THE RISE OF THE ROMAN REPUBLIC

VOLUME #1 of THE ANCIENT WORLD SERIES

A **RICHARD H. BERG** GAME DESIGN

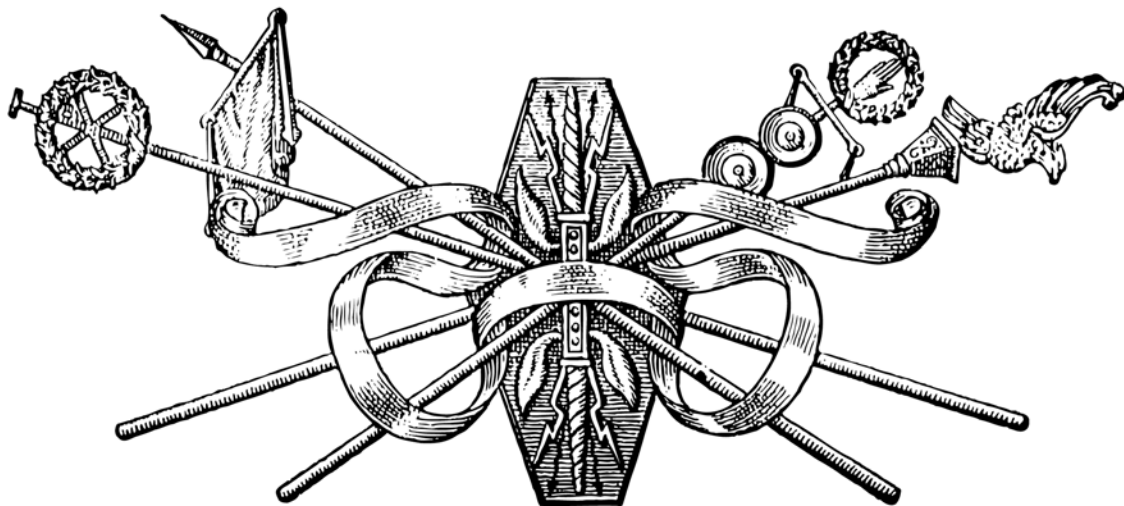| THE SAMNITES	ALEXANDER of EPIRUS	PYRRHUS	HANNIBAL
340 B.C	327 B.C.	280 B.C.	218 B.C.

VERSION 2 (Februay 2008)

(RRR 1.0) INTRODUCTION

The Rise of the Roman Republic simulates the major events in the rise of Rome from a provincial, agriculture-based economy to its emergence as a Mediterranean power. While the game is not intended to be a treatise, it is a "simulation" in that it provides the players with the same problems to solve—and, within parameters, the same means of solving them—as did the actual historical participants.

The rules, below, are in addition to those in the basic, *Ancient World* Rules book.

(RRR 2.0) COMPONENTS

RRR contains the following:

1 22" x 33" Game Map (AW Map: IT [Italy])
3 Sheets of Counters (840 total)
8 Player Aids:
    One 11" x 17" Battle Table and Charts
    One 11" x 17" Movement and Attrition Charts
    One 8.5" x 11" Roman Army Display
    One 8.5" x 11" Non-Roman Army Display
    One 8.5" x 11" Roman City Occupation Card
    One 8.5" x 11" Non-Roman City Occupation Card
    One 8.5" x 11" Alliance Level Track
    One 8.5" x 11" Augury Tables
2 Rules Booklets (Ancient World and this one)
1 10-sided dice
1 900 Phone # for the Vestal Virgin Hotline. Remember to ask your parents' permission.

Version 2.0 Note: The two 11" x 17" Charts and Tables have been revised to accommodate Version 2.0 of the Ancient World rules published with Carthage. These player aid cards are available from GMT via the Living Rules section of their website. The Roman specific Charts and Tables are included as part of this rulebook.

(RRR 2.1) THE MAP

The map of Italy in the Roman era is covered with hexagons (hexes), used to regulate movement. The land areas are further divided into Provinces, which have a greater effect on play than individual hexes. They are based on the tribal/provincial divisions that prevailed in the heyday of the Roman Republic.

DESIGN NOTE: Several areas were eventually combined under Augustus—e.g., the central area inhabited by the old Sabini tribes became part of Samnium; Calabria got folded into Apulia; etc.

For the purposes of Roman Magistrate assignment and use of Imperium and, in some instances, determining Manpower, some of the smaller areas designated on the map as provinces are combined into larger administrative (and assignment/imperium) areas. On the Italy map, these areas are:

- Roman Italy: The extent of Roman Italy varies with each scenario and is given in the scenario setup and the PIC.
- Etruria: includes Northern and Southern Etruria
- Liguria: includes Liguria Taurini and Liguria Friniates
- Gallia: includes Gallia Cispadana, Gallia Transpadana, and Gallia Massilia
- Sicily: includes East and West Sicilia. The Liparae Ins. and Melita are part of (East) Sicilia.
- Sardinia: includes Northern and Southern Sardinia

Italy includes all provinces on mainland Italy excluding Gallia Massilia.

Unless otherwise specified in the scenario, control is determined on a province by province basis. Thus to control Etruria militarily, a player would have to control both Northern and Southern Etruria with the control of each province determined by 11.2/3.

Seas
The seas are divided into areas (usually identified by *mare*, Latin for Sea), and the hexes therein are either Coastal (including shipping lanes) or All-Sea hexes.

Roads
The "A" roads exist in all scenarios.
The "B" roads exist only in the Thunderbolt scenario.
The "C" roads are not used in any scenario in RRR.

(RRR 2.2) COUNTERS

Legions
Roman combat units are grouped into Legions. Legions are self-contained organizations consisting of a specific number of infantry and cavalry SPs. In RRR the composition of the Legion varies with the historical period of the scenario.

Legion—Citizens   Legion—Allies

Republican Legion

For the 3rd century scenarios (Eagle has Landed and Thunderbolt), each Legion is composed of two elements representing separately the Roman Citizens and the Roman Allies (Ala Sociorum). These elements each have their own organizational counter to differentiate the combat units. These two organizational counters have the same Legion number and make up a single Legion. Thus the Roman player would use the organizational markers I RL and I AL for Legion I. The maximum strength of each Legion by element is:

- Roman Citizens: 9 Legion Infantry SPs, 1 Legion Cavalry SP
- Roman Allies: 9 Legion Infantry SPs, 3 Legion Cavalry SPs

The Roman player may either place the appropriate number of combat units either under their respective Legion counters, or use the Roman Army display.

Important Rules Note: Whenever you see the word Legion in the rules, it means the combat units associated with both the RL and AL elements of the same Legion.

HISTORICAL & DESIGN NOTE: The "paper" numerical strength of legions varied from decade to decade, consul to consul, campaign to campaign, battle to battle. However, except for the Samnite era, the "standard" numerical composition of the legion appears to have been 4200 infantry... although, sometimes, the "allied" legions would be "reinforced" up to 6000 foot. As for cavalry, the citizen legions of the republic were notoriously short ... and when they weren't (e.g., some sources state that, at Ausculum [Pyrrhus, 279 B.C.], the Roman legions had a 40% ratio of cavalry to infantry, a figure we find rather difficult to swallow), they were usually so poorly handled—a Roman tradition—that they might as well have had half the numbers ascribed.

Early Legion

For the 4th century scenarios (Samnite Wars and Alexander in Italy), all Roman legions consist of one element of Roman Citizens (RL). There is no Roman Allies component. The maximum strength of the Legion is 11 Legion Infantry SPs and 2 Legion Cavalry SPs.

| Rome Army | Carthage Army | Special Legion |

Armies

Each power in play as one or more Army counters to represent his combat units/Legions on the map. The combat units/Legions themselves are kept in the corresponding box on the player's Army Display (see below). For the non-Roman player, the Army can hold any type and number of land combat units. The Roman player has the Consular Army which must contain two Legions (and their associated combat units) and any number of Auxiliares or Allies.

PLAY NOTE: The Roman player may use the Consular Army box to hold the units of a single Legion if he wishes. Carthage has an 'improved'' display that can be use instead.

3 digit I.D. Number

Roman Consuls

The "in-depth" rules for these leaders are given below. What we wish to note here is that each consul has a three-digit ID number. This allows you (and us) to identify the different leaders as to when they can be used, without resorting to their actual names—many of which sound pretty much the same. The first digit identifies the scenario for which the consuls are used:

1xx = The Samnite Wars and Alexander in Italy.
2xx = Pyrrhus
4xx = 2nd Punic War era

DESIGN NOTE: The 3xx consuls are for the First Punic War, covered in the second game in the series, **Carthage***.*

All Roman leaders in the game are actual, historical Roman consuls ... each and every one who served as a consul (or militarily active proconsul, praetor or dictator) in that period. We've even provided a complete list of all these distinguished patricians for the truly curious among you.

Historical Magistrate Usage: For those of you wishing to play with the actual magistrates from the years in which they served, use the Roman Magistrate Chart to locate these men. In such a usage, you will need to conduct elections only to fill spaces that play of the game creates.

Consul Names: The Romans actually had a system of sorts when it came to "names", a system quite similar to what the western world uses today. Essentially—and somewhat simplistically—the first "name" was the given name, the second the all-important "family" (gens) name, and the third, if any, a sort of identifier (cognomia)—or nickname, if you will. The first name was usually written as a simple initial. Romans tended to use the same names a lot ... maybe

George Foreman is Roman. As for the cognomia, the Romans thought themselves a rather witty lot. For example, the consul who finally defeated Pyrrhus, Dentatus, was so-called because of his immense, bucked teeth.

Somewhat confusing is the number of consuls with the same name. The Romans were not overly inventive when it came to names, and the use of the same name by a family descendant kept that family's traditions—and patrician status—alive. This tended to be more prevalent before the end of the tribal wars, when a small group of patrician families controlled the Senate and the government. But starting with Appius Claudius Caecus, the number of "New Men" - families appearing on the Senatorial rolls for the first time- starts to grow, as more plebians graduate to patrician level. When in doubt, use the ID# on the counter ...the "You've seen one Mus you've seen them all" theory.

Imperium Marker

Roman Magistrate and Imperium Markers

The counter mix includes markers for each of the Roman magistracies (Rome Consul, Proconsul, Praetor, etc.) and markers to denote the magistrate's assigned province. These markers are stacked with a leader to indicate is office/assignment, all of which is detailed in the Roman Political and Command System rules below.

Version 2.0 Note

The published version of **Rise of the Roman Republic** does not include IDS markers. Players should use SP counters from a power not in play to represent the city's IDS. Players who own *Carthage* can use the IDS markers from that game.

Counter Errata

- The negative versions of the Naval Supremacy markers weren't included in the mix. Use a spare control marker along with the Naval Supremacy marker to indicate a negative value.
- Seven of the Legion Cav Strength 1 counters are back printed with the same number. This should have been a 2.
- The five Syracusan counters and Counter Sheet #3 counters are back printed with the same number. The reverse side should have 2 for the one Strength units and 4 for the 3 Strength unit.
- "Devestated" should be spelled "Devastated"
- The Mamertines Diplomatic Control mark is not used
- Note: The missing and corrected counters have been published in C3I magazine.

(RRR 2.3) PLAYER AIDS

RRR includes several player aids to help manage the large stacks of units and markers. includes several player aids to help manage the large stacks of units and markers. Each player has an Army Display and City Occupation Display, the former for keeping tack of which combat units belong to which Legion/Army, while the latter holds the various city garrisons.

Army Display: Each display has the Attrition Point Track for keeping tabs on a force's accumulated Attrition. The remainder of the display includes a series of boxes for the player's

Armies. Each box has a corresponding marker that is used to represent the combat units, squadrons, other leaders, and markers in the display box on the game map. For the non-Roman armies, simply place the units/markers in the box. On the Roman Army Display, each army box is further divided into separate boxes to hold the Legion markers and their corresponding SPs, Auxiliary SP, and game markers.

Example: The Roman player raises two new Legions, I & II (which are placed in Rome), and assigns them to the Rome Consul as his Consular Army. The Consular Army I box is available so he takes the Consular Army marker and places it and the Rome Consul in Rome. The Legion I RL, and Legion I AL markers are placed in the first two Legion boxes in the top row of Consular Army I display box. He places 9 Legion infantry SPs and 1 Legion Cavalry SP in the SP box below the one where he placed the Legion I TL marker. He then places 9 Legion Infantry SPs and 3 Legion cavalry SPs in the SP box beneath the box where he placed the Legion I AL Legion AL marker. He repeats the above for the Legion II markers and combat units using the remaining two sets of open Legion/SP boxes. Lastly, he places the Rome Consul magistrate marker in the markers area of the Consular Army I box.

City Occupation Display: Each display has a series of boxes with either a named city or a generic number. If a named city on the display has a garrison, put those troops on the display. If a garrisoned city is not named on the display, take one the numbered city control markers and place on the hex of the garrisoned city. The troops go in the box with the same number. For ease of reference, cities have their IDS listed in the upper left hand corner.

Alliance Level Display: The use of this display is described in section 12.0 of the Ancient World rules.

Player Aid Errata
- Alliance Level Track: Rule 12.31 is correct. The chart is missing the 1 and 3 box adjustments for successful sieges.
- City Occupation Cards: Neapolis IDS 3(4)* was inadvertently left off the chart. Use the holding box of another city not in play.

(RRR 3.0) SEQUENCE OF PLAY

A. The Upgrade Phase
1. City Rebuild. Rebuild sacked cities one level if they are not in a Devastated province (9.86).

B. Strategic Decision Phase:
1. **Disband Legions**. See RRR 10.18.
2. **Imperium Prorogue**. The Roman player decides which Consuls will stay in office as Proconsuls, and which Praetors will stay on as Praetors (RRR 5.3). Magistrates that will not continue in office are placed in the pool of leaders available for election. Those magistrates that will stay in office remain where they are on the map. Their assignment and placement for the upcoming turn is determined in the Election Segment.
3. **A Visit from Pluto**. The Roman player rolls on the Leader Loss Table (8.6) for every magistrate he wishes to continue in office either because of a Triumph (RRR 5.21/2) or Prorogue (RRR 5.3).

