvement de deux Peuples mineurs* (Uprising of two Minor Peoples): the same, but with two Minor Peoples.
- *1x Soulèvement d'un Peuple majeur* (Uprising of a Major People): the same, with a Major People.
- *1x Allégeance d'un Peuple majeur* (Allegiance of a Major People): the player selects a Major People (but not the Parthi) which will immediately and automatically come under allegiance to his faction (see **4.4.2 Allegiance**).

6.3 Strategems available in Phase E

- 2x *Fuite opportune* (opportune flight): This strategem can be played before any combat. It allows the player to avoid combat by moving his force to a zone free of enemy combat units. Stacking and movement restrictions must be obeyed. This « flight » takes place after all enemy movement is completed and just before resolution of combat. For that reason, the attacking player cannot pursue the fleeing force.
- *1x Faveur divine* (divine favor): This strategem allows a player to choose the result of any die roll he makes or to cancel the result of one of his opponent's die rolls and replace it with the result he wants. Any die roll modifiers, however, are not cancelled. They must be applied to the final result.

- *2x Assassinat* (assassination): This strategem allows an assassination attempt against any Roman leader except Caesar. Roll 1d10: if the result is 8 or 9, the enemy leader is killed and removed from play. (*Exception*: Octavianus and M. Antonius are only killed on a roll of 9.)

- *1x Foyer de peste* (outbreak of plague): The owner places this strategem on any zone of the map that contains a port. All combat units present in that zone are immediately reduced (already-reduced units are eliminated). Every leader present must check for survival by rolling 1d10. If the result is 9, the leader dies and is removed from play. The zone is infested by the plague for the entire turn. Every combat unit or leader that enters it must make the same check for survival by rolling 1d10 (units failing the check are reduced, or eliminated if already reduced). The plague strategem is removed from the map at the end of Phase E, just before starting Phase F. It is returned to the cup on the following turn.

- *1x Désertion* (desertion): This strategem is used against Legio units. The marker is placed in a zone, and the Legio units of the opposing player in that zone are immediately reduced, while those already reduced are eliminated. No more than 5 Legio units in a zone can be affected.

- *1x Transfuges* (turncoats): This strategem is played before the resolution of combat. The player chooses 2 Roman combat units belonging to his opponent: they change over to his faction before resolution of the combat. The player can choose only one Legio or Naves (thus in land combat he must choose at least 1 Eques unit or 1 Auxilia unit, while in naval combat he must be satisfied with only a single Naves unit).

- *1x Veni, Vidi, Vici* (« I came, I saw, I conquered »): Can be played instead of rolling the die to resolve a battle if the friendly force is led by a Faction Leader and the opposing force consists solely of non-Roman units. The result on the appropriate column of the **Combat Table** is an automatic 9 or + if the friendly force is attacking, or -2 or lower if it is defending (taking into account any column shifts).

- *2x Poliorcétique* (Poliorcetes or « taker of cities »): Playable by the attacker before resolution of a battle in a zone containing a city or port. It applies the die roll modifier shown on the strategem counter (+1 or +2).

- *2x Muraille* (defensive wall): Playable by the defender before resolution of a battle in a zone containing a city or port. It applies the die roll modifier shown on the strategem counter (-1 or -2).

- *1x La flèche du Parthe* (Parthian shot): Playable after any battle's results are applied, if a Parthian combat unit was involved. It allows the player to eliminate one Roman unit of his choice, no matter which side won the battle.

- *2x Intrigue au Sénat* (Senatorial intrigue): When played, this strategem is placed in the zone of Roma. The player who controls Italia must bring to Roma a Faction Leader and at least 3 Legio units in order to remove the strategem (automatically). During each Phase F in which the strategem is still deployed in the zone of Roma, the player who does not control Italia scores 3 VP (+3VP or -3VP according to whether he is the CAESARIAN or the REPUBLICAN player; see **10.1**).

- *1x Pacification d'un Peuple mineur* (pacification of a Minor People): This strategem allows a player to immediately pacify any one Minor People (his choice). That People's units are instantaneously returned to their information box (see **9.3**).

- *1x Pacification d'un Peuple majeur* (pacification of a Major People): Same as for a Minor People. The leaders of this People are flipped to their Pax Romana side and placed in their zones of origin, along with all of their combat units (even those previously eliminated or currently located in a zone of the Roman Republic). (See **9.3**).
- *1x Pacification d'une Nationalité* (pacification of a Nationality): Same as above, but applies to ALL Peoples, Major and Minor, belonging to a Nationality (player's choice) at war with Rome (thus including any Peoples of that Nationality which happen to belong to his own faction....).
- *1x Pax Romana* (Roman Peace): Same as above, but with all non-Roman Peoples at war with Rome (including any Peoples which happen to belong to his own faction....). It can be used to pacify a single People (Major or Minor). This stratagem can be played only a single time per scenario. Once played, it is not returned to the cup.

6.4 Stratagems available in Phase F
- *1x Idus Martias* (Ides of March): This stratagem allows the REPUBLICAN player to make an attempt to assassinate Caesar with a modifier of +2 to the die roll (see **3.5.3** The **assassination of Caesar**).
- *1x Imperium*: The player moves the Cicero/Principate marker one space toward 0.
- *2x Ralliement d'un Triumvir* (Rallying a Triumvir): This stratagem allows leaders and units belonging to a Triumvir to return to play when control of regions is checked: the player who plays this stratagem removes the Triumvir marker and flips all leaders and units in the region to his faction's side. *Note*: if a leader does not have a side representing that faction (e.g., Sextus Pompeius cannot be a CAESARIAN), he is eliminated and permanently removed from play.
- *2x Triomphus* (Triumph): The player scores the VPs shown on the marker (+1 VP or +2 VP / -1 or -2 VP, depending on whether he is the CAESARIAN or REPUBLICAN player; see **10.1**).

7. Movement
7.1. General rules
This section provides general rules that apply to both Roman and non-Roman movement, in addition to sections **3.4 Roman movement** and **4.3 Movement**:

During Phase E1 of the SMC:
- A combat unit (whether or not accompanied by a leader) must stop moving as soon as it enters a zone containing an enemy combat unit. *Exception*: naves can move through a zone containing an enemy naves without any effect (see also **8.1**);
- A combat unit (whether or not accompanied by a leader) can move through a zone containing only an enemy leader (or several). These leaders suffer no penalty if the enemy combat unit continues moving and leaves the zone;
- A lone leader can move without penalty through a zone occupied by enemy combat units, but a leader accompanied by combat units must instead stop in the zone containing enemy combat units.