- if the result is Leader Wounded, the magistrate is removed and placed, after all leaders are selected, in the Leader Pool for the following turn.
- if the result is Leader Killed, he has taken the HMS Hades across the Styx and is removed from the game.

4. **Elections**. The Roman player chooses new magistrates (RRR 5.2). In the Samnite Wars and Alexander in Italy scenarios, the Samnite player simultaneously selects his leaders per the special rules of those scenarios.

C. The Initiative Phase
1. **LAM Pool Segment**. Each player places all the LAMs available for every leader he has in play in a cup or similarly opaque container. In addition, place the Augury marker -if the scenario requires it- and the three (3) Siege Attrition markers in the same cup.
2. **Naval Superiority**. Construction/Re-allotment Segment: The players may reassign NS levels (as per 7.15). Roll to see who does this first. This segment is only used in the Eagle Has Landed scenario.
3. **Tribal Revolt/Manpower Segment**. See Samnite Wars and Alexander in Italy scenario special rules. This segment is only applies to those scenarios.
4. **Initiative Determination Segment**. Either player, blindly and randomly, draws one marker from the cup. If it is a LAM or a Siege Attrition marker, go to the Operations Phase (D). If it is the Augury marker, go to the Augury Phase (E). If there are no LAMs in the cup, proceed to the Devastation Phase (F).

D. The Operations Phase
1. The player who controls the leader drawn from the pool may do anything with that Leader that the rules (5.5) allow. The phase ends when the leader is Finished. Play now reverts to C/2.
2. If the LAM says Siege Attrition, the players resolve that and play then reverts to C/2.

E. The Augury Phase
If the player has drawn the Augury marker he rolls on the Augury Tables and the players follow the instructions contained therein. If there are LAMs left, return to C/2.

F. Devastation Phase
1. **Devastation Recovery Segment**. Players roll to see if Devastated provinces can recover (6.7).
2. **Devastation Attempt Segment**. Players, if they wish, may attempt to Devastate provinces (6.7).

G. End-Turn Phase
1. **Inertia Attrition Segment**. Players roll for the effects of Attrition on those units that have remained in the same province this turn (6.46).
2. **Legion Training**. The Roman player finishes training of his legions (RRR 10.3).
3. **Recovery from Battle**. Forces can improve their After Battle Status (see 8.56).
4. **Victory Determination**. Check scenario victory rules to see if either player satisfied automatic victory conditions. If not, the turn is over; start another beginning with Rebuild Phase (A).

(RRR 4.0) ROMAN LEADER ACTIVATION MARKERS

(RRR 4.16) The Roman Player does not have "named" LAMs. He uses the Magistrate LAMs instead. He includes as many of each type of markers as the magistrates that hold those offices have Initiative Rating points, except for Praetors who receive only one LAM regardless of the leader's actual Initiative Rating.

(RRR 4.17) Whenever a Magistrate LAM marker is picked, the Roman player activates the magistrate who holds the office. If there is more than one available, the player may choose any of them, however, no leader may undertake more Operations Phases than his Initiative Rating allows.

PLAY NOTE: There will usually be two consuls and often more than one proconsul in play. The Roman player receives a number of Consul/Proconsul LAMs equivalent to the combined Initiative Ratings of the leaders holding those respective magistrates.

EXAMPLE: (Initiative Ratings are in parentheses) Varro [Rome] (1) and P. Scipio [Field] (2) are the Consuls. There are two proconsuls in play: Paullus (1), and Pera (1). There are also two legions assigned Praetors: Verracosus (3), and Rufus (1). The Roman player would thus place in the LAM Pool, 3 Consul LAMs, 2 Proconsul LAMs, and 2 Praetor LAMs (Verracosus gets only one LAM, despite his Initiative Rating of '3').

(RRR 5.0) ROMAN POLITICAL AND COMMAND SYSTEM

(RRR 5.1) THE MAGISTRATES OF ROME: IMPERIUM ROMANUM

DESIGN NOTE: This set of rules encompasses the game's version of the Roman republican and Carthaginian political systems, as they pertain to military necessities. While "quantifying" political systems is rare in historical games, it is a sine qua non for this era, where politics played a far more important part in how/why things occurred than any other single factor. Therefore, this section is the heart of the game, and the rules therein are quite extensive and rather more detailed than one normally finds.

We have provided a MAGISTRATE REFERENCE CHART for the Roman Player to ease his way through the electoral process.

The Roman Republic was administered by two consuls, elected annually. In case of war, these consuls were entrusted with commanding her armies, usually with the assistance of praetors and proconsuls. As almost all of the consuls and other magistrates were patrician politicians, Republican Rome's armies were sometimes saddled with a series of hacks and dilettantes whose level of military capability rarely approached workmanlike. (You did have to have a ten year background in the military, usually service, to be eligible for office, though) Realistically, since battle/tactical doctrine was infantry-oriented, and strictly adhered to upon pain of death (sometimes literally), the ability to creatively adapt was not one highly sought. The ability to do what everyone else had done in years past was what they were after. Rome's strength lay in her disciplined legions, her sense of Honor and Duty, a rather rigid tactical doctrine, and, mostly, her manpower.

The Roman leadership system in the game is far more complex and hierarchal than that for the other players. This has much to do with the republican form of Roman government, and the rather involved and political requirements therein for holding office. The offices available to the Roman Player were grouped under the term Magistrates, and magistrates who could command were those who had been given imperium, the power to lead (plus a few other things unnecessary for game purposes). The magistrates available to the Roman Player are:

Consul: The Roman Player elects two Consuls (usually new ones), the Rome Consul and the Field Consul (less historical terms than ones useful for game purposes) each year/game turn. The Rome Consul was usually restricted to Italy, with the other consul assigned where and as needed—usually to a specific province. Each consul has the ability to command two Legions ... never more. The two Legions assigned to a Consul form his Consular Army. Occasionally, both consular armies would be combined under the dual (and sometimes fractured) leadership of both consuls. It was possible to field a bigger army by attaching legions assigned to lesser magisterial offices, but this, too had limitations.

Proconsul: Proconsuls were magistrates assigned to areas/provinces, and, in game terms, the legions already there, as needed—usually those outside Roman Italy. Proconsuls were, in effect, military governors of the provinces to which they were assigned. Like consuls, they held the imperium two Legions (and thus have Consular Army), but, without permission from the Senate, they could not leave their assigned province with that army. While some proconsuls were assigned from the available "pool" of patricians in Rome, many were consuls who were "prorogued"—kept in office without really being elected—in the provinces in which they had their armies. For example, a consul would be given his consular army and sent to Samnium to beat up on the Samnites Rather than bring his army back and replace him (which they did often enough to make you wonder), many times they would simply "prorogue" his imperium—let him stay there, with his army, as proconsul. At Cannae, the Roman army had two consuls and two proconsuls, the latter two having been prorogued specifically for the purpose of keeping their legions in the field against Hannibal until they were joined by the new legions of Varro and Paullus. Fat lot of good it did them.

Praetor: In times of military stress praetors were often appointed to lead individual legions, usually for "smaller" campaigns. A praetor's imperium allowed him to command one Legion; never more. It was possible to attach that legion to a Consul or Proconsul's army, to increase the latter's size. But the praetor still had the imperium for his Legion. Much of this fractured command system—which did much to destroy what efficiency the army did muster—resulted from Roman fear of kings, and the concomitant fear that if anyone could command a large army they could become a king. From that viewpoint—and from no other—does this method make sense. Praetors were usually assigned to specific legions, rarely to a province. However, praetors were not free to move around with their legions and were pretty much anchored to where they were assigned.

Dictator: In times of emergency the Romans chose a Dictator to oversee command. The dictator's imperium, while limited by time, superseded and replaced that of the consuls. In essence, only the Dictator had Imperium, some of which he could apportion among lesser magistrates. Some were chosen only to run things back home, giving the consuls a

free hand in the military arena. Others took the field. A Dictator was not limited in the number of legions he could (theoretically) command; it was unusual, though, to see one lead an army of more than four legions without the leadership support/presence of the other consuls. Historically, no Roman army of the period covered by this game ever exceeded four Legions, unless you accept the eight-legion theory for Cannae.

Magister Equitum (Master of Horse): A Dictator was allowed to choose an "assistant", the Magister Equitum, Master of Horse. If the dictator took the field, leading legions, the ME stayed in Rome. If the Dictator stayed in Rome to oversee the day-to-day operation of the republic, the ME took his place with military imperium. Someone to lead the army.

Praetor Urbanus: The Praetor Urbanus was, essentially, commander of Rome garrison. During the 2nd Punic War (and after) he commanded the Urban Legions. His major task, outside handling a variety of emergencies, is training legions. The Praetor Urbanus' capabilities are further restricted in scenarios prior to the 2nd Punic War.

Legatus Legionis: Legates are used to move legionary reinforcements from Rome/Italy to overseas provinces when the player does not wish to use praetors or proconsuls.

Imperium: Or the ability to command armies. Roman magistrates were given Imperium by the Senate. A magistrate's Imperium is a specific group of Legions commensurate with the type of office the magistrate held as listed below. Generally, magistrates were also restricted to where they could exercise their Imperium, usually to a specific province (these are listed in the scenario) or other geographic area, without given permission by the Senate to do otherwise. Once assigned to a magistrate, the Legions may only be commanded by that magistrate or by attachment to a more senior magistrate in the command hierarchy during that game turn The allowable military forces for the different magistrates are as follows:

Dictator/Magister Equitum	Two Consular Armies (Four Legions)
Consuls	Consular Army (Two Legions)
Proconsul	Consular Army (Two Legions)
Praetor	One Legion
Praetor Urbanus	Rome Garrison

DESIGN AND HISTORICAL NOTE: Actually a Dictator, or his Magister Equitum, whichever takes the field, commands all Roman forces. The above restrictions are partially for game purposes, and partially to reflect the realities of leading large armies.

The two Legions of a Consul/Proconsul's imperium are considered that magistrate's Consular Army. Generally, the two legions will remain together on the map although there is no requirement that they must. The key point is that two legions can only be directly commanded by that magistrate during the turn. Furthermore, these two legions remain part of that army until one or both are eliminated or Disbanded.

IMPORTANT NOTE: The term Consular Army will be used frequently in these rules. When the rules say Consular Army, they refer to the two Legions that arethe imperium of a particular Consul/Proconsul.

EXAMPLE: At the start of the Samnite War scenario, Veterius Calvinus, the Rome Consul, starts with Legion I and Legion II as his imperium. His Consular Army (Consular Army I) consists of these two legions. Calvinus is the only Roman leader that can directly command (conduct operations, use Interception or Avoidance) these two Legions. As Rome Consul, he can't leave Roman Italy without Senate permission.

PLAY NOTE: Some of the scenarios start with a Consular Army with only one Legion. These are considered Consular Armies for all game purposes.

HISTORICAL NOTE: The numbers assigned to legions (e.g., I, II, etc) were not permanent, in the sense that they were in the Empire. The Consular Army numbers are arbitrary and are provided solely for the purpose of identifying the box on the Roman Army Display holding the two legions of a magistrate's imperium.

(RRR 5.2) ELECTION AND ASSIGNMENT OF MAGISTRATES

PROCEDURE: At the start of the Roman Elections segment (B/3), the Roman Player places all his leaders that are eligible for election into a cup. Eligible leaders are those listed in the scenario setup instructions except those that have been removed from play, including those leaders who served as magistrates in the previous turn but not those who are to be prorogued (RRR 5.3). This is the magistrate pool from which the Roman player will "elect" his magistrates.

The magistrates are elected and their Imperium established in the order listed below. The two Consuls and the Praetor Urbanus magistracies must be filled each turn. The remaining magistrates are elected as needed and described in the rules in this section.

To "elect" a magistrate, the Roman player randomly and blindly draws a leader from this pool. After each draw, the Roman player designates an appropriate and eligible military force for that magistrate's Imperium and, if applicable, assigns a province to that magistrate. A Legion may be assigned to only one magistrate.

The Order of Election is as follows:

1. Dictator (Emergency only; and sometimes during a game turn)
2. Magister Equitum (in Emergency only; and sometimes during a game turn)
3. Rome Consul
4. Field Consul
5. Proconsuls
6. Praetors
7. Praetor Urbanus

DESIGN NOTE: The separate Consul designations disappear with the 2nd Punic War, as the reach of Rome grows beyond Italy. Starting with the 2nd Punic War, all scenarios will have the Roman player simply electing two Field Consuls, giving them Imperium where the Senate (the player) feels is most needed.

PLAY NOTE: We have provided markers to keep track of which leader holds which office and to which province he has been assigned. In the latter case, the province marker is necessary only if the magistrate's assigned province is different than the province where he placed. These markers may be placed under the leader on the map or on the Roman Army Display in the appropriate Consular Army. The Consular Army marker is placed on the map with the leader.

(RRR 5.21) Rome Consul: The Roman player randomly draws a leader from the magistrate pool to serve as the Rome Consul Alternatively, if a magistrate (other than a Praetor) was awarded a Triumph (RRR 5.47) in the previous year/game turn, the Roman Player may (not must) deliberately select him as Rome Consul instead. Unless a state of Emergency (RRR 5.28) exists and the Roman player elects a Dictator (RRR 5.26), the Rome Consul is the first magistrate elected. The Roman player must elect/select a Rome Consul each turn. The Rome Consul must be assigned the following as his Imperium:

- The Consular Army of the previous Rome Consul, regardless of where it is. If those legions have been Disbanded (RRR 10.18), the Roman player must immediately attempt to raise legions for a new Consular Army per RRR 10.16. If the previous Rome Consul had no Consular Army, or if he must retain it because his army is Besieged, another Consular Army may (not must) be selected from those in play; OR,

- No Imperium at this time, however, the first two Legions raised during the turn must be assigned to the Rome Consul.

Location: Placed with his Consular Army. If he has no Army, he is placed in Rome.

Restrictions:
1. May not leave Roman Italy, or the province in which he starts (other than to return to Roman Italy), without permission of the Senate.
2. The Rome Consul may never be prorogued in that office. He may be prorogued as a Proconsul for any Consular Army, or as a Praetor for a Legion

EXAMPLE: The Roman player draws Papirius Cursor from the pool as Rome Consul. The Imperium of the former Rome Consul, Sulpicius Longus, who has been Prorogued, was Legions I and II (Consular Army I) located in Samnium. The Roman player can give Cursor those Legions, in which case he is placed in Samnium with any of his Legions. Since both Legions of the former Rome Consul are still in play, the Roman player does not have the option of assigning the new Consul a different Army. He can then campaign in Samnium or return to Roman Italy without restriction. To leave Samnium and go anywhere else, other than back to Roman Italy, requires Senate permission. Alternatively, the Roman player could leave Cursor without any Imperium and use him instead to raise Legions later in the turn.

(RRR 5.22) Field Consul: The Roman player randomly draws a leader from the magistrate pool to serve as Field Consul. Alternatively, if a magistrate (other than a Praetor) was awarded a Triumph (RRR 5.47) in the previous year/game turn, the Roman Player may (not must) deliberately appoint him as Field Consul. The Roman player must elect/select a Field Consul each turn. The Field Consul must be assigned the following as his Imperium.

- The Consular Army of a previous Field Consul, regardless where it is. If those legions have been Disbanded (RRR 10.18), the Roman player must immediately attempt to raise a new Consular Army per RRR 10.16. If the previous Field Consul had no Consular Army, or if he must retain it because his army is Besieged, or if his army was selected for the Rome Consul (5.21), another Consular Army may (not must) be selected from those in play; OR

- The Consular Army of the previous Rome Consul, if the Roman player chose no Imperium for the Rome Consul.

The Field Consul must be assigned a province, which must be either the province where he is placed or any province outside Roman Italy.

Location: Placed with his Consular Army. If there is no such Army, he is placed in the province of his assignment.

Restrictions:
1. May not leave his province of assignment, or the province in which he starts (unless it's a move to his province of assignment), without permission of the Senate.
2. The Field Consul may never be prorogued in that office. He may be prorogued as a Proconsul for any Consular Army, or as a Praetor for a Legion.

EXAMPLE: Continuing the example above, the Roman player then draws Folius Flaccinator from the pool as Field Consul. The Imperium of the former Field Consul, Publilius Philo, who has crossed the Styx and is no longer available, was Legions III and IV (Consular Army II) located in Lucania. Since Cursor has decided to take command in Samnium, Flaccinator's only option is to take command of the Field Consul Army in Lucania and is placed in Lucania in hex that has one/both of his Legions. Flaccinator's provincial assignment can either be Lucania or any other province outside Roman Italy.

(RRR 5.23) Proconsuls: Proconsuls provide leadership for Consular Armies, or Legions that are not part of a Consular Army, that have not been allocated to the Consuls (or Dictator/ME if in play). To assign a Proconsul, the Roman Player does one of the following:

- randomly draws a leader from the magistrate pool, or
- selects a prorogued Consul from the previous turn, regardless of his location at the time; or
- selects a leader from the pool who has previously won a Triumph at any time during the game

Legions: Any one Consular army, or any two Legions that are not part of Consular Army. If the Proconsul is given two Legions that were not part of a Consular Army, these two Legions now become his Consular Army.

Location: Placed with the Consular Army. If placed with a Consular Army, the province where he is placed is his provincial assignment. However, if he was a Consul that was prorogued, he may instead either keep his previous assigned province or be assigned a new province that is outside Roman Italy

Restrictions:
May not leave the province of his assignment without permission of the Senate.

All Consular Armies and each non-Consular Army two Legion group (player's choice on how to group them) not already assigned to a Consul or Dictator/ME, must be assigned to Proconsul.

EXAMPLE: The Roman player decides to leave the Rome Consul Cursor without Imperium and use his new Field Consul, Flaccinator, to command the Rome Consul's army in Samnium. The Field Consul's army in Lucania will require the services of a Proconsul. The Roman player draws Poetelius Libo to fill the need. Lucania becomes Libo's assigned province which he may not leave without permission of the Senate.

(RRR 5.24) Praetors: A Praetor is elected only if there is a single Legion remaining in play that hasn't been assigned to a Consul or Proconsul.

To assign a Praetor, the Roman Player does one of the following:

- randomly draws a leader from the magistrate pool, or
- selects a prorogued Consul or Praetor from the previous turn, regardless of his location at the time; or
- selects a leader from the pool who has previously won a Triumph at any time during the game

Legions: Assigned any one Legion. This command may arise mid-turn.

Location: Placed with his assigned Legion. The province where he is placed is his provincial assignment. However, if he was a Consul or Praetor that was prorogued, a new province may be assigned instead.

Restrictions:
1. May not leave the province of assignment without permission of the senate.
2. May be prorogued in that office and location.
3. Regardless of the Initiative Rating of the Praetor, only one LAM per Praetor is placed in the pool. Praetors thus have a game-restricted Initiative Rating of '1'.
4. No more than one Praetor may be assigned during the Roman Elections segment. The Roman player may, however, assign a Praetor over this limit either to command any odd number legion raised during the Operations Phase or command a Legion raised as a result of an Augury Event.

Any lone Legion must be assigned to a Praetor.

EXAMPLE: The Roman player was able to raise a single legion during a Manpower Operation. All other magistrates have their full complement of legions, so he must immediately elect a Praetor to command this legion. No leader has won a Triumph, so a Praetor is drawn from the pool. Aemilius Barbula is drawn. Even though Barbula has an Initiative of '2', he will receive only one LAM because he's a Praetor. The Roman player decides to place the new legion in Capua and make Campania his province, so there also goes Barbula. He may not leave Campania without the Senate's permission (see RRR 5.29 below).

(RRR 5.25) Praetor Urbanus: The Praetor Urbanus must be elected each turn and is the last magistrate elected. The Roman player randomly draws a leader from the magistrate pool. The Praetor Urbanus imperium is the Rome Garrison. His "province" is the city of Rome, in which he is placed. He may leave the city of Rome only when there is an Emergency (RRR 5.28) and only with the Permission of the Senate. He is the only magistrate able to enter the city without Senate Permission. There is no LAM for the Praetor Urbanus.

(RRR 5.26) Dictator/Magister Equitum: If a State of Emergency (RRR 5.28) exists at the start of a turn, the first magistrate elected is a Dictator. If a State of Emergency arises during a turn, the Roman player chooses a Dictator and Magister Equitum at the conclusion of his next Operations Phase.. The Roman player may either randomly draw a leader from the magistrate pool, or select any leader from the magistrate pool that has been awarded a Triumph.

The Roman player has the option of either having the Dictator operate in the field or stay in Rome. If the Dictator takes the field, the Magister Equitum (ME) is assigned to Rome without any imperium. If the Dictator decides to stay in Rome rather than operate in the field, his ME is given the same imperium the Dictator would have had if the Roman player chose to have him operate in the field. Any Dictator who chooses to remain in Rome (city) has his Initiative Rating subtracted from any die roll for Senatorial permission.

If the Dictator (or ME) will operate **in the field**, his Imperium is:

Legions: The Dictator/ME may be assigned any two Consular armies. Alternatively, he may be assigned none at all and use only the command hierarchy (RRR 5.51) to attach the armies commanded by other magistrates.

Location: Placed with an assigned Consular Army, otherwise with any Consular Army or Legion. He is free to move anywhere (except into the city of Rome with his army) without Permission of the Senate.

PLAY NOTE: Generally, the more flexible arrangement is to have the Dictator/ME placed without a specific Imperium which the Romans tended to do more often than not.

To choose a Magister Equitum (Master of Horse), the Roman Player may select a leader (not blindly, but with purpose) from the magistrate pool whose ID# is within five (5) of the Dictator's ID #. The Magister Equitum's Imperium is the same as that of the Dictator.

PLAY NOTE: Thus, the Roman Player has an interesting choice to make when he elects his Dictator. Is he better off with a good leader in the Field or in Rome, running the show?

EXAMPLE: A rather timid Cornelius Rufinus (#210) is elected Dictator. The Roman player decides he needs a Magister Equitum to lead in the field. He selects Fabius Maximus Gurges (#212) and will keep Rufinus in Rome The Roman player decides not to allocate an Army directly to Gurges, and places him in Apulia with one of the two Consular armies present. Gurges will use his position in the hierarchy to command those legions through the regularly elected magistrates.

(RRR 5.28) Emergencies: A Dictator may/must be elected at the start of, or during, the game turn if a State of Emergency is in effect.

Minor State of Emergency: The Roman player may voluntarily elect a Dictator when:

- a Roman Consular Army or larger force loses a Major land battle (as per 8.52) and suffers losses of 30% or more in terms of Strength Points; OR
- an enemy force occupies two or more Medium/Large cities in Roman Italy

Major State of Emergency: The Roman player must elect a Dictator when:

- an enemy force occupies a city that is within three hexes of Rome (e.g., the town of Reate); OR
- Rome loses two Major land battles in the same year, each involving at least one Consular Army, regardless of the number of losses; OR
- Rome is Under Siege

If a State of Emergency occurred in the previous Turn, or exists at the start of a new Turn, the Dictator is elected in the Roman Election Phase. Only Battle losses that occurred in the current or immediately prior turn are used to determine a State of Emergency.

To choose a Dictator within the turn, it must be when a Roman magistrate is active (his LAM has been selected and it is his Operations Phase). In this case, the selection of Dictator occurs at the conclusion of that magistrate's actions. When a Dictator (or ME) is elected mid-turn, he gets a number LAMs equal to his Initiative rating, minus one, but never less than one.

Use the procedure in RRR 5.26 to elect the Dictator and Magister Equitum.

(RRR 5.29) New Legions: Newly-raised legions must immediately be assigned to a commander. The choices are:

- The elected Consul if raised to replace the Consul's Disbanded army (RRR 5.21/2, Legions)
- An elected Consul without Imperium when any two legions are raised at the same time
- Elect a Proconsul when any two legions are raised at the same time
- Elect a Praetor to any single legion

The Consul placement and restrictions given in RRR 5.21/2 apply when a Consul receives a new army. Proconsuls and Praetors are elected - by randomly drawing a leader from the magistrate pool and placing him with his legion(s) - and the newly-raised magistrate is assigned a specific province, a province to which he must move with his legion(s) as quickly and directly as possible. If there is no eligible province, the Proconsul/Praetor's Imperium is limited to the province where the newly raised army was placed. If the selected province or the province where the legion was raised is within Roman Italy, his Imperium is limited to that individual province.

EXAMPLE: A single Legion is raised during the turn. The Roman player draws a leader from the pool as Praetor for that Legion and designates Lucania for his province. That Praetor must, when activated, move his Legion to Lucania and remain therein, unless he gets permission to go elsewhere.

EXAMPLE: The VI Legion is in Etruria, commanded by a Praetor. The Roman Player, fearful of an enemy invasion from Hispania through this area, decides to reinforce Etruria by raising two new legions, the XI and XII, placing both new legions in Rome. He then randomly draws a leader from the pool as Proconsul, assigning him the two Legions, which are now the Proconsul's Consular Army. He is placed with his Army. The Roman player then assigns Etruria as his province. The Proconsul then, as the turn progresses, marches off to Etruria (while he cannot operate outside Etruria without Senatorial permission, he does not need such to travel to his province). When he gets there, he has a force of three legions, one under the Praetor, who is subordinate to him, as Proconsul.

(RRR 5.3) PROROGUE OF IMPERIUM

(RRR 5.31) During the Imperium Prorogue segment (B/2), the Roman player must decide which magistrates will remain in play in some office for the upcoming turn. This process is called Prorogue. The Roman player simply states that that magistrate has been prorogued.

(RRR 5.32) The following magistrates are eligible for Prorogue:

- A prorogued Consul may continue in command as Proconsul of his army (if available see RRR 5.21/22), or be assigned to any other army in any location.
- A prorogued Praetor may continue as the Praetor for his Legion
- If a magistrate and his army are Besieged, he must be prorogued (RRR 5.34)

PLAY NOTE: Dictators (and the ME), Proconsuls, and the Praetor Urbanus may not be voluntarily Prorogued

DESIGN NOTE: The preceding limitations reflect the realities of Roman politics in the era of the 1st Punic War and before.

(RRR 5.33) A magistrate whose assigned legion(s) have been entirely eliminated or Disbanded may be Prorogued. Magistrates that are not Prorogued are removed from the map and placed in the Magistrate pool.

(RRR 5.34) If a magistrate and any part of his command is inside a city that is Under Siege (9.0), he must be prorogued and remain inside the city. Consuls and Proconsuls are prorogued as Proconsuls, while a Praetor is prorogued as a Praetor. If a Dictator/Magister Equitum was assigned legions, he is Prorogued as a Proconsul, otherwise he remains in the city until the Siege is resolved at which time he his returned to the pool (assuming that he survives) The besieged Dictator/ME can command any unit in the city whose commander is not present until the Siege is resolved at which time he his returned to the pool (assuming that he survives, isn't a prisoner, etc.).