7.2. How to move
Movement is made from one zone to another adjacent zone. Two zones which touch only at a corner or two zones connected by a strait are considered adjacent, even for evasion (see **8.2**);
- Movement from one zone to another costs one MP (movement point);
- Crossing any of the four rivers (Rhenus, Danuvius, Tigris and Euphrates) costs 1 additional MP. *Example*: to cross from the Germani zone to the Galliae 2 zone costs 2 MP.
- Crossing straits also costs 1 additional MP (see notation on the map);
- Entering a mountain zone (Alpes) costs 1 additional MP.

7.3. Limitations based on terrain
Units can spend no more than 2 MP during a single SMC when *all* movement occurs in zones outside the Roman Republic.
- *Examples*: (1) At the start of his faction's SMC, Caesar and five combat units are located in the Syria 5 zone. They can move into the neighboring Parthi zone (at a cost of 2 MP because of the Euphrates outside the Roman Republic). They cannot spend their third MP to enter the Parthi zone located farther to the east. They will have to wait for their faction's next SMC to do so. (2) Caesar and five combat units are in the Pontici zone. During a single SMC, they can enter the Armenii zone (first MP), then the Cappadocii zone (second MP), and finally the Syria 5 zone (third MP). Since their movement did not occur *entirely* in zones outside the Roman Republic, the limit of 2 MP total does not apply.

8. Combat

8.1. General rules

Combat occurs when land or naval combat units controlled by the two players are located in the same zone after all evasion attempts have been resolved (see **8.2**). The player who just finished all movement and is executing Phase E2 of his SMC is called the attacker. The other player, who is passive in the zone, is called the defender.

Land combat occurs when land combat units controlled by the two players are located in the same zone.

Naval combat occurs when naval combat units controlled by the two players are located in the same zone (i.e., a maritime zone or a coastal zone). In a naval zone, only naves and leaders are used during combat resolution and in applying its results (transported legio, equites and auxilia are only eliminated if insufficient naves remain to transport them. See **3.4.2**).

Note: there can occur both a land combat and a separate naval combat in the same zone. The naval combat is resolved first. If such is the case, the players must assign their leaders present in the zone to one or other of the two combats prior to combat resolution, such that no leader participates in more than one combat. If the naval combat does not occur, due to evasion by the defender, leaders assigned to the naval combat cannot be used in the upcoming land combat.

8.2. Evasion

The defender can attempt to evade combat if he has at least one leader in the zone. To do so, he rolls 1d10 and adds to it the highest TB of the attacking leaders : if the result is <u>lower than</u> the SR of the friendly leader with the highest SR in the zone, the defending Force can evade combat by moving into an adjacent zone (no matter what the movement point cost), provided that the zone is free of enemy combat units or of friendly Forces with which the evading force is not allowed to stack. *Note*: for evasion, non-Roman leaders are considered to have an SR of 3.

When a leader evades successfully, he can take with him only as many units as his CC rating permits, along with an unlimited number of other leaders. A player can then attempt another evasion from the same zone with leaders and units which are still there.

The player performs his land evasions first and then his naval evasions (naves and transported units).

Special cases for land units:
- Roman units and leaders cannot evade into a zone outside the Roman Republic unless they were already in such a zone.
- Non-Roman units and leaders cannot evade into a zone in the Roman Republic unless they were already in such a zone.
- Evasion is not allowed into the zone or zones from which the attacking forces came.
- If there is no available zone, the evasion does not take place.

Special cases for naves:
- Evasion by naves alone can take place automatically, using any one leader of the zone and without using his leader's SV for evasion check, into any zone that naves units can enter, so long as no enemy naves units are in that zone.

- Land combat units can evade with naves via naval transport, within the restrictions given in **3.4.2**and following standard evasion rules (SV for the evasion check and CC must be used).
- In a coastal zone, evasion by naves is required if the player controlling the naves has no land units in the zone and the opposing player does have such units.

Case for solitary leaders:
A leader finding himself alone in a zone containing enemy combat units must immediately attempt to evade into a land zone free of enemy combat units. Roll 1d10, and if the result is 8 or 9 the leader is killed (remove him from play). On any other result, he can move freely into an adjacent zone free of enemy combat units (no matter what the cost in MP for entering that zone). If there is no such zone, the leader is killed.
Special case: however, after Caesar is assassinated, if the leader making the check is one of his Assassins, then the result of the die roll is reversed: the leader's evasion is successful only if the die roll is 8 or 9. Otherwise, he is killed.

8.3. Combat resolution
If the defender has accepted combat, or if his attempted evasion has failed, the battle takes place. All combat units and leaders of both sides must participate in the battle. Each player adds up his Force's SP (land units' SP for land combat, or naves units SP for naval combat). Then the players calculate the odds (rounding in favor of the defender).
Example: a Force composed of 55 SP attacks a force of 37 SP; the odds are 55 to 37 (55/37), or 1.49 to one. 1.49 to one is less than 3 to 2 (3/2), or 1.5 to one, so the odds are rounded to 5 to 4 (5/4).
The attacker rolls 1d6 and the players consult the **Combat Table** to find the combat result, applying all applicable modifiers listed there.

8.4. The victor and the vanquished
8.4.1. The victor
The victor in the battle is the player whose result is printed in **bold** on the **Combat Table**. The defeated player must evacuate the zone under the same restrictions as for evasion attempts (see **8.2 Evasion**). If retreat is impossible for any reason, all of his combat units and leaders are eliminated. *Example*: A legion located in Graecia 2 cannot retreat into a zone of Thracia.
If a land combat and a naval combat occur in the same zone, the side that was defeated in the land combat must retreat with its naves if the latter would have remained in place after winning its naval combat. After resolution of all combat in a zone, that zone can contain leaders and land and naval combat units of only one player.
8.4.2. Combat results
Combat results are explained on the Combat Table.
Designer's note: Combat results in this game can seem quite « drastic », but an ancient battle always ended with 80% of the defeated army's soldiers *hors de combat*. In **Alea Iacta Est**, to reduce or eliminate a unit does not entail its actual destruction in whole or in part (see **9.**). Instead, these effects simply indicate that a given unit's operational capability has been reduced or eliminated for the duration of the present campaign—i.e., for the current year.

8.5. Death of leaders in combat

8.5.1. General rule

Leaders of a Force which suffers an **E** result or a Force which cannot retreat after combat are eliminated.

8.5.2. Cases when a battle involves Faction Leaders, Pretenders or Assassins of Caesar

Faction Leaders, Pretenders and Assassins of Caesar located in a zone where a battle occurs are eliminated if their Force is defeated and must retreat (due to a result on the **Combat Table**).

Designer's note: When a civil war was involved, defeated leaders rarely survived when present at the defeat. In fact, the legionaries sought to assure the victors of their loyalty by handing over or killing their vanquished leader. This rule applies only to battles between a Force led by a Faction Leader and a Force led by one of these 3 types of leaders: a Faction Leader, a Pretender or an Assassin of Caesar. The rule does not apply to battles where one side is commanded by a Faction Leader and the other side is commanded by a leader who is neither a Faction Leader nor a Pretender nor an Assassin of Caesar.

Exception: in battles involving Assassins of Caesar, if the Faction Leader's force is defeated by that of an Assassin of Caesar, the Faction Leader retreats normally after combat and is not eliminated.

8.6. Modifiers

Modifiers are listed on the **Combat Table**. They are applied as explained below:

8.6.1. Average quality

When several combat units are located in the same zone (same Force), their quality must be taken into account when fighting a battle. Quality is calculated as follows: take the average quality of units on their side that are located in the zone by adding up the QU ratings of all units and dividing by the total number of units in the Force, rounding down to the next whole number.

Example: The average Quality of a Force composed of Legio XXI (3), XXII (3) and an Equites (1) is 7 divided by 3 = 2.33, rounded down to **2**.

8.6.2. Tactical bonus

In a battle, the TB of a Force is that of the leader with the highest TB present in the zone where the battle occurs. If a Force has no leader, the TB used in the battle is obtained by calculating the average TB of the combat units in the Force (calculated in the same way as the average Quality).

8.6.3. Political capacity

Political capacity is used only in battles between 2 Roman Forces, each of which has at least one Faction Leader or Pretender. Therefore this modifier is not taken into account if one of the two Forces involved has no leader or has only leaders which are not Faction Leaders or a Pretender. The PC of a Force is that of the highest PC of any Faction Leader or Pretender commanding it.

9. Adjustments

Military campaigns taking place during the Roman epoch followed an annual rhythm punctuated by the changing of the seasons. In the game, adjustments correspond to what could be called entry into winter quarters. They take place each turn during Phase F, in the following order, and do not cost any Movement Points.

9.1. Adjustments concerning naves units of both factions

- Naves units located in a port remain in place. Those that have been reduced are flipped to their full-strength side.
- Naves units not in a zone containing a port are eliminated. Leaders stacked with them are also eliminated, but they return to play during Phase C of the next turn.

9.2 Adjustments concerning legio, equites and auxilia units of both factions

- Reduced units located in a zone belonging to a region of the Roman Republic are flipped to their full-strength side, provided that they are located in a zone containing a city and that they are not adjacent to a zone containing at least one enemy combat unit (Roman or non-Roman) that is also located in the Roman Republic.
- Units located outside the Roman Republic are eliminated. Leaders stacked with them are also eliminated, but they return to play during Phase C of the next turn.
- Roman units and leaders located in a zone belonging to a region not controlled by their faction are moved to a zone of their choice that is free of enemy units and belongs to a region that their faction controls. All units of such a stack must be moved to the same zone (i.e., their stack cannot be broken up and distributed into several different zones). If their faction no longer controls any regions at all, the stack remains where it is.

9.3. Adjustment of units and the status of Non-Roman Peoples of both factions

- If all combat units of a Minor People have been eliminated, that People is considered to be pacified. Its combat units are returned to their respective information boxes. The combat units of a Minor People pacified by force of arms (not by a strategem; but see the *exception* below) are not used for the next 4 years, and that People cannot enter into war via strategem until the 4-year delay has expired. One of that People's units is placed on the Turn Record Track in the space corresponding to the year when it can return to play; the rest of its units are placed in its information box on the map. *Example*: The Germani are pacified during Phase F of the 38 B.C. turn. One Germani combat unit is placed in the 33 B.C. space of the Turn Record Track, and the other two units are placed in the Germani information box on the map. During Phase C of the 33 B.C. turn, the Germani can again go to war and all of their units can be deployed on the map.
- Minor Peoples with at least one combat unit still on the map (whether at full or reduced strength) remain at war with Rome. Their combat units remain where they are on the map. If they were reduced and are located in one of their zones of origin or in a zone containing a city, they are flipped to their full-strength side. Previously eliminated combat units of that People are placed back on the map in their zones of origin, on their full-strength side.
- If all combat units of a Major People have been eliminated, that People is considered to be pacified. All of its combat units and leaders are placed back on the map in its zones of origin. Units are placed on their full-strength side. Leaders are placed on their Pax Romana side. The People is now at peace with Rome. The marker of a Major People pacified by force of arms (not by a strategem ; but see the *exception* below) is removed

from the cup used for entry into war (Phase C of the game turn) and is not used during the next 4 years. The marker is placed on the Turn Record Track in the space corresponding to the year of that People's return to play. That People also cannot enter into war via strategem until the 4-year delay has expired. *Example*: The Parthi are pacified during Phase F of the 40 B.C. turn. The Parthi marker is not returned to play and is placed in the 35 B.C. space of the Turn Record Track. During Phase C of the 35 B.C. turn, it is once again placed in the cup, and the Parthi can again enter into war against Rome (by being randomly drawn from the cup or via strategem). See **6.3**.

- Major Peoples with at least one combat unit on the map (whether at full or reduced strength) remain at war with Rome. Their combat units and leaders remain where they are on the map. If their units were reduced and are located in one of their zones of origin or in a zone containing a city, they are flipped to their full-strength side. Previously eliminated combat units of that People are placed back on the map in their zones of origin, on their full-strength side. Any leaders eliminated in combat (see **4.2.1**) return to play as reinforcements during Phase C of the next turn (unless they have reached the date of their death—i.e., of removal from play; see the **Table of Non-Roman Leaders**).

Exception: If a Major or Minor People is pacified via a strategem, the restriction of 4 years of peace does not apply, and the People in question can enter into war again the next year, either via a strategem or by that People's marker being randomly drawn from the cup.

9.4. Garrisons and recruitment
The two players first check the garrison levels of regions that they control; then they engage in recruitment.