(RRR 5.4) MAGISTRATE RESTRICTIONS

(RRR 5.41) A Roman magistrate is free to conduct Operations with his assigned Legions within his assigned province or the province in which he was placed. To leave his assigned or starting province usually requires Senate permission. A magistrate may always move to his assigned province without Senate permission provided he moves himself and his legion(s) as quickly and directly as possible using one Movement Operation with no voluntary Stops.

(RRR 5.44) Overall Commander: If there is a Dictator (or ME) in play in the field, the Dictator (ME) is considered the Roman Overall Commander for Operations that are limited to an Overall Commander. If a Dictator is not in play, the Rome Consul is considered the OC for all Manpower Operations. In all other situations both Consuls are considered OCs.

(RRR 5.45) Command Limits: A Roman magistrate may only directly command the legion(s) that make up his Imperium (see 5.1), plus any auxiliaries (RRR 10.15) and/or Allied troops. Any magistrate, however, can attach and command the armies of other magistrates within the hierarchy restrictions given below (RRR 5.5).

(RRR 5.46) Praetor Urbanus: The Praetor Urbanus has several special abilities/liabilities.

- He may not leave the city without the permission of the Senate (RRR 5.6) and may only attempt to do so if an Emergency exists. However, he is the only leader who may enter Rome without permission.
- The only operations he may undertake, outside of Rome, are Leader and Force Movement. He defends normally if attacked and can attempt Avoidance.
- He receives no LAM. He may be activated only by using a Consul's LAM
- He commands the Rome garrison
- He does not count against the limits placed on the number of Praetors allowed in play
- He trains legions (see RRR 10.3)

(RRR 5.47) Triumph: For purposes of being re-elected, winning a Triumph is important for a Roman leader (see RRR 5.21, RRR 5.22, RRR 5.24). A Triumph is a victory in which the magistrate's army satisfies, in the same game turn, all of the following:

• Wins a battle (8.51) or Wins a Siege by Assault or Attrition.

• During the turn causes casualties of 10+ infantry SPs

• Returns his army to Rome. To do this, he moves his army into any hex adjacent to Rome and Stops. The magistrate then leaves his army outside Rome and moves into Rome by himself (Continuation is automatic in this case). Once he has entered Rome, he is Finished and may not be activated again that game turn. (He's busy fitting his oak-leaf tiara and celebrating with the boys at the Senate Club.)

(RRR 5.48) Request to Grant Triumph: However, even if all of the above have been fulfilled, if Roman casualties from battle, Assault, or Siege Attrition during the turn were 15% or more, the Senate may refuse to grant a Triumph! When the magistrate arrives in Rome, roll the die, applying any applicable modifiers per the Senate Permission Chart. If the adjusted DR is less than or equal to the magistrate's Campaign Rating, the Senate has agreed to grant a Triumph.

PLAY NOTE: This is not purely a "game" formula. The "law" in Rome was, if you win a battle, kill 5000 of the enemy, and come back with your army, you got a Triumph. Triumphs were known to be refused if the Senate felt losses were too great. And your army stayed outside the city.

(RRR 5.5) MAGISTRATES IN GENERAL

(RRR 5.51) Hierarchy: Magistrates are not only capable of commanding the armies allowed as per RRR 5.2, but they may also attach—and campaign with—the forces commanded by subordinates, magistrates lower on the hierarchy than they are. The magisterial hierarchy is as follows:

1. Dictator or Magister Equitum
2. Consul
3. Proconsul
4. Praetor
5. Allied Leader

(RRR 5.52) A Magistrate whose Operations Phase it is may conduct a Force Movement Operation with all units in his command (RRR 5.45), plus those in the same hex commanded by magistrates lower in hierarchy. An active Consul can include his colleague in a Force Movement Operation provided that his colleague didn't include him as part of a Force Movement operation during that game turn. Proconsuls and Praetors cannot conduct a Movement Operation with other magistrates of the same rank in the hierarchy. A Magistrate may always use his direct command for Operations. The limitations of 5.41 do apply, however, if the magistrate wants to include other magistrates, auxiliaries, or allies.

(RRR 5.53) For Battles (including Avoidance) and Siege Assaults use 5.43 to determine who is in charge. However, if both Consuls are present, the Roman player does not get to choose Instead, the Roman player rolls one die for each consul. High-die consul's Ratings are used, regardless which consul is actually active. If the rolls are the same, the player selects the consul of his choice.

DESIGN NOTE: When both Consuls were present, they alternated command daily.

(RRR 5.54) A Roman leader may include other magistrates lower in the hierarchy and their troops in the same hex as part of an Interception or Coordination attempt. If both Consuls are present, the Roman player may include both using the procedure in RRR 5.53 to determine which Consul is in charge. In all other situations, Interception and Coordination attempts include only the magistrate and his direct command. A magistrate may always use his direct command for Interception or Coordination. The limitations of 5.41 do apply, however, if the magistrate wants to include other magistrates, auxiliaries, or allies as part of the attempt.

(RRR 5.55) Only a Dictator/Magister Equitum may conduct Force Movement, Interception, or Coordination with more than eight (8) Legions (plus auxiliaries/allies) regardless of how many magistrates he can gather in one place. However, for the Dictator/ME to do so requires Senate permission (see RRR 5.65). There is no Legion limit for an Attack or any Siege operation.

PLAY NOTE: The Dictator may never actually be given Imperium for an army larger than four legions. However, given the presence of other magistrates and their armies, he may have the opportunity to conduct operations with a larger army. This may seem to be a difference in semantics, but, to the Romans, it was a major one.

HISTORICAL NOTE: One of the arguments for the Romans having eight legions at Cannae was that not only were the two consuls for that year present (Varro and Paullus), but the two consuls from the previous year—Servilius and Atilius—had been prorogued to command the legions they already led. With each consul and proconsul allowed two legions each, that would add up to a possible total of eight legions present. (To be sure, there are many other arguments about what was at Cannae—and why.)

(RRR 5.56) Command Efficiency Rating: The above restrictions and allowances are augmented by the magistrate's Command Efficiency Rating (CER), which serves dual game purposes: it is used as his Tactical Battle rating as well as to determine how many legions he may command efficiently. Only Roman leaders have a Command Efficiency Rating which reflects their non-military training, restricts their ability to efficiently lead large armies; non-Roman leaders do not use this rule. The CER reflects the number of legions that magistrate may command efficiently, with the letter corresponding to the legion numbers as follows:

A = 6 legions
B = 5 legions
C = 4 legions
D = 3 legions
E = 2 legions

(RRR 5.57) The letter is an "efficiency" rating, not a restriction. However, when the Roman player has a leader command a force in excess of his efficiency limit, he suffers the following penalties:

• **Battle**: If attacking, he subtracts one (-1) from the die roll for each Legion over the commander's efficiency limit; if defending he adds one (+1) for each. Auxiliaries do not count, but partial legions do.

• **Siege Assault**: If attacking, he subtracts one (-1) for each Legion over the commander's efficiency limit. There is no penalty while when defending. Auxiliaries do not count, but partial legions do.

• **Siege Attrition**: he adds one (+1) to any Siege Attrition die roll (whether besieging or besieged) for every two Legions (ignore partial Legions and any auxiliaries/allies) over the efficiency limit of the highest ranked leader with the force. In the case of tie, the Roman player chooses the leader.

If there is no eligible commander present, all legions are considered in excess of the efficiency limit.

EXAMPLE: A Consul with a "C" rating, conducting an Attack operation with six legions, would have to subtract two (–2) from the Battle die roll. His opponent would add two (+2) if the Consul were defending. Furthermore, if this Consul was commanding four Legions and the RL components of two other Legions, the DRM would still be –2/+2.

DESIGN NOTE: The CER, which is rather restrictive to most Roman magistrates, reflects the historical inability of Roman leaders to efficiently use the remarkable resources of manpower they possessed. Most Roman magistrates had no training in maneuvering with truly large forces, and, when they did find themselves in such a position, they often could make little positive use of such numbers ... Cannae being the perfect example. Roman discipline was fine, but it could not compensate for, or adjust to, the problems of commanding armies of 50,000 or more men. The Romans, however, appear to have been aware of their limitations in this area, and, even with their almost limitless personnel reservoir—and the willingness to use it—the number of instances they fielded an army of more than 4 legions in this era is limited to Cannae, Sentinum (where the force was actually split) and... we can't even think of a third. The Romans were highly aware that sheer numbers meant little.

(RRR 5.58) ROMAN COMMAND EFFICIENCY CHART. See charts and tables.

Umbria	Picenum	Sabini	Apulia	Campania	GAULS	Tarentum
TRIBE	TRIBE	TRIBE	TRIBE	TRIBE	TRIBE	TRIBE
1 5 D	1 4 E	1 5 D	1 5 D	1 3 E	2 5 E	1 3 E

(RRR 5.6) THE SENATE

DESIGN & HISTORICAL NOTE: One of the interesting sidelights of all those Republican Roman laws designed to ensure that the monarchy never came back into existence was the one that forbade any magistrate from leaving his province of assignment and marching around Italy—and especially into Rome—without specific permission of the Senate. And even the Rome Consul had to ask permission to actually enter the city with an army—a permission rarely given. So, herewith is one of those chromatic lacunae so beloved by ancients players.

Senatorial Permission is an additional Operation that the Roman player (only) may/must use in a variety of situations (see RRR 5.66 below). If permission is granted, the Roman player can continue with his Operations Phase, if denied, Continuation is by die roll (5.25).

(RRR 5.61) Leaving a Province: No Roman magistrate may leave his assigned location (RRR 5.21-5.26) without permission of the Senate. See RRR 5.41 for the situation where a magistrate begins an Operations Phase outside his assigned province. If the active magistrate, other than a Dictator/Magister Equitum, wants to operate outside the provinces of his subordinates, he must seek permission of the Senate or meet the requirement stated above. If seeking permission, one attempt is made and the result applies to all the subordinate magistrates in the force. Censure applies to the active magistrate alone. A Dictator/Magister Equitum, and any

magistrates that are part of his force, never needs permission to leave a province.

(RRR 5.62) The "Hot Pursuit Exception": A magistrate may leave his province without permission if that Movement Operation Stops either in a hex that contains an enemy force or adjacent to a hex that contains an enemy force that is not inside a city. A magistrate may also leave without permission as the result of a successful Interception or Coordination. However, this could be politically dangerous; see RRR 5.67.

(RRR 5.63) Entering/Leaving Rome: No Roman force, regardless by whom it is commanded, may ever enter the city of Rome (It-3714), even during movement, without permission of the Senate... and it will be a cold day in Carthage when that happens! (See RRR 5.66) A Roman magistrate, moving without a force, is always free to enter Rome without permission.

Exceptions:

• Units of the Rome Garrison are always free to enter (return to) Rome, if commanded by the Praetor Urbanus.
• Legions may start and train in Rome; once they leave, the rule applies.

The Praetor Urbanus may not leave Rome without permission of the Senate, and he may not do so unless there is an Emergency in effect. However, he may enter (return) into the city without permission.

(RRR 5.64) Special Permissions: Senate permission must be sought in the following situations:

• Raise a Consular Army for a newly elected Consul (RRR 5.21/2)
• Conduct Force Movement, Interception, or Coordination with more than eight (8) Legions – Dictator/ME only (RRR 5.55)

(RRR 5.65) Senatorial Permission: Senatorial Permission is an Operation. If granted, continuation is automatic. If denied, continuation is by die roll. Permission to do something may be requested only once per Operations Phase per leader, although that leader may make more than one request to do different things. Any senatorial permission to do something lasts for the remainder of the turn/year.

(RRR 5.66) Permission Procedure: Permission from the Senate is obtained by rolling a die, adjusting it as per the items listed below, and comparing it to the leader's Campaign Rating. If the adjusted die roll is the same as or lower than the leader's Campaign Rating, permission has been granted, higher, permission has been denied.

The following modifiers apply to all Senate Permission requests:

–? subtract the Dictator's Initiative Rating if he stayed in Rome
–1 for each Guile point used

The following modifiers apply to a request to leave a province:

–1 leader is the Field Consul
+1 leader is a Proconsul
+2 Rome Garrison leaving the city
+2 leader has been prorogued to his province

Any one of the following:

–4 there are 20 SPs or more of enemy combat units within five hexes of Rome
–2 there are 20 SPs or more of enemy combat units within ten hexes of Rome but farther than five

+1   no enemy units are in Roman Italy
+5   no enemy units are in Italy, Sicily or any of the Gallic provinces

Entering Rome: Below are the only circumstances under which a Roman force may try to enter Rome, in addition to those noted in RRR 5.63:

–4   there are 20 SPs or more of enemy combat units within five hexes of Rome

–2   there are 20 SPs or more of enemy combat units within ten hexes of Rome but farther than five

EXAMPLE: Cornelius Merenda (#214) has been prorogued as Proconsul for Apulia He wishes to redeploy his army to Bruttium so seeks Senate permission to leave Apulia The DRM is +2 (he is a Proconsul and has been prorogued, and there is no Dictator in play). With a Campaign Rating of 4, Merenda will need to roll a '2' or less to receive the Senate's blessing. The Roman player decides to expend Merenda's lone Guile point to improve his chances. He rolls a '6' so the Senate fails to see it Merenda's way. Since permission was denied, the Roman player will need to roll to see if Merenda can continue his Operations Phase.