- Both players check that every region they control has the minimum required garrison. If some regions do not have the minimum required garrison, then to meet the garrison requirement the owning player must move the necessary number of his faction's units (that are already deployed on the map) to zones of inadequately garrisoned regions that are free of enemy units and that contain a city. If he does not have enough units do to so, he must meet the requirement by recruiting new units.
  - Next, both players proceed to recruitment. Each player recruits units for the regions that he controls, following the order of regions given on the Table of Regions, but limited by the number of units available and the recruitment limit of each region. The player who controls region #1 can recruit **one unit** of each type (choosing them from the pool of available units); then the player who controls region # 2 does the same, and so on down the list of regions. Then the players go down the list again, and then a third time, etc., until the recruitment limit of each region has been met or until there are no available units left to recruit. The recruited units are placed within the information box for each region until the recruitment process is finished, so as to keep track of their recruitment limits. Then they are placed on the map in any zones, containing a city or a port, of the region from which they were recruited during phase D of the next turn. *Restrictions*: The first legion recruited in each region by each player must be a legion of recruits (R). Recruitment needed to attain the minimum garrison requirement of a region is mandatory. All other recruitment is optional. All restrictions are limited to the stock of units available in the reserve.

Designer's note: Recruitment does not necessarily mean creation of new units ex nihilo. It also covers reconstitution of units that were badly battered in a previous campaign by adding new recruits to them (*supplementum*).

To avoid the penalties listed in 5.1.1, the players are also free to disband legions by simply removing their counters from the map during phase D.

10. Victory

Victory is determined by scoring victory points (VP). These are tracked with markers for single-digit and two-digit numbers on the **Victory Point Track**. The CAESARIAN player scores VP as positive numbers, while the REPUBLICAN player scores VP as negative numbers. Victory conditions and victory levels are specified by each scenario.

10.1 Victory points scored when the event occurs

Players immediately score:
- 1 VP per battle won, if it included at least 35 SP (attacker + defender strength points at the start of the battle);
- 1 VP per leader eliminated in combat or assassinated;
- Every time a Major non-Roman People is pacified, score the number of VP associated with that People, but only half that number of VP if the pacification occurred via a stratagem.

The CAESARIAN player scores:
- 5 VP when the last of Caesar's Assassins is eliminated.

10.2. Victory points scored during Phase F

During Phase F of each game turn, each player scores:
- 1 VP per Major non-Roman People in a state of allegiance to his faction;
- The two players count their Control Points (CP) gained by controlling any of the 7 regions of the Republic, plus Roma. If a player has 12-14 CP, he scores 2 VP. If he has 15 or more CP, he scores 3 VP. In all other cases, players score no VP;
- The player who controls Roma scores 1VP.

Combat Table

1d6	Odds									
	1/3 and -	**1/2**	**2/3**	**4/5**	**1/1**	**5/4**	**3/2**	**2/1**	**3/1**	**4/1 and +**
-2	E / **R**	E / **R**	E / **R**	A / **R**	A / **R**	A / **R**	A / 1/4	A / 1/4	A / 1/4	R / **R**
-1	E / **R**	E / **R**	A / **R**	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/4	R / **R**	R / R
0	E / **R**	A / **R**	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/2	R / **R**	R / **R**	**3/4** / A
1	A / **R**	A / **R**	A / 1/4	A / 1/2	A / 1/2	A / **3/4**	R / **R**	R / R	**3/4** / A	**1/2** / A
2	A / **R**	A / 1/4	A / 1/4	A / 1/2	A / **3/4**	R / **R**	R / R	**3/4** / A	**1/2** / A	R / A
3	A / **R**	A / 1/4	A / 1/2	A / **3/4**	R / **R**	R / R	**3/4** / A	**1//2** / A	**1/2** / A	R / A
4	A / 1/4	A / 1/2	A / 1/2	R / **R**	R / R	**3/4** / A	**1/2** / A	**1/2** / A	**1/4** / A	R / A
5	A / 1/2	A / 1/2	R / **R**	R / R	**3/4** / A	**1/2** / A	**1/2** / A	**1/4** / A	**1/4** / A	R / A
6	A / 1/2	R / **R**	R / R	**3/4** / A	**1/2** / A	**1/2** / A	**1/4** / A	**1/4** / A	R / A	R / A
7	R / **R**	R / R	**1/2** / A	**1/2** / A	**1/4** / A	**1/4** / A	**1/4** / A	R / A	R / A	R / E
8	**R** / R	**1/4** / A	**1/2** / A	**1/4** / A	**1/4** / A	**1/4** / A	R / A	R / A	R / E	R / E
9+	**1/4** / A	**1/4** / A	**1/4** / 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.
1/2, 1/4 ou 3/4 = Une partie des unités de la force sont affaiblies (*Remarque* : comme indiqué sur la table, ces trois résultats ne peuvent toucher qu'une force victorieuse). Le nombre d'unités du vainqueur à affaiblir est égal à **1/2, 1/4 ou 3/4** des unités de la force ennemie vaincue (en nombre d'unités, pas en nombre de PF), les unités déjà affaiblies sont éliminées. On arrondit toujours le nombre d'unités à affaiblir en sa faveur.

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.

Special case: See 8.63 or d) and e) that are related to Faction Leaders and Pretenders

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.

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 Leader*s* 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 +

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			
Lurius	Marcus Lurius	A	C			
Menas	(or Menodorus)	A	R			
Octavianus	Gaius Julius Caesar Octavianus	A	C			
Pansa	Caius Vibius Pansa Caetronianus	A	?			
Petreius	Marcus Petreius	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

Table of Regions

Adjustments and recruitment proceed in the order indicated below:

Order	Regions and Roma	Garrison (Legio)	Recruitment (Legio)	Recruitment (Auxilia)	Recruitment (Equites)	Recruitment (Naves)	Zones for control	Cities for control	Control Points
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

Alea Iacta Est

Alea Iacta Est

"O Navis, referent in mare te novi
Fluctus! O quid agis? Fortiter occupa
   Portum. Nonne vides ut
      Nudum remigio latus

Et malus celeri saucius Africo
Antemnaeque gemant, ac sine funibus
   Vix durare carinae
      Possint imperiosius

Aequor? Non tibi sunt integra lintea,
Non di, quos iterum pressa voces malo.
   Quamvis Pontica pinus,
      Silvae filia nobilis,

Iactes et genus et nomen inutile,
Nil pictis timidus navita puppibus
   Fidit. Tu, nisi ventis
      Debes ludibrium, cave.

Nuper sollicitum quae mihi taedium,
Nunc desiderium curaque non levis,
   Interfusa nitentes
      Vites aequora Cycladas."

"O Ship of State, new waves are pushing you
Out to sea! O, what are you doing? Quick,
   Make for port! Do you not see that
      Your oars are lost,

Your mast damaged by swift African winds,
Your yard-arms groan, and without cables
   Your hull can hardly endure
      The ever-worsening

Sea? You have no sails that are sound,
No gods to whom you can pray when afflicted.
   Though you be built of Pontic pine,
      The forest's noble daughter,

Proud of your lineage and useless name,
The frightened sailor puts no faith in fancy
   Vessels. Take heed lest you become
      The winds' plaything.

Till recently a tedious trial to me,
Now you're the object of my loving care.
   May you avoid the treacherous seas that flow
      Around the shining Cyclades!"

Horace
Book One, Ode 14

The Historical Context

The alliance between Caesar, Pompeius (Pompey) and Crassus, established in 59 B.C., was renewed at the conference of Luca (56 B.C.). But during the time that Caesar was waging war in Gaul, Crassus lost his life during his expedition against the Parthians. Defeated in 53 B.C. at Carrhae, he was captured and executed. The « Triumvirs » were now two, which was one too many. When Pompeius returned to Rome, he attempted to seize power. The Senate, faced with growing violence in the streets between the partisans of the two men, attempted to forestall anarchy by naming Pompeius sole consul. Between 52 and 49 B. C. a fragile status quo was maintained, but Pompeius finally forced the Senate to declare him « Defender of the Republic » against Caesar. The latter made the first move, crossing the frontier between Cisalpine Gaul and Italy at the Rubicon in January. The civil war had begun, and it would last for five years.

Caesar made himself master of Italy almost without a fight, in 49 B.C., since Pompeius preferred to assemble his legions in Greece, where the great majority of the Senators joined him. Although Caesar controlled Italy and Gaul, all of the other Roman provinces had sided with Pompeius and

the Senate. Caesar had fewer legions than his adversary, and so his strategy was to trust in swiftness and the capacity of projection of his army. As in Gaul, he planned to eliminate the strongest enemy force first. In less than a year, Caesar successfully marched into northern Spain, defeated Pompeius' best lieutenants at Ilerda, and then besieged and took Massilia (Marseille). On the other hand, Curio, his lieutenant in Africa, suffered complete defeat. The next year, Caesar crossed the Adriatic, disembarked in Epirus and fought two bloody battles in Greece. The first, at Dyrrhachium, occurred immediately after he landed. It consisted of a kind of « trench warfare », the Caesarian and Pompeian legions trying to encircle each other or force each other out of position by digging entrenchments. Caesar, though his army was short of supplies, nevertheless succeeded in forcing Pompeius to retreat.

The decisive battle occurred at Pharsalus. Despite his considerable numerical inferiority, especially in cavalry, Caesar crushed Pompeius' troops. His veterans' cohesion and their confidence in their commander overcame the resistance of Pompeius' legions. The latter fled to Egypt, and Caesar, accompanied by only a single legion, followed him there in 47 B.C. But the Egyptians assassinated Pompeius before Caesar's arrival at Alexandria, and in the end the Romans had to fight the soldiers of the Pharoah instead. Victorious after many vicissitudes, Caesar placed Cleopatra, the Pharoah's sister, on the throne and returned to Rome. In the course of two more campaigns Caesar defeated Pompeius' last lieutenants. He fought two major pitched battles, at Thapsus in Africa in 46 B.C. and then at Munda in southern Spain in 45 B.C. Yet again, he owed his victories to his energy, his rapidity and the exceptional capabilities of an army of veterans battle-hardened by ten years of uninterrupted campaigning in Gaul. Named dictator, then consul for ten years and supreme commander of the army, Caesar, who was already Pontifex Maximus, now inaugurated what must certainly be considered the Empire. While preparing for a campaign against the Parthians, he was assassinated on the Ides of March, 44 B.C., the victim of a conspiracy of Senators who feared that he was about to bring back the monarchy.

Caesar had designated the young Octavian—only 19 years old—in his will as his sole heir and his adopted son. In the difficult situation that followed upon Caesar's death, Marcus Antonius (Mark Antony) was unwilling to cede his pre-eminent position, while the assassins of the conqueror of Gaul failed to receive the support they expected. That same year, Marcus Antonius, aided by Lepidus, attacked Decimus Brutus, governor of Cisalpine Gaul and one of the assassins of Caesar, and he took refuge in Mutina in Italy. The consuls for the year, Hirtius and Pansa, came to the aid of Brutus. After a series of battles, Marcus Antonius was defeated, but Pansa and then Hirtius were killed in combat, while Octavian, who arrived late with reinforcements, reaped the fruits of the victory. Decimus Brutus was soon assassinated, and—paradoxically—Octavian, Marcus Antonius and Lepidus reconciled and formed a second Triumvirate for the following year and gained control of Rome. Purges followed, with Cicero—detested by Marcus Antonius—being among the first victims.

At this point, the Senate could only count on Cassius Longinus and Marcus Junius Brutus (who had taken refuge in the east) to thwart the plans of the Triumvirs. Cassius eliminated the Caesarian Dolabella in Syria and rapidly joined forces with Brutus in Macedonia, where they repulsed Norbanus and Saxa, who commanded the vanguard of the Triumvirate's forces. Leaving Lepidus in Rome, Octavian and Marcus Antonius marched with their armies to encounter the

assassins. In two battles fought at Philippi in 42 B.C., Cassius and then Brutus were defeated and killed by their foes of the Caesarian party. This defeat sounded the death-knell of the Roman Republic. The Triumvirs distributed the Roman provinces among themselves, Marcus Antonius receiving the East while Octavian and Lepidus shared the West.

Octavian had to administer the distribution of land in Italy to the very numerous veterans of the army. He clashed with the *optimates* and with one faction of the Senate. He soon had to face a mutiny by the legions in Italy itself. The rebels, let by the consul Lucius Antonius, Marcus Antonius' brother, forced him to wage a veritable civil war in the peninsula during 41 and 40 B.C. Rome was left under the supervision of Lepidus while Octavian, Agrippa and Salvidienus fought Lucius Antonius. The latter shut himself up in Perusia. Octavian's forces undertook a long siege, which the relief army of 13 legions led by Bassius, Pollio and Plancus was unable to break. Lucius Antonius and his partisans did not survive the fall of the city, and their rebellion was gradually stamped out in Italy.

While Marcus Antonius involved himself in a disastrous war against the Parthians between 40 and 38 B.C., Octavian simultaneously conducted a war against Sextus Pompeius. The latter was seconded by the freedman Menas, who inspired a powerful revolt from his bases in Spain as well as in Sicily. The last son of Pompeius Magnus (Pompey the Great) was severely defeated in a naval battle at Naulochus by Agrippa, Octavian's lieutenant, in 36 B.C., and was assassinated the next year. Octavian was henceforth the undisputed master of the West, and reduced Lepidus to a minor role, while Marcus Antonius, weakened by his setbacks against the Parthians, continued to rule the East along with Cleopatra.