(RRR 5.67) Censure: A Consul/Proconsul/Praetor that uses RRR 5.62 to march without permission is subject to Censure. If such movement is undertaken, at the end of the current Operations Phase, the player rolls one die to see if that leader has been removed from office by Censure. If the die roll is higher than his Campaign Rating, he is removed from office. He may not be placed in the magistrate pool for the rest of the game. The die roll may be adjusted as follows:

–3   if the non-permissible movement resulted in a Triumph (excluding Sieges), OR

–1   if the non-permissible movement resulted in a Roman Victory (any type)

–1   each Guile Point expended

+1   if no battle occurred as a result of the non-permissible movement

+3   if the non-permissible movement resulted in an enemy Victory, OR

+6   if the non-permissible movement resulted in an enemy Major Victory

HISTORICAL NOTE: You may well ask why winning a battle wouldn't simply eliminate the need for censure. Well, take the example of consul T. Manlius Torquatus, in 340 BC, whose son disobeyed his orders, attacked the enemy and won a great victory. Old Pops Manlius not only presided over his son's disobedience trial, but made sure his execution was carried out. So much for military creativity in ancient Rome.

(RRR 5.68) A censured Consul/Proconsul/Praetor is replaced upon removal by drawing a new man from the pool. But see 5.24.

EXAMPLE: Continuing with the above example, the Roman player decides to have Merenda ignore the Senate and head for Bruttium. Before completing his Operations he is able to bring an Epirote force to battle and wins a victory, though one insufficient for a Triumph. When Merenda is Finished, the Roman player must roll for Censure. Due to the successful battle, he will be able to subtract one (-1) from the die roll. Unfortunately, Merenda expended his Guile point, so receives no further help. The Roman player rolls a '5', which is just enough to keep him in the game.

(RRR 5.69) SENATE PERMISSION AND CENSURE CHART.

See Charts and Tables.

(RRR 6.0) MOVEMENT

(RRR 6.13) Ally Movement Operation: In addition to 6.13, both players' Overall Commander may also use this operation to move any friendly leaderless land force, provided that the units were not part of an Army/Legion at the beginning of the game turn. Furthermore, a Roman magistrate may use an Ally Movement operation to move a force that is part of his command that is not in the same hex into his hex.

The force moving under an Ally Movement operation may use Naval Transport (RRR 7.2). The active leader's ratings are used when required.

(RRR 6.41) Roman units halve (retaining fractions) the attrition cost of movement within any Roman-controlled province in Roman Italy. When determining the final column on the Attrition Chart, drop fractions.

(RRR 6.58) Ambush: Roman leaders cannot Ambush.

DESIGN NOTE: Why can't the Romans use ambushes? Well, this sort of thing was done only by "barbarians"; e.g., the Samnites, who really caught the Romans napping at the Caudine Forks at the beginning of the 2nd Samnite War. Hannibal actually raised it to an art form. The Republican-era Romans considered it "bad form" to be anything other than direct and obvious when killing your fellow man.

(7.1) THE NAVAL SUPERIORITY SYSTEM

(RRR 7.11) Roman NS Level "Construction": The Romans may increase the NS Level of any zone(s) (and, thereby, decrease the opponent's) by rolling for NS Level Construction on the Senate Legion Raising Table, something he may do only once per turn .. in the Naval Superiority Construction/Re-allotment Segment. He uses the column labeled "Eagle Has Landed"; there is no naval construction in the other scenarios. Roll the die, adjusting as per the listed DRMs. The resultant number is the number of levels the Roman Player may use to adjust any Naval Zone(s). However, for each NS Level Point "raised", the Roman Player subtracts two times that number (2x) in any subsequent DR to raise legions that turn.

EXAMPLE: The Roman Player wishes to increase his presence in the Fretum Siculi, where his NS Level is –2. He rolls an adjusted '6' on the Legion Request Table, under the Eagle column, getting a '1' result. He takes that 1 NS point and increases his presence in strait from –2 to –1. However, for each and every legion-raising die roll in that turn he must subtract 2 (the one NS points times two).

(RRR 7.12) Carthaginian NS Level "Construction": The only non-Roman player who can adjust his NS levels during any scenario in this game is the Carthaginian. Carthage uses the same method and table as the Roman (use the Eagle column), with the following exceptions:

• He may add one (+1) to any NS Level construction die roll.
• The same 2x die roll adjustment for each level constructed applies to whatever Manpower raising die roll the Carthaginian player

uses in a given scenario. It does not apply to manpower/troops raised without a die roll.

HISTORICAL NOTE: Pyrrhus may not perform naval construction because he had no shipbuilding capability by himself and relied almost entirely on fleets supplied by Tarentum, Syracuse and other naval powers of Magna Graecia.

(RRR 8.0) LAND COMBAT

(RRR 8.23) Roman leaders add four (+4) to all Avoidance die rolls (Roman Honor).

(RRR 8.31) The following adjustments are applied to all Battle Die rolls:

Roman Discipline: This adjustment takes into account the effects of superior Roman morale and Training as well as the vaunted Roman tactical flexibility. The Roman player adjusts the die roll one in his favor (+1 if attacking, –1 if defending) for each Veteran legion with at least 6 SPs Roman citizen (RL) infantry in the battle.

Roman Command Efficiency: If attacking, the Roman player subtracts one (-1) from the die roll for each Legion over the commander's efficiency limit; if defending he adds one (+1) for each. Auxiliaries do not count, but partial legions do.

(RRR 8.31) Devotio (The Mus is Loose Rule): The Roman Player may choose to eliminate (see the Eagle Has Landed scenario notes) any one of his leaders present at the battle; if he does so he earns a Battle DR adjustment, in his favor, equal to one-half that leader's Campaign Rating, rounded down. Thus, a Roman leader with a CR of '5', committing an Act of Devotio, would earn a BRT of + or—'2' However, this may be done only once per game. (This isn't Japan, folks.)

DESIGN NOTE: The Decius Mus family had this history of purposely getting killed at the beginning of a battle, starting with the Latin Wars (c.340 B.C.), which demise promptly inspired the legions to victory. The deliberate sacrificing of oneself in such fashion was called an act of devotio.

(RRR 8.34) Legion Loss Distribution: The Romans treat their entire legionary force as one contingent. However, the percentage loss is applied to the infantry and cavalry separately. The SP loss within each type must be distributed as evenly as possible among the legion elements. Legion elements that have no SP remaining are removed from the map.

Roman auxiliaries and other allies use the Infantry and Cavalry methods described 8.34. If a stacked with a legionary force, exclude any legionary SP when determining the total.

EXAMPLE: A full strength Consular Army (two legions) of 36 infantry SP and 8 cavalry SP that takes a 30% loss (11 infantry SP). The Roman player must remove 2 SP from each of the four elements, with the remaining three SP taken from any three (different) of the elements. The Roman player then removes 2 cavalry SP, taking them from any two (different) elements. If 6 SPs of Auxiliary infantry were present, 2 SPs of Auxiliary infantry would be lost as well.

(RRR 8.62) Wounded Roman magistrates are placed in the Magistrate Pool at the start of the next game turn and are eligible to re-enter play via the Election process.

(RRR 8.67) Roman Magistrate Replacements: Roman magistrates are replaced—if needed—by other magistrates available in the pool. Magistrates entering the game in such fashion are always chosen blindly/randomly. Replacement Magistrates are placed either in the hex where the previous magistrate was or in Rome. When a Roman magistrate enters as a Replacement, there are no additions or subtractions from the LAM pool—regardless of what the new leader's Initiative rating is.

(RRR 9.0) CITIES AND SIEGES

(RRR 9.31) Siege Assault: The following Siege Assault die roll modifiers apply:

- Add one (+1) if the Roman player is assaulting an enemy occupied Rome
- Subtract one (-1) for each legion included in the assault over the assault leader's CER limit – Roman Player only

Sieges of Rome: The only other effect concerns sieges of Rome If the Roman player is attempting to recapture Rome from the enemy, all Assaults by the Roman Player receive an automatic one column shift to the Right for resolution. If the player besieging Rome holds Ostia he may use the Mare Tyrrhenum NS Level as if Rome were a port (9.44), if he so wishes. The same applies—but to the defender—if the besieged player controls Ostia.

(RRR 9.6) Treachery: Roman leaders are an exception to some of 9.72. Only Consuls, Dictators or Magister Equitum may attempt Treachery; proconsuls and praetors may not. In addition, although the consul/dictator must expend a Guile Point to attempt the Treachery, he does not get to add it to his die roll. There are no such restrictions on using Guile Points on the "defense".

DESIGN NOTE: Why not? Well, Roman patricians sort of felt themselves above this sort of thing. They tended to play by the rules—which is why they could never figure out how to beat Hannibal until Scipio decided to throw away the book, too.

Rome may ever be taken by Treachery.

(9.8) SACK TIME

(RRR 9.71) Gallic Looting: Any force that contains Gauls that captures a city by Attrition, Assault or Treachery (as per 9.81)—even if such (friendly) Gauls are not included in the assaulting force, but are in the hex—must check to see if the Gauls go out of control, loot and then go home. The player rolls the die and compares it to his active leader's Campaign Rating:

- If it is the same or lower, nothing happens.
- If it is higher, the Gauls have gotten out of hand. The player must remove a percentage of his Gauls equal to 10x the die roll—they've gone home. In addition, any diplomatic benefits normally attributable to winning a siege are lost.

PLAY NOTE: Despite the rather aggressive actions of such Gauls, the city is not considered Sacked just because the Gauls looted.

(9.9) GARRISONS

Romans may not use Auxiliary units to garrison a city unless there is at least an equal number of Legion SPs in the city. Units assigned as garrisons do not count against the force limitations that Roman magistrates have (RRR 5.2), as long as they stay inside the city.

(RRR 10.0) MANPOWER

(RRR 10.1) RAISING LEGIONS

HISTORICAL NOTE: Rome's greatest strength—and the telling factor in the almost all of Republican Rome's wars—was her seemingly unlimited ability to raise troops. No matter how many men she lost, she simply raised some more men and came right back. For example, when Hannibal invaded Italy (218 BC), Rome was fielding six legions. By 212, she had 25 (mostly) legions operating, almost a quarter of a million men, even though she lost, perhaps, 50,000+ legionnaires at Cannae!! Hannibal's army rarely—if ever—topped 50,000, and was usually much less. These two, comparative figures say a great deal about Rome ... and Hannibal's generalship.

(RRR 10.11) The Roman player raises (or reinforces) Legions through the Senate. Legions are raised, either during the Election Segment (B/4) or as a Manpower Operation.

HISTORICAL NOTE: The Roman player's historical ability to increase the size of his legionary armies was almost limitless; the only "real" limit is the penury of the Roman Senate and the counter-mix—which is absolute.

(RRR 10.13) Raising Legions: The Roman Player uses the Legion Request Table to raise Legions. To attempt to Raise legions —or to reinforce depleted legions- the Roman Player notes the number of legions of any strength are already in play, consults the table, rolls the die, adjusts the die roll per the (self-explanatory) adjustments listed, and sees what he gets. The result is the number of new legions raised. All newly raised legions enter play at full strength with a training level of Recruit. For one legion newly Raised (not reinforced) by the table, the Roman Player may, instead, bring in a Siege Engine counter; only one such unit may be produced per Legion Request die roll.

(RRR 10.14) Raising Reinforcements: The Roman may bring existing legions back up to strength by raising reinforcements. To do so, he undertakes a Legion Request Table roll as if he were raising new legions. Instead, though, he always uses the "0-6" column (complete with die roll adjustments), and uses the number in brackets [] to get the number of reinforcement SPs available. Every eighth SP so raised is considered cavalry. The Roman player may either raise new legions OR reinforcements in one legion-raising attempt; he cannot do both.

EXAMPLE: The X and XIV Legions have been reduced by battle to 6 SPs of infantry each. Each legion has also lost one cavalry SP. The Roman wishes to bring these legions up to strength, so he decides to raise reinforcements. He rolls a die, which is adjusted to an '8'. This means he has available 12 SPs, or 11 Infantry SPs and 1 Cavalry SP. He uses 6 of those infantry SPs to build the X and XIV RL components up to strength, the remaining 5 infantry SPs to raise the AL components up to '8' (the XIV) and full strength (the X). He gives the cavalry SP to any legion of his choice, but only if needed. If not, treat as an infantry SP.

(RRR 10.15) Auxiliaries: Whenever an adjusted DR of '9' or '10' is attained on the Legion Request Table, the Roman Player may also raise one contingent of Auxiliaries. Auxiliaries are light/medium infantry troops—archers, slingers, light infantry. All infantry Auxiliaries enter the game as a self-contained contingent of 6 SPs and may be commanded by any magistrate. If there are less than 6 SP of Sicilian or Italian SP not in play, the Roman player receives no auxiliaries.

PLAY NOTE: Per the Legion Request Table, Auxiliaries can only be raised in the Thunderbolt scenario.

(RRR 10.16) The Roman player must attempt to replace the Consular Army(s) (two legions) of the prior Consul(s) if either/both of those armies were Disbanded (RRR 10.18) in the Disband Legions segment (B/1). The procedure in RRR 10.13 is not used in this situation. Instead, as each affected Consul is elected/selected, the Roman player rolls for Senate Permission (RRR 5.66) to replace the army. If granted, two new legions are raised and assigned to that magistrate as his Consular Army. They are placed per RRR 10.2. If the Senate refuses, the Consul receives no army at this time.

(RRR 10.17) Legion SPs may never be transferred from one Legion to another, or from the RL component to AL component. Legion SPs may be picked up if any of the Legions are under strength, but must be evenly divided among the legion components (up to their maximum strength) with all Recruit legions receiving the odd SP before any Veteran legions. If the there are no Legions present, Legion SPs may not be picked up. Legion SPs can be left as a garrison, however, these SPs must be drawn as evenly as possible from all the Legion components present in the force, though a Legion cannot leave its last SP.

(RRR 10.18) The Roman player may disband legions during the Disband Legions segment (B/1) of the Strategic Decision Phase. Any/all legions that are not in a besieged city are eligible. The RL and AL components of the legion must be disbanded together if currently in play. Furthermore, Legions assigned to the prior turn's Consuls must be disbanded together (in other words the entire Consular Army is disbanded). To disband a legion, the player removes the legion/army markers and any remaining SPs from the map/displays.