Marcus Antonius, dreaming of revenge in Mesopotamia, was next confronted with the ambition and the increasingly direct threats of Octavian, who pressed the Senate to vote for war against him on the pretext that he was furthering the interests of Egypt at the expense of Rome. It was true that he had deserted his wife Octavia, sister to Octavian, in order to marry Cleopatra, to whom he had offered, among other things, the island of Cyprus. Civil war between Octavian and Marcus Antonius, having become inevitable, began in 32 B.C. and climaxed with Agrippa's brilliant naval victory at Actium in September, 31 B.C. This opened the ports of the East to Octavian's armies. The latter invaded Egypt, making it his personal possession in 30 B.C., thereby uniting the whole Mediterranean basin under his authority. Marcus Antonius and Cleopatra committed suicide a few days apart, so as not to fall into his hands. Caesarion, the son of Julius Caesar and Cleopatra, was put to death. Upon his return to Rome in January of 29 B.C., Octavian closed the doors of the Temple of Janus, thus signifying the end of the civil wars and opening the way for the organization of a new political regime: the Principate. With the advent of the Empire, at last there was Peace!

Frédéric BEY

Scenarios

Free Deployment: When a scenario indicates that there is free deployment, the player with the initiative places his leaders and units first (in the regions he controls), and then his opponent does the same.

The two players must:
- comply with the minimum number of legions required as a garrison in each region (see **3.1.1**);
- deploy one leader in each region he controls and a leader in the Roma space in the Italia 1 zone if he controls Roma;
- deploy his naves in coastal zones containing a port.
- However, deploying units or leaders in a zone adjacent to a region controlled by the opponent is not allowed (*Example*: if the CAESARIAN controls Italia and the REPUBLICAN controls Graecia, the former cannot deploy units or leaders in Italia 5, and the latter cannot deploy units or leaders in Graecia 1).

Unused Roman units are placed in the Reserve box.
Special cases or exceptions related to free deployment are listed in each scenario under Specific Rules.

Scenario	Level	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29
1	****	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓	▓
2	***	▓	▓	▓	▓	▓																
3	*		▓																			
4	**			▓	▓	▓																
5	**						▓	▓	▓													
6	***									▓	▓	▓	▓	▓	▓	▓	▓	▓				
7	***																		▓	▓	▓	▓

Scenario 1: From Caesar to Augustus
Duration
21 turns (start: -49, end: -29)
Death of the Republic:
The Cicero marker is placed on the 0 space of the SPQR track.
Initiative
The REPUBLICAN player automatically has the initiative throughout the first game turn (cannot be reversed by playing a strategem). See the specific rule ***Crossing the Rubicon*** below.
Control
The CAESARIAN player controls Gallia. The REPUBLICAN player controls the other 6 regions of the Roman Republic and Roma.
Deployment
CAESARIAN
Italia 4: Caesar (Faction Leader), Curio, Legio XIII
Italia 3: M. Antonius, Legio VIII, 1xAuxilia, 1xEquites (2SP)

Gallia 9: Lepidus, D. Brutus, Trebonius, Legio V, Legio VI, Legio VII, Legio IX, Legio X, Legio XI, 1xEquites (4SP), 1xAuxilia
Gallia 1: Legio I-R
Gallia 2: Hirtius, Legio XII, Legio XIV, Legio III-R, 1xEquites (2SP), 1xAuxilia
Gallia 8: 2xNaves (6SP 0), Legio II-R
REPUBLICAN
Italia 1: Pompeius (Faction Leader), G. Pompeius, Scipio, Labienus, Cato, Spinther
Italia 7: Ahenobarbus, Legio XV, 1x Naves (6SP +1)
Hispania 1: Afranius, Legio II, Legio XVI, Legio XIX, 1xEquites (2SP), 1xAuxilia
Hispania 2: Legio XVII, Legio XX
Hispania 4: Petreius, Legio IV, Legio XVIII, 1xAuxilia
Graecia 2: Legio I, Legio XXI, Legio XXX, 1xEquites (4SP)
Graecia 3: Legio III, Legio XXII, Legio XXVIII, 1xAuxilia
Syria 1: Legio XI-R
Syria 5: Legio XXIII, Legio XXIV, Legio X-R, 1xEquites (2SP), 1xAuxilia
Africa 1: Legio XXV, Legio XXVI, 1xEquites (2SP)
Non-Roman Peoples
All non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.
Rules
All rules are in force.
Specific rule:
Crossing the Rubicon: On the first turn of the game (-49) the REPUBLICAN player has the initiative, but he can move only his leaders that are in the Italia 1 zone during his first SMC. This movement represents the flight of leaders and senators of Pompeius' faction upon hearing that Caesar had crossed the Rubicon. On Turn 1 (-49): REPUBLICAN player cannot attempt a coup d'état, REPUBLICAN combat units cannot move without a leader and cannot enter in Italia.
Victory
See **10.** for VP.
If the VP score is positive, the CAESARIAN player wins. If the VP score is negative, the REPUBLICAN player wins. If the score is zero, or if any assassin of Caesar is still in play at the end of the game, the game is a draw.
Victory levels:
- If the winner scores more than 25 VP, he wins a *decisive* victory.
- If the winner scores more than 50 VP, he wins a *total* victory.
- If the winner scores more than 75 VP, he wins a *definitive* victory and the game ends immediately even if the scenario is not finished.

Scenario 2: The Rise of Caesar
Duration
6 turns (start: -49, end: -44)
Death of the Republic:
The Cicero marker is placed on the 0 space of the SPQR track.
Initiative
The REPUBLICAN player automatically has the initiative throughout the first game turn (cannot be reversed by playing a strategem). See the specific rule ***Crossing the Rubicon*** below.

Control

The CAESARIAN player controls Gallia. The REPUBLICAN player controls the other 6 regions of the Roman Republic and Roma.

Deployment

CAESARIAN

Same as Scenario 1.

REPUBLICAN

Same as Scenario 1.

Non-Roman Peoples

All non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.

Rules

All rules are in force.

Specific rule

Crossing the Rubicon: same as Scenario 1.

Crossing the Rubicon: If the leaders of one faction are alone at Rome without any combat units, and an enemy force enters that zone, they can perform evasion without making the usual die roll described in **7.1**.

Victory

See **10.** for VP.

If the score is +15 VP or higher, the CAESARIAN player wins.

If the VP score is negative, the REPUBLICAN player wins.

If the VP score is zero or positive (but below 15), the game is a draw.

Scenario 3: The Pharsalus Campaign

Duration

2 turns (start: -48, end: -47)

Death of the Republic:

The Cicero marker is placed in the 1 space of the SPQR track.

Initiative

The CAESARIAN player automatically has the initiative throughout the first game turn (cannot be reversed by playing a strategem).