(RRR 10.2) PLACEMENT OF ROMAN MANPOWER

(RRR 10.21) Newly-raised legions (both components) may be placed in Rome or in any Roman-controlled city in a Roman-controlled province in Roman Italy. Alternatively, the newly raised legion components may instead be placed separately: the AL component may be placed in any Roman controlled city in any Roman-controlled province on the map, while the RL is limited to Roman Italy. Newly-raised legions may not be placed inside a besieged city unless the Naval Superiority Rules are being used and the city is also a Port in Naval Zone where Rome has Naval Superiority (any "+" level). The RL components may always be placed in Rome even if Rome is Under Siege.

(RRR 10.22) Reinforcements (RRR 10.14) for legions within Roman Italy are placed with those legions when raised. For legions outside Roman Italy, the Roman player places SP markers next to the legion box (on the Legion Force display) that will receive the reinforcements, and places the Legate LAM into the Pool. These reinforcements are incorporated into the targeted legions during the Operations Phase when the Legate LAM is drawn.

(RRR 10.23) Reinforcements may not be placed with a legion in a Besieged city or in a province outside Italy unless the Naval Superiority Rules are being used and the city is also a Port in Naval Zone where Rome has Naval Superiority (any "+" level). Reinforcements that can't be placed are lost. If Rome is Under Siege when the reinforcements are raised, they must be used to reinforce legions in the city or to augment the Rome garrison; they may not be placed with or allocated to legions outside Rome.

PLAY NOTE: There is no Legate leader counter (just the LAM) which triggers when the reinforcements are added to the targeted Legions.

(RRR 10.24) Newly raised Siege Engines are placed either in Rome or with any Legion in Roman Italy.

(RRR 10.25) Raised Roman Auxiliaries are either placed with any Legion in Roman Italy, or placed in any city in their home province. If placed in their home province, the units may be moved to a magistrate as part of the Legate LAM (see RRR 10.23). Auxiliaries may not be placed in a besieged city unless the Naval Superiority Rules are being used and the city is also a Port in Naval Zone where Rome has Naval Superiority (any "+" level)

(RRR 10.3) LEGION TRAINING

In the Ancient World system, Roman Legions are considered either Recruit or Veteran. Newly raised Legions are Recruit. Legions can improve to Veteran via success in combat or through training. Veteran legions can regress to Recruits through defeats and loss of SPs.

(RRR 10.31) Training Levels: Legions can have their Training levels raised or lowered, as follows:

- If a Roman force wins a Major Victory (see 8.5) in battle the Roman player may raise the Training Level of any two legions in that force The choice is his.
- If a Roman force wins a victory in battle, but not a Major Victory, he may raise the Training Level of any one legion in that force.
- If a Roman force suffers a Major Defeat (i.e., the enemy wins a Major Victory) in battle, all Veteran legions in that force that have had the Roman (RL) elements reduced to 5 SPs of Infantry or less are reduced to Recruit.
- If a Roman force suffers a defeat in battle, but not a Major one, the Veteran legion suffering the heaviest losses is reduced to Recruit. In case of a tie, Roman chooses which one.

(RRR 10.32) Newly raised Legions that are placed in Rome may be trained if the Praetor Urbanus is present. At the end of the turn, in the Legion Training Segment (G/3), the Roman Player rolls the die for up to two newly-raised Legions that have not moved out of Rome If the die roll is a 7 or more, the legion is now Veteran; otherwise, it stays Recruit. If the Praetor Urbanus leaves Rome after the legions are placed, no training occurs.

(RRR 10.4) PROVINCIAL MANPOWER

This applies only to non-Roman Players.

(RRR 10.11) Manpower Levels: Every province available in a given scenario has a Manpower Level, the numbers being the number of Strength Points in Infantry and Cavalry available in any one year from that province. These Manpower Levels are listed on the Provincial Information Chart for that scenario.

(RRR 10.12) Raising troops from Provincial Manpower is an Operation that may be conducted only by the Overall Commander.

(RRR 10.13) A player may raise Provincial SPs only if he controls (either militarily or diplomatically) the province (see 11.0). A player may raise troops from a province through Provincial Manpower only once per turn, and only one player may raise troops in that province per turn. However, in any single Manpower operation a player may raise troops in all the provinces available to him for that purpose.

(RRR 10.14) SPs raised through Provincial Manpower are placed in any city in that province that is not occupied by enemy troops and is not Under Siege. All SPs raised from a province in one operation must be placed in the same city; they may not be divided among cities.

Exception #1: A player may place one-half (rounded down) of any raised SPs inside a Large or Medium city Under Siege by the enemy.

Exception #2: A player with a Port under Siege in a Naval Zone where the player has Naval Superiority (any "+" level) may always place his full complement of raised SPs in that Port.

(RRR 10.15) While there are a few "provincial" leaders—e.g., the Samnite leaders, a Syracusan or two, etc.—most provincial contingents have no specific leader. Such forces—usually allied to a major participant—may be moved by the "parent" player's OC; see 6.13.

(RRR 10.16) If a player has raised troops from a province and, later, the opposing player gains control of that province, those provincial troops do not "go home"; they stay with the player that raised them.

(RRR 10.17) A Manpower Operation requires a die roll afterwards to see if that leader is now Finished, as per 5.24.

(RRR 14.0) ROME

In the period covered by this game, the city of Rome was not only the center of the republic, but it is where virtually everything of any import took place. Regardless of their size and wealth, all other cities were secondary. To that extent, in some scenarios, simply capturing Rome will provide victory to the non-Roman player. However, not always, for the Romans' resiliency and ability to withstand disaster—a measure of her truly phenomenal discipline and marriage to the idea of Rome as more than just a place—is legendary (as Hannibal found out).

Therefore, if Rome is captured—and the game doesn't end—there are some effects, mostly in terms of raising legions. The Senate—probably a somewhat abbreviated version, but a functioning one nonetheless—is considered to have relocated to some stronghold; it matters little where. The Senate Permission and Legion Raising Tables still function, although there is a major DR adjustment to the latter.

Sieges of Rome: The only other effect concerns sieges of Rome. If the Roman player is attempting to recapture Rome from the enemy, all Assaults by the Roman Player receive an automatic one column shift to the Right for resolution. If the player besieging Rome holds Ostia he may use the Mare Tyrrhenum NS Level as if Rome were a port (9.44), if he so wishes. The same applies—but to the defender—if the besieged player controls Ostia.

THE SCENARIOS

THE CONQUEST OF CENTRAL ITALY

THE SAMNITE WARS, 343–290 B.C.
SCENARIO COMPLEXITY LEVEL: 4

HISTORICAL BACKGROUND

The Samnite Wars were a series of ongoing hostilities between Rome and the neighboring Samnite tribe for hegemony of Italy. While they have been divided, annalistically, into the First (343–340), Second (327–304) and Third (298–290) Samnite Wars, this is more for convenience of identification rather than any really specific "breaks in the action."

The First Samnite War is pretty much a misnomer, as it was more a period of squabbling and skirmishing ... a preamble to the major event, the Second Samnite War. By that time, it was fairly evident to every one of the tribes in Italy that Rome was not going to be User Friendly. She had already gone a long ways towards establishing Defeat, Destroy and Devastate as a replacement for Diplomacy. At the least provocation, the Senate would send out a couple of armies to smash and thrash any tribe that even questioned the right of Rome to do what she wanted. The whole process was rather Darwinian, with the most dangerous dinosaur on the block being the Samnites. In retrospect, the Samnite Wars can be seen as a massive land grab by extremely well-organized and motivated upper-class, farming types with distinct superiority complexes born of a firm belief in Rome's destiny. Not that the Samnites ... or the Apulians, Campanians or Etruscans, for that matter ... were any more "entitled" than the Romans. It's just that they had neither the insight nor foresight their overly-exuberant neighbor had. Above all, none of the other tribes appear to have had the dedication and discipline that Rome displayed. That, more than anything, was what allowed Rome to prevail.

Regardless, the 2nd Samnite War started off badly, with the disaster at the Caudine Forks (325 B.C.), wherein two consular armies got trapped in a pass by Samnium's great generalissimus, Gaius Pontius, and were forced to surrender. After that it was all Rome, her consular armies rattling around central and southern Italy, bopping gigantic enemy armies (if one is to believe, literally, such as Livy, Diodorus, etc., ... and who does?) almost every year. The Romans seemed to have a difficult time only in convincing the Samnites to stay down for the count, as the Samnites appear to lose most major battles only to show up with an even larger army two, three years later. Finally, after getting mashed into the ground at Luceria and Aquileona, the Samnites called "King's X" for a breather.

By 298 B.C. the Samnites were ready to try it again, this time with some help. They managed to gather together a massive, allied force of Samnites, Etruscans, Umbrians, and, worst of all, Gauls. The Romans hated and feared the Gauls, who occupied most of Northern Italy at this time. It wasn't so long ago (July, 390 B.C.) that a Gallic army had swept through Etruria, smashed a Roman army at the Allia River and then sacked Rome. Being Gauls, of course, they were not looking for permanent residence; just loot. Having been paid to leave by a group of trembling, but prescient, patricians, the Gauls headed back home ... only to be soundly thrashed by an Etruscan army laying in wait for them. Typically, the Romans tried to take the credit for this, but even that "spin" did little to erase the deep, innate fear Rome had of the Gauls. Thus, the Samnite-Gallic Combine was something to be feared, and the Romans reacted with typical dispatch and precision. With one consular army drawing off the Etruscans and Umbrians, the major army smashed the Gauls and Samnites at Sentinum, one of the major turning point battles in Roman history. This was the battle in which P. Decius Mus, in a tradition started by his father—an act of devotio —deliberately sacrificed himself to "ensure" the Roman victory. Although the "war" dragged on for another five years, that was pretty much it for central Italy. After 290, the Samnites (and the other tribes of central Italy) were compliant, if sometimes surly and unreliable, "allies" of Rome.

GAME LENGTH AND PLAY BALANCE

Rather than have you drag your weary wrists through some 50+ years of Roman history, we have boiled the three Samnite Wars down into a ten turn (year) microcosm. War gamers, hearty souls that they are, will not allow any war to drag on for the lengths that the Romans and Samnites did, and ten turns is about the max out of which we feel you can get some solid enjoyment and insight. Purely for identification purposes, we start the game in 320 B.C., and wrap it up at the completion of the 311 B.C. turn. We start with the situation and deployment that led to the Caudine Forks. Then again, if you wish, you can simply play until one side "wins". This will take about twice as long.

As for balance, because most of the action takes place in a fairly small and defined area of the map, the game has a remarkable chess-like feel. Hindsight tells us that the Samnites—tribal hill folk with little of the sense of organization the Romans displayed—were doomed. However, the Samnite player is not looking to conquer Rome; he's trying to stay alive as a viable, political entity. To that end, he simply has to "not lose", a situation—along with the propensity of many of the other tribes to test Rome's mettle—that puts a great deal of pressure on the Roman player. And, if the Samnite can manage to get the Gauls up and kicking, and then combine his army with the Gauls (and perhaps some other tribes), well, then he's got a real shot at changing history. In this sense, this can be quite a tense, balanced game, playable in about four hours or so. As it also ignores several of the more complex rules it is also a bit easier to play.

MAP
This scenario uses the Italy map. Only Italy, excluding Liguria, Gallia, and Venetia, is in play. The excluded provinces were the territory of the Gauls at this time, and they were far too powerful for the Romans to play around with. Latium and Campania make up Roman Italy

DESIGN NOTE: The Italy of this scenario was rather different than that during the Punic Wars. Most of it was fragmented among two dozen or so tribes, several of these tribes occupying one "game" province. E.g., southern Latium was also the province of the Hernici, the Volsci and the Aurunci, while Sabinum was actually divided among the Vestini, Marrucini, Paeligni, Marsi and Aequi, all important, if minor, tribes. (The Sabellites were actually quite peaceful; the other tribes less so.) While important historically, such tribal differences are not what we are getting at here. In addition, some of the towns that were "important" then are not on this map. E.g., Praeneste and Antium (in Latium) represent a whole host of towns and villages the Romans fought over and gobbled up during this era. In placing the towns we have attempted to use representative ones, towns that, somewhat generically, "cover" all the other ones that would only serve to clutter what is essentially a "game" map.

RULES
The following rules are not used in this scenario:

- Naval Superiority Rules: 7.0; Skip the Naval Construction/Re-allotment Segment in the Sequence of Play.
- Provincial Manpower (RRR 10.2)

PLAYER AIDS
- Roman Army Display
- Roman City Occupation Display
- Non-Roman Army Display
- Non-Roman City Occupation Display

INITIAL DEPLOYMENTS
We start the scenario at about the time the "Greek" colony at Neapolis expelled its Samnite garrison and asked the Romans for help. All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated

Romans
(See notes on Roman Legions, below)

Hex/City	Units
Roma [It-3714]	**T. Veturius Calvinus** (110) [Rome Consul[a]]; Legion I (Vet.), Legion II [Consular Army I]; 5 SPs Legion Infantry, **Praetor Urbanus**[c]
Anywhere in Latium	**Sp. Postumius Albinus** (111) [Field Consul[b]; Legion III [Consular Army II]

Legion I is Veteran; all other Legions are Recruit. This scenario uses the Early Roman Legion composition. All Legions are at full strength.

The two consuls above were the two responsible for the Caudine Forks fiasco; they lent depth to the word incompetent. We thought it would be nice to start off with these two Sons of Romulus … give the underdogs a shot.

[a] = Veturius Calvinus is the Rome Consul and has Legions I and II for his Imperium. He has permission to leave Roman Italy.