Control

The CAESARIAN player controls Gallia, Hispania, Italia and Roma. The REPUBLICAN player controls Africa, Asia, Graecia and Sicilia.

Free Deployment

CAESARIAN

Leaders: Caesar (Faction Leader), M. Antonius, Lepidus, D. Brutus, Hirtius, Trebonius, Bassus, Calvinus, Dolabella, Plancus, Pollio, Sulla

Legio: II, V, VI, VII, VIII, IX, X, XI, XII, XIII, XIV, XVII, XXVII, I-R, II-R, III-R, IV-R, V-R, VI-R and VII-R

Auxilia: 3xAuxilia

Equites: 1xEquites (4 SP) and 2xEquites (2 SP)

Naves: 1xNaves (8SP 2 +1), 2xNaves (6SP 0), and 1xNaves (4SP 0)

REPUBLICAN

Free deployment in controlled regions:

Leaders: Pompeius (Faction Leader), G. Pompeius, Scipio, Labienus, Cato, Spinther, Ahenobarbus, Afranius, Petreius, Bibulus, M. Brutus, Cassius, S. Pompeius

Legio: I, III, XXI, XXII, XXV, XXVI, XXVIII, XXX, X-R, XI-R, XII-R, XIII-R, XIV-R, XV-R, XVI-R and XVII-R

Auxilia: 3xAuxilia

Equites: 2xEquites (4SP) and 1xEquites (2SP)

Naves: 1xNaves (8PF 2 +1), 1xNaves (8PF 1 +1), 1xNaves (6SP +1) and 2xNaves (4SP +1)

Non-Roman Peoples

All non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.

Rules

All rules are in force.

Victory

The CAESARIAN player wins if he controls Asia and Graecia at the end of the scenario, as well as the regions he controlled at the start of the scenario.

The REPUBLICAN player wins if he controls Africa, Asia and Graecia at the end of the scenario.

If neither player fulfills his victory conditions, the game is a draw.

Scenario 4: The campaigns of Thapsus and Munda

Duration

3 turns (start: -47, end: -45)

Death of the Republic:

The Cicero marker is placed on the 2 space of the SPQR track.

Initiative

The CAESARIAN player automatically has the initiative throughout the first game turn.

Control

The CAESARIAN player controls Asia, Gallia, Graecia, Hispania, Italia and Roma. The REPUBLICAN player controls Africa and Sicilia.

Free Deployment

CAESARIAN

Free deployment in controlled regions:

Caesar (Faction Leader), M. Antonius, Lepidus, D. Brutus, Hirtius, Trebonius, Bassus, Calvinus, Dolabella, Plancus, Pollio, Sulla, M. Brutus, Cassius

Legio: II, V, VI, VII, VIII, IX, X, XI, XII, XIII, XIV, XVII, XXVII, I-R, II-R, III-R, IV-R, V-R, VI-R and VII-R

Auxilia: 3xAuxilia

Equites: 2xEquites (4 SP) and 2xEquites (2 SP)

Naves: 1xNaves (8SP 2 +1), 2xNaves (6SP 0) and 2xNaves (4SP +1)

REPUBLICAN

Free deployment in controlled regions:

G. Pompeius (Faction Leader), Scipio (Faction Leader), Labienus, Cato, Spinther, Afranius, Petreius, Bibulus, S. Pompeius

Legio: I, III, X-R, XI-R, XII-R, XIII-R, XIV-R, XV-R, XVI-R, XVII-R and XVIII-R

Auxilia: 2xAuxilia

Equites: 1xEquites (2SP)

Naves: 1xNaves (8SP 2 +1), 1xNaves (6SP +1) and 1xNaves (4SP 0)

Non-Roman Peoples

The Aegyptii and the Pontici are at war with the Roman Republic and are controlled by the REPUBLICAN player. The Numidae are under allegiance to the REPUBLICAN player. The other Peoples are at peace with the Roman Republic at the start of the scenario.

Rules

All rules are in force.

Victory

The CAESARIAN player wins if he controls 6 regions (which must include Italia, Africa and Hispania) plus Roma at the end of the scenario.

The REPUBLICAN player wins if he controls Africa or Hispania at the end of the scenario.

If neither player fulfills his victory conditions, the game is a draw.

Scenario 5: The Philippi campaign

Duration

3 turns (start: -43, end: -41)

Death of the Republic:

The Princeps marker is placed on the 1 space of the SPQR track.

Initiative

The CAESARIAN player automatically has the initiative throughout the first game turn.

Control

The CAESARIAN player controls Africa, Gallia, Hispania, Italia and Roma. The REPUBLICAN player controls Asia, Graecia and Sicilia.

Free deployment

See the Specific Rules for special cases related to free deployment.

CAESARIAN

Leaders: Octavianus (Faction Leader), M. Antonius (Faction Leader), Agrippa, Calvinus, Lepidus, Sulla, Bassus, Plancus, Flaccus, Saxa, Pollio, Salvidienus

Legio: II, III, V, VI, VII, VIII, IX, X, XII, XIII, XIV, XVII, XVIII, XIX, XXIII, XXIV, XXVI, XXVIII, XXIX, XXX, I-R, II-R, IV-R, V-R, XII-R, XI-R, XIII-R, XV-R, XVI-R, XVII-R, and XVIII-R

Auxilia: 3xAuxilia

Equites: 2xEquites (4 SP) and 2xEquites (2 SP)

Naves: 2xNaves (8 SP 2 +1), 2xNaves (6 SP 0), 2 Naves (4 SP +1)

REPUBLICAN

Leaders: M. Brutus (Faction Leader), Cassius (Faction Leader), S. Pompeius, Menas, Trebonius, D. Brutus

Legio: I, IV, XI, XV, XVI, XX, XXI, XXII, XXV, XXVII, XXXI, XXXIII, XXXVI, XXXVII, XXXVIII, III-R, VI-R, VII-R, VIII-R, X-R, and XIV-R

Auxilia: 3xAuxilia

Equites: 2xEquites (4 SP) and 2xEquites (2 SP)

Naves: 1x Naves (8 SP 1 +1), 1xNaves (6 SP +1), 1xNaves (4 SP 0)

Non-Roman Peoples

All non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.