[b] = Postumius Albinus is the Field Consul Claudius and has Legions III as his Imperium. Samnium is his assigned province. Albinus' Consular Army begins the game with a single Legion.

[c] = Randomly draw one leader from the pool. The special Praetor Urbanus leaders are not used.

Initial Siege Capability Rating: -3

Magistrate Availability: All Roman leaders from 104-122.

Samnites

Hex/City	Units
Bovianum [It-4109]	**Gaius Pontius,** 18 Inf SP's, 3 Cav SP's
Beneventum [It-4510]*	15 Infantry SP's, 3 Samnite Cavalry SP's [Army II]
[It-4512]	8 Infantry SP's [Outside City]

* = The town was known as Maleventum in those days. Its name was changed to Beneventum after the Romans defeated Pyrrhus there. It appears that the "Male" comes not from the Latin word for "bad" or "evil", but from the Greek melon, or malon, meaning either "sheep", or "apple". Interesting to ruminate on how a town got to be named Sheepwind, doesn't it?

Before starting play the Samnite player may randomly select another leader, as per the rules for doing so, below. The leader is placed either in Beneventum or with the SPs it It-4512.

Initial Siege Capability Rating: -3.

STARTING THE GAME
LAMs for all leaders listed above are available, and, of course, the Augury and Siege Attrition markers. The Roman Player pre-selects one Consul LAM and the remaining available LAMs (including the Siege Attrition and Augury markers) are placed in the pool. For the first game turn (320 BC), the first three phases of the Sequence of play are skipped. The game begins with the Operations Phase using the pre-selected Consul.

THE ITALIAN TRIBES
In the 4th century, B.C., Italy was essentially broken up into tribes, each holding their own areas, and each fighting the incursions of both the Romans and the Samnites, but mostly the former.

Except for the Samnites, no other tribe starts the game with units on the map. Tribal armies appear only when they Revolt, or as a result of Samnite Incursion. All revolts are against Rome, and all revolting tribes from this event are played by the Samnite player. When Tribes appear by Samnite Incursion they are, momentarily, played by the Roman player.

Tribal Revolts
The following are the circumstances under which a tribe will revolt.

- Tribal Revolt Phase: An adjusted die roll (in the Tribal Revolt Phase; see below) produces a revolt.
- Augury Event: If a Tribal Revolt occurs, the player rolls on the Tribal Revolt Table to see who revolts, and how much of an army that tribe receives.

- Roman Entry Into Province: The instant a Roman-led force enters a province that is not controlled by the Romans, that tribe revolts. Consult the Tribal Revolt Table to determine size of force.

Tribes do not revolt simply because either player controls it. Such control does mean an ease in travel and an ability to enter that province without causing a revolt. But control, in and of itself, does not raise the army.

Tribal Revolt Segment
During the Tribal Revolt Segment (C/3), the Samnite Player rolls the die. He adds to that die roll the number of Roman legions greater than four that are not within a Roman controlled province. If the adjusted die roll is '8' or higher, the Samnite player then rolls on the Tribal Revolt Table (below). Thus, if there are 7 legions outside Roman-controlled provinces, and the Samnite rolls a '6', the adjusted '9' enables him to see who revolts.

The Tribal Revolt Table
Only the tribes listed on this table can revolt. Gauls arrive solely by random event.

Tribal Revolt Check

DR	*Result*
0–7	No Revolt
8+	Revolt. Roll on Tribal Revolt Table

DIE ROLL MODIFIERS:
+1 For **each** Legion **over four** outside a Roman controlled province.

Roll two dice, combining them (00-99) to determine who revolts. Roll a die again to determine the size of the force. The result is the number of infantry/cavalry SPs involved in the revolt. Cities in parentheses are where the units are placed (inside the city). If the listed city has an enemy garrison, the Samnite player may place them in any other unoccupied city in that province. If there are no unoccupied cities, the owning player place the tribal units in any Small City in that province, displacing the garrison (it is now Outside the City). Any control marker present is removed. If a tribe is already active, ignore that roll and roll again. Place the tribal LAM in the Pool.

When a revolt occurs, if the tribe's alliance level is either neutral or in favor of the Samnites, there is no change in the level. If it was in favor of the Romans, put the level at "0" If Roman Allied, the tribe is now Independent.

EXAMPLE: Initial dice roll of a 1 and a 4 (14) activates the Etruscans. Second die roll of '6' gives the Etruscans 20 infantry SP and 4 cavalry SP.

Tribal Leaders
Each tribe is represented by a single counter with that counter showing the ratings of its leader. The Gauls and Tarentine have their own unique combat units. For the other tribes, use the Italian combat units. Each tribe is considered its own contingent regardless of the actual combat units used. All combat units belonging to the tribe must remain with the Tribal Leader counter at all times. This restriction does not apply to the Samnites. Tribal "leaders" cannot be killed, they have no Guile, and they may not engage in Diplomacy. Only one—the Etruscans—has any value as a subordinate leader in a battle. Other than that, they operate as all other, named, leaders.

Tribal Revolt Table

Die Roll

Dice Roll	Tribe (Town Placement)	0,1	2	3	4	5	6	7	8	9
01-20	Etruria (Arretium,Cortona or Persusia)	4/0	7/1	10/2	13/3	16/4	20/4	23/5	26/6	29/7
21-36	Umbria (Camerinum)	2/0	4/0	6/0	7/1	9/1	11/1	12/2	14/2	16/2
37-45	Picenum (Asculum)	2/0	4/0	6/0	7/1	9/1	11/1	12/2	14/2	16/2
46-59	Sabinus (Corfinum)	2/0	4/0	6/0	8/0	10/0	12/0	14/0	16/0	18/0
60-81	Apulia (Luceria)	3/0	5/1	8/1	10/2	12/3	15/3	17/4	20/4	22/5
82-89	Lucania (Paestum)	1/0	2/0	3/0	4/0	5/0	6/0	6/1	7/1	9/1
90-92	Campania [a] (Capua)	1/0	2/0	3/0	4/0	5/0	6/0	6/1	7/1	9/1
		4/0	7/1	11/1	14/2	17/3	21/3	24/4	28/4	31/5
93-97	Tarentum (Tarentum)	3/0	6/0	8/1	11/1	13/2	16/2	18/3	21/3	23/4
98-00	Bruttium (Thurii)	2/0	4/0	6/0	8/0	9/1	11/1	13/1	15/1	17/1
Augury	Gaul	4/1	8/2	12/3	16/4	20/5	24/6	28/7	32/8	36/9

a = Use the top row if there is a Roman garrison in Capua; otherwise use the bottom row
#/# = Number of infantry/cavalry SP that revolt

Roll two dice combining the numbers to determine the tribe that revolts. Roll a third die. Place the SP of the appropriate type in the city indicated. If a tribe is already active, ignore that roll and roll again. The Gauls only enter via the Augury table.

Length of Tribal Activation

A tribe remains active until one of the following happens:

- It suffers a loss (a Draw is not a loss) in battle
- The Roman player gains control over the Tribe's province

If either occurs, the tribe is immediately removed from the map.

If the revolt occurs in a province already militarily controlled by Rome, the tribe must suffer a loss in battle to be removed.

Tribal Operations

Tribes conduct Operations when their LAM is picked, as any other force. Tribal Operations are always conducted by the Samnite player. Each tribe is considered an independent power and cannot conduct operations or Coordination with other tribes. Independent Tribes are always considered separate forces; they never combine in defense unless Allied to a player, and thus must be attacked separately.

Active tribes are always enemies of Rome but under certain circumstances can become Samnite Allies. A tribe is considered Allied to the Samnites when the Samnite player either has military control of the tribe's province or whenever the Alliance Level of that tribe is in the Samnite section of the track. It need not be Diplomatic control ... just in the Samnite section. While Allied to the tribe, the Samnite player can use any of his leaders to conduct operations with that tribe as well as conduct Coordination, Interception and Avoidance in conjunction with that tribe. If the Alliance level changes mid-turn to either neutral or pro-Roman the tribe is immediately considered independent. If a Samnite force is stacked with the tribe inside the city that goes independent, the Samnite force is placed outside the city.

An independent Tribe may leave its home province only to attack a force or conduct Siege operations against city in an adjacent province. If, because of Continuation rules, it does not succeed in carrying out such attack, when it is Finished it is immediately placed (back) in the nearest "home" hex.

The "ersatz" Tribal leaders (see above) may not command units that are outside their tribe. Tribes cannot detach units for any purpose.

Samnite Incursion

The Samnites may freely enter a province other than Samnium only if the Samnite controls that province himself, or the Alliance Level for that province is in Samnite favor (any number of boxes on any track). If the Samnites enter an "unfriendly" province—Roman-controlled or with an Alliance Level favoring Rome or at "0"—and, for any reason, Stops in that province, the Samnite force is immediately attacked by that province's tribe. If the tribe is already active, use that force. If not, the Roman player then gets to raise the tribal levy (as per the table, above). In either case, the tribal force is placed in the hex with the stopped Samnite army and attacks the latter. If the Stop occurred after entering a Samnite controlled city, that city is placed Under Siege.

If the Samnites fail to win the battle, the force must Retreat to a hex in Samnium. The Retreat can be of any length, but the loss provisions 8.37 apply. The just-raised tribal levy is removed no matter the outcome of the battle; if the tribe was already active it remains in place. If the incursion produced a Siege, the just raised levy is removed at the conclusion of the Siege, while an active tribe will remain in play.

THE GAULS

An invasion by the Senones tribe of the Gauls is triggered by an Augury Event. If the Gauls Augury event is rolled while the Gauls are on the map, treat the result as No Event. If the event does occur, the Gauls are immediately placed on the map, as follows:

- Consult the Tribal Revolt Table to determine how many Gallic SP are involved.
- Place the marauding Senones, and their unnamed commander, in any one hex in Liguria Friniates or Gallia Cispadana, and the two Gaul LAMs in the pool.

The Gauls are controlled by the Samnite player and are treated like any other tribe with the following exceptions:

- They cannot be Allied to either player, but they can Coordinate in a Samnite Attack (or Defense).
- They are treated as if they were Samnites for the purposes of incursion.

Once triggered, the Gauls remain in play until one of the following happens:

- The Gauls enter Rome
- The Gauls are defeated in a battle

Once either of the above two occurs, the Gauls are removed immediately.

MOVEMENT ATTRITION

When using the Movement Attrition Cost Chart, the Romans gain the "Roman" benefit only when traveling in provinces which they control at the start of the turn. The Samnites also gain the same benefit in Samnium.

ROADS

At the start of the game, the only road usable (other than the Via Saleria; see the exception to 6.33) is the Via Appia ... and then, only from Rome to 3914. The Appian Way may be extended by an Augury Event, as is explained in that event.

HISTORICAL NOTE: Other roads, and at least the Via Valeria from Rome to Corfinum, were started during the period. See the Augury Table.

SIEGE CAPABILITY

Neither player may increase his Siege Capability nor has or can use Siege Engines. The initial Siege Capability Rating for all tribes in this scenario is -3.

SACKING CITIES

Both players make Sack cities that surrender.

DIPLOMACY

Provincial Control

The Romans control Latium and Campania. Latium is the Roman Home Province. The Samnites control Samnium, the Home Province. All other provinces are uncontrolled and independent.

STARTING ALLIANCES: The starting Alliance Levels are listed on the Province Information Chart.

Roman Retribution

The growth of Rome was predicated on, and, in many ways, attributable to, the rather harsh methods Rome had in dealing with all who opposed her. You rose in revolt, you challenged her hegemony, you paid the price. After a while, this practice, combined with Rome's ability to inflict it, began to have a salutary effect on most of her neighbors. Therefore, any time that Rome Sacks a city in a province, the following occurs:

- Rome gains 2 boxes in its favor for that province.
- Roll a die for each province adjacent to the province in question. If the die is even, give Rome a box; if odd, no effect.

Ambassadors

Players may use any leader with a Diplomatic Rating as an Ambassador.

Samnite Diplomacy

The Samnites weren't a very diplomatic bunch, being hill farmers and all that. The Romans considered them somewhat unsophisticated in a non-urban sense. Whatever, the Samnite player may always choose to use his leaders for diplomatic efforts. However, aside from having bad ratings, the Samnite Player must add one (+1) to all Diplomacy related die rolls. Note that Papius Brutulus is useless in this area (as he was in virtually every other area).

SPECIAL SAMNITE RULES

Samnite Manpower

The Samnite Player may attempt one Manpower Raising Operation each turn to get additional troops. Any leader may do this, but the limit is still one per turn.

To raise troops, roll a die and consult the Samnite Manpower Table. The die role is cross indexed with the column corresponding to the total number of Samnite SPs currently in play. The result is the number of infantry/cavalry SPs raised.

EXAMPLE: The Samnite player rolls a '6'. If the Samnite Player had only 35 SPs in play he would receive 16 infantry SP and 2 cavalry SP.

The maximum number of Samnite SP's allowed in play is 100. Newly raised Samnites may appear in any friendly controlled city in Samnium ... including one under Siege!

Samnite Leaders

The Samnites may have a maximum of two leaders in play at any one time. During the Roman Election segment (B/3), while the Roman player is picking his magistrates, the Samnite must randomly pick two leaders from the pool of available leaders. The pool will include all leaders still alive, including ones that were used last turn.

Exception: the Samnite Player may choose to retain any leader in play the previous turn by rolling a die. If the die roll is the same or lower than that leader's Campaign Rating, he stays. If not—back into the pool (where he may yet be chosen for that turn!).

The Samnite player designates one of the two selected leaders as the Overall Commander for that game turn.