Rules
All rules are in force.
Specific rules:
S. Pompeius and Menas. They start the game deployed in one or more zones of the Sicilia region.
D. Brutus. D. Brutus reached Greece after escaping from the siege of Mutina. He starts the game deployed by himself (without combat units) in the northernmost of the two Alpes zones.
Dolabella. Dolabella was a specialist at changing sides during this period. Roll 1d6 at the start of the game. If the result is even, he is a CAESARIAN; if it is odd, he is a REPUBLICAN. During the initiative phase of subsequent turns, Dolabella joins (or remains with) the faction obtaining the initiative. If he changes sides, he is immediately redeployed to the nearest zone containing at least one combat unit belonging to his new owner (who gets to choose the zone if there are two or more equidistant from him). If he changes sides a second time in the course of the game, he is automatically eliminated and removed from play.
Victory
The CAESARIAN player wins if he controls 6 regions (which must include Italia and Graecia) plus Roma at the end of the scenario.
The REPUBLICAN player wins if he controls Graecia at the end of the scenario.
If neither player fulfills his victory conditions, the game is a draw.

Scenario 6: The war against L. Antonius and S. Pompeius
Duration
7 turns (start: -41, end: -35)
Death of the Republic:
The Princeps marker is placed on the 1 space of the SPQR track.
Initiative
The REPUBLICAN player automatically has the initiative throughout the first game turn.
Control
The REPUBLICAN player controls Sicilia. All other regions are controlled by the CAESARIAN player.
Free Deployment
See the **Specific rules** for details related to free deployment.
CAESARIAN
Leaders: Octavianus (Faction Leader), M. Antonius (Faction Leader), Agrippa, Calvinus, Lepidus, Sulla, Flaccus, Saxa, Salvidienus, Corvinus
Legio: I, II, III, IV, V, VI, VII, VIII, IX, X, XI, XII, XIII, XIV, XV, XVI, XVII, XVIII, XXV, XXVI, XXVII, I-R, II-R, III-R, IV-R, V-R, VI-R, and VII-R
Auxilia: 3xAuxilia
Equites: 2xEquites (4 SP) and 2xEquites (2 SP)
Naves: 1xNaves (8 SP 1 +1), 1xNaves (6 SP 0), 1xNaves (4 SP +1)
REPUBLICAN
Leaders: S. Pompeius (Faction Leader), L. Antonius (Faction Leader), Menas, Bassus, Plancus, Pollio
Legio: XIX, XX, XXI, XXII, XXIII, XXIV, XXVIII, XXIX, XXX, XXXI, XXXII, XXXIII, XXXIV, X-R, XI-R, XII-R, and XIII-R
Auxilia: 3xAuxilia

Equites: 2xEquites (4 SP) and 2xEquites (2 SP)
Naves: 1xNaves (8 SP 2 +1), 1xNaves (6 SP 0), 1xNaves (4 SP +1)
Non-Roman Peoples
Aegyptii are under allegiance to the CAESARIAN player. The other non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.
Rules
All rules are in force.
Specific rules
Octavianus and M. Antonius. At the start of the game, Octavianus must be deployed in Italia and M. Antonius must be deployed in Asia. During the scenario, the regions Asia and Graecia are off limits to Octavianus and the regions Africa, Gallia, Hispania, Italia and Sicilia are off limits to M. Antonius.
Deployment restrictions. At the start of the scenario: Salvidienus is deployed in Hispania, S. Pompeius and Menas are deployed in Sicilia, Bassus is deployed in Gallia 8, Pollio is deployed in Italia 2, and L. Antonius and Plancus are deployed in Italia 6. The REPUBLICAN player must also deploy units in Gallia 8, Italia 2 and Italia 6, even though they belong to regions controlled by the CAESARIAN player, who cannot deploy any leaders or units in those three zones.
Recruited Legions: at the start of the scenario, all Legio R (recruit) units are deployed on their reduced side.
Parthii: In Phase C of turn -37, the Parthii automatically go to war against the Republic and are controlled by the REPUBLICAN player. *Note*: it is possible that they will already be at war via the game's standard procedures.
Victory
The CAESARIAN player wins if he controls the 7 regions of the Roman Republic at the end of the scenario.
The REPUBLICAN player wins if he controls at least two regions.
If neither player fulfills his victory conditions, the game is a draw.

Scenario 7: The Actium campaign
Duration
4 turns (start: -32, end: -29)
Death of the Republic:
The Princeps marker is placed on the 0 space of the SPQR track.
Initiative
The REPUBLICAN player automatically has the initiative throughout the first game turn.
Control
The CAESARIAN player controls Africa, Gallia, Hispania, Italia, Sicilia and Roma. The REPUBLICAN player controls Asia and Graecia.
Free deployment
CAESARIAN
Leaders: Octavianus (Faction Leader), Agrippa, Calvinus, Lepidus, Sulla, Plancus, L. Antonius, Saxa
Legio: V, VI, VII, VIII, IX, X, XI, XII, XIII, XIV, XIX, XXXI, XXXII, I-R, II-R, III-R, IV-R, XV-R, XVI-R, XVII-R, and XVIII-R
Auxilia: 2xAuxilia
Equites: 1xEquites (4 SP) and 2xEquites (2 SP)

Naves: 2xNaves (8 SP 2 +1), 1xNaves (6 SP +1), 1xNaves (4 SP +1)

REPUBLICAN

Leaders: M. Antonius (Faction Leader), Corvinus, Bassus, Flaccus

Legio: I, II, III, IV, XV, XVI, XVII, XVIII, XX, XXI, XXIX, XXX, V-R, VI-R, VII-R, VIII-R, IX-R, X-R, XI-R, XII-R, XIII-R, XIV-R, XV-R, XVI-R, XVII-R, and XVIII-R

Auxilia: 2xAuxilia

Equites: 1xEquites (4 SP) and 2xEquites (2 SP)

Naves: 1xNaves (8 SP 1 +1), 2xNaves (6 SP 0)

Non-Roman Peoples

Aegyptii are under allegiance to the REPUBLICAN player. The other non-Roman Peoples are at peace with the Roman Republic at the start of the scenario.

Rules

All rules are in force.

Specific rules

M. Antonius. For this scenario only, M. Antonius' Command Capacity is 15 (and not 9 as shown on his counter).

*Cleopatra and Aegyptii***:** For this scenario, Cleopatra can be used as if she were a Roman leader with the same Political Capacity as M. Antonius. She is not restricted in the same manner as non-Roman leaders. The Aegyptii cannot be pacified by a strategem (see **4.4.2** and **4.4.3**). If the CAESARIAN player pacifies the Aegyptii militarily, Cleopatra is immediately and permanently eliminated.

Victory

The CAESARIAN player wins if he controls at least one more region than the REPUBLICAN and also occupies Aegyptii.

The REPUBLICAN player wins if he controls at least one more region than the CAESARIAN player and Aegyptii is under allegiance to him.

If neither player fulfills his victory conditions, the game is a draw.