HISTORICAL/DESIGN NOTE: Names of actual Samnite leaders are hard to come by. All of those we have included are historical

personages—especially Pontius, of whom the Romans obviously thought very highly—although not all appeared in the same decade, or even war! Brutulus was not one of Samnium's generals; at least he doesn't appear to have been. He was, though, in the thick of the pro-war party, and his name was too good to pass up. He also appears to have been something of a jerk, although that may be attributed more to the prejudices of the Roman historians than any realities.

SPECIAL ROMAN RULES

Consuls

Postumius Albinus (111) begins the game in command of Consular Army that is short a Legion. This Army is treated as a Consular Army for all purposes. The next Legion raised must be added to that Army and becomes part of the Imperium of the magistrate then in command.

The prior year's Consuls are not available for election as Dictator/ME or either Consul magistracy. The outgoing Consuls, unless Prorogued, are placed in the pool after the election of the Dictator/ME and Consuls.

Papirius Cursor (104) and Rullianus (107) distinctly disliked each other. Despite this, Papirius, as Dictator, recognizing talent, chose Rullianus as his Magister Equitum when the 2nd Samnite War opened. They both served as consul five times, but never in the same year. The following interesting effects take place if both are in office in the same year:

A. They may not occupy the same hex! Effectively, this means they cannot combine armies. The can pass through each other's hex.

B. If one wins a Triumph and the other is not involved in the battle, the latter accuses the "winner" of disobedience. Roll the die; if it is a '1' or a '0', the Senate convicts the winner of disobedience and executes him! On any other number, he narrowly avoids such a fate. (The Romans did this sort of thing ... .)

Dictators

The Romans used an awful lot of Dictators (and Masters of the Horse, too) during the Samnite Wars, certainly far more than appear in the Punic War years ... or even during Pyrrhus' invasion. It's a bit hard to tell why—it is possible they functioned as the Proconsuls of the next generation—but it doesn't appear to have taken much to call one into being. Therefore, the following changes apply to the definition of "Emergency":

Minor Emergency: Any tribe, other than the Samnites, fields an army of 20 SPs or more; OR a Roman army led by a consul suffers any level of defeat

Major Emergency: Capua is occupied by any non-Roman unit

VICTORY

The Roman Player wins if at the end of the game turn:

- he controls all cities in Samnium; and
- the Alliance Level of all other provinces is either neutral or in favor of the Romans; and
- there is no active tribe in revolt on the map

The Samnite Player wins if:
- He occupies Rome (yeah, sure ...), or
- The Roman player has not satisfied his conditions by the end of the 10th turn.

If you wish to play until someone "wins" (i.e. play past the 10 turn limit), the Roman conditions still apply. The Samnites win if they:

- Occupy Rome OR
- They control all provinces in play, except Latium.

Samnite Manpower Table

Total Samnite SP

DR	<50	50–59	60–69	70–79	80–89	90–99
0	0	0	0	0	0	0
1	3/0	0	0	0	0	0
2	6/0	3/0	0	0	0	0
3	8/1	6/0	3/0	0	0	0
4	11/1	8/1	6/0	3/0	0	0
5	13/2	11/1	8/1	6/0	3/0	0
6	16/2	13/2	11/1	8/1	6/0	3/0
7	18/3	16/2	13/2	11/1	8/1	6/0
8	21/3	18/3	16/2	13/2	11/1	8/1
9	23/4	21/3	18/3	16/2	13/2	9/1

#/# = Number of infantry/cavalry SP recruited. The maximum size of the Samnite army is 100 SP.

PROVINCIAL INFORMATION CHART

Samnite Wars Scenario

Province	Alliance Level	In Favor of
Latium	Home	n/a
Samnium	Home	n/a
Etruria	2	Samnium
Umbria	2	Samnium

NOTE: Arimnum (2708), Fanum Fortunae (2908), Sena Gallica (3008) do not exist.

Picenum	2	Rome

NOTE: Ancona (3107) does not exist

Sabinum	1	Rome
Campania	4*	Rome
Apulia	2	Samnium

NOTE: Venusia (4707) does not exist

Lucania	3	Rome

NOTE: Paestum (4911) is a Medium Sized City

Bruttium	0	Neutral

*Campania is a Roman Ally. All other non-Home provinces are Independent.

All Medium Cities have an IDS of 3.

Roman Italy consists of Latium and Campania.

THE FIRST ALEXANDER INVASION

ALEXANDER, KING OF EPIRUS, 327 B.C.
SCENARIO COMPLEXITY LEVEL: 3

This is a short, three-player scenario—Rome, the Samnites, and Alexander of Epirus—covering a rather obscure historical event. It is also somewhat less complex than other scenarios, as it does away with or simplifies several basic mechanics.

HISTORICAL BACKGROUND
At about the time of the beginning of the Second Samnite War (c. 328 BC), Alexander, King of Molossia/Epirus, (probably) the uncle of Alexander III The Great, following in the path of many an ambitious Greek, used an invitation from the Tarentines (cf. Pyrrhus scenario) to open up a second front to the West while his nephew (the Great) went east. Alexander of Epirus landed in Lucania and had some pretty good success against the Lucanians and Bruttians, as you can see by his deployment and situation. The Romans were most interested in reaching a diplomatic agreement with Alexander, and the Samnites were girding for war against him when he was assassinated by a disgruntled Lucanian bodyguard. His death allowed the two other parties to concentrate on each other.

DESIGN NOTE: A subsequent volume of AW, focusing on Alexander the Great, will include a scenario for the Macedonian King "going west".

GAME LENGTH AND PLAY BALANCE
This is a rather short scenario, only four turns/years. It starts in 327 BC and ends at the completion of the 324 BC turn.

MAP
This scenario uses the Italy map. Only Italy, excluding Liguria, Gallia, and Venetia, is in play. The excluded provinces were the territory of the Gauls at this time, and they were far too powerful for the Romans to play around with. Latium and Campania make up Roman Italy.

RULES
The following rules are not used in this scenario:

- Naval Rules: 7.0; Skip the Naval Construction/Re-allotment Segment in the Sequence of Play.
- Provincial Manpower (RRR 10.2)
- There are no Leader Casualties (8.6); no leader dies.

- There is no Diplomatic Control, Alliances or use of Ambassadors (12.0)
- Auguries (13.0); Do not use the Augury Marker.

PLAYER AIDS
- Roman Army Display
- Roman City Occupation Display
- Non-Roman Army Display
- Non-Roman City Occupation Display

INITIAL DEPLOYMENT

All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.

Romans *(Use the Roman Legion rules for the Samnite Wars)*

Hex/City	Units
Roma [It-3714]	**Q. Publilius Philo (112)** (Rome Consul[a]) Legion I, Legion II [Consular Army I], 5 SPs Legion Infantry, Praetor Urbanus[c]
Capua [It-4412]	**L. Cornelius Lentulus (113)** (Field Consul[b]) Legion III, Legion IV [Consular Army II]

Legion I is Veteran; all other Legions are Recruit. This scenario uses the Early Roman Legion composition. All Legions are at full strength.

a = Publilius Philo is the Rome Consul and has Legions I and II for his Imperium. The Rome Consul has permission to leave Roman Italy.

b = Cornelius Lentulus is the Field Consul Claudius and has Legions III and IV as his Imperium. Samnium is his assigned province.

c = Randomly draw a leader from the magistrate pool. The special Praetor Urbanus leaders are not used.

Initial Siege Capability Rating: -3.

Magistrate Availability: All Roman magistrates from 101–107, plus the above two, are available for this scenario.

Control: Rome controls Latium and Campania. Both provinces are considered Home provinces. The Roman player controls all cities in these two provinces. These two provinces make up Roman Italy.

Samnites

The Samnite Player starts with:
- 30 Infantry SP
- 4 Cavalry SP
- Two Leaders, drawn randomly. The Samnite player may designate either leader as his Overall Commander.

These are placed anywhere within Samnium. The Samnite player is free to use any of the Samnite Army counters as he sees fit.

Control: The Samnites control only Samnium, her Home Province. The Samnite player controls all cities in Samnium.

Epirotes

Hex/City	Units
It-5209	Alexander of Epirus [OC]; 25 Epirote Infantry SP, 4 Epirote Cavalry SP [Epirote Army I]
Paestum [4911]	4 Epirote Infantry SP

Initial Siege Capability Rating: -2

Control: Alexander controls the following cities: Paestum [It-4911], Buxentum [It-5110], Heraclea [It-5407], Consentia [It-5611], Terina [It-5711].

STARTING THE GAME

LAMs for all leaders listed above are available, and the Siege Attrition markers. The game starts with the Initiative Phase (C); The Tribal Revolt Segment (C/3) is skipped on the first turn (see below).

Epirote incursion into Lucania and Bruttium has already occurred, and the Epirotes have defeated both of these tribes. There is, therefore, no mobilization of these tribes because of the initial deployment.

MOVEMENT ATTRITION

When using the Movement Attrition Cost Chart, the Romans gain the "Roman" benefit only when traveling in provinces which they control at the start of the turn. The Samnites also gain the same benefit in Samnium. Epirotes do not gain any such benefit.

ROADS

At the start of the game, the only road usable (other than the Via Saleria; see the exception to 6.33) is the Via Appia ... and then, only from Rome to 3914.

PROVINCIAL INFORMATION

Use the Samnite Wars Chart ignoring the Alliance Levels.

SIEGE CAPABILITY

No player may increase his Siege Capability nor has or can use Siege Engines. The initial Siege Capability Rating for all tribes is -3.

THE ITALIAN TRIBES

Except for the Samnites, no other tribe starts the game with units on the map. Tribal armies appear as a result of Roman, Samnite or Epirote Incursion.

Incursion and Tribal Mobilization

Any time one of the players enters a province that he does not control militarily, and there is no Tribal Army for that province's tribe already present, that entry, or incursion, will provoke that tribe to mobilize ... by using the Tribal Revolt Table (which can be found in the Samnite Wars scenario). The mobilization occurs the instant—first hex—the incursion occurs, but the temporary halt in movement is not a Stop. The moving army continues on after mobilization. Exception: The Campanians never mobilize as a result of an incursion.

A player who controls a province controls the tribal army of that province. If no player controls the province, the opposing two players (other than the one who just entered the province) first roll one die to see who is going to control the newly mobilized tribe. Each player may add as many available Guile Points to his die roll as he wishes. High total gains control of that tribe. Ties? Roll again.

The controlling player now determines the manpower available to that tribe in the same manner as is used in the Samnite Wars scenario; see above. That tribe is now placed as indicated on the table, and above.

Length of Tribal Activation

A tribe remains active, and player controlled, until one of the following happens:

A. It suffers a loss (any level) in battle, in which case the army is simply removed from the map.

B. Another player Militarily controls that province. In this case, if the tribal army is still on the map, the controlling player assumes control of that tribal army, and that tribal army remains in play as long as a player controls the province.

Length of Tribal Activation

A tribe remains active, and player controlled, until one of the following happens:

A. It suffers a loss (any level) in battle, in which case the army is immediately removed from the map.

B. Another player militarily controls that province. In this case, if the tribal army is still on the map, the controlling player assumes control of that tribal army, and that tribal army remains in play as long as a player controls the province.

Tribal Leaders

Each tribe is represented by a single counter with that counter showing the ratings of its leader. The Gauls and Tarentum have their own unique combat units. For the other tribes, use the Italian combat units. Each tribe is considered its own contingent regardless of the actual combat units used. There may be only one such stack in play for any one tribe (other than the Samnites) at any one time. Tribal "leaders" cannot be killed, they have no Guile, and they may not engage in Diplomacy. Only one—the Etruscans—has any value as a subordinate leader in a battle. Other than that, they operate as all other, named, leaders.

Tribal Operations

Tribes conduct Operations when their LAM is picked, as any other force. Tribal Operations are conducted by the controlling player. Each tribe is considered an independent power and cannot conduct operations or Coordination with other tribes and are always considered separate forces. Independent tribes never combine in defense.

A tribe is considered Allied to the player that militarily controls the tribes province. While Allied to the tribe, the controlling player can use any of his leaders to conduct operations with that tribe as well as conduct Coordination, Interception and Avoidance. If the controlling player loses control of the tribe's province, the alliance immediately ends and new controlling player is determined as above. If a player's force is stacked with the tribe inside the city that goes independent, that force is placed outside the city.

A Tribe may never leave its home province. The "ersatz" Tribal leaders (see above) may not command units that are outside their tribe. Tribes cannot detach units for any purpose.

MANPOWER

Raising Manpower is no longer an Operation, as per 5.3 (#7). All raising of Manpower for the players (not the other tribes) is conducted during the Tribal Revolt Phase (C/3) which is skipped for the first turn.

Samnite Manpower

To raise Samnite SP, the Samnite Player rolls two dice, adding them. The total is the number of SP he raises, 15% of which are cavalry SP's. Newly raised Samnites may appear in any town in Samnium ... including one under Siege!

Roman Manpower

The Roman player receives one Legion during the Tribal Revolt Segment, provided that he did not raise Legions during the Election Segment.

Epirote Manpower

The Alexander/Epirote Player gets Manpower (the number of SP in parentheses — use the Greek combat units) — from the following friendly Greek colonies:

Paestum (1), Rhegium (2), Locri (1), Croton (2), Thurii (2), Metapontum (1), Heraclea (1), Tarentum (3), Brundisium (2)

He receives these SP (15% of which are cavalry SPs) as long as no other player occupies that city or controls the province that city is in. The SPs are placed with Alexander. If Alexander is in a besieged city that is not a port, the SPs are instead placed in any friendly city.

DESIGN/HISTORICAL NOTE: The above is really wishful thinking on Alexander's part, and present solely for game balance purposes.

SPECIAL ROMAN RULES

Consuls

The prior year's Consuls are not available for election as Dictator/ ME or either Consul magistracy. The outgoing Consuls, unless Prorogued, are placed in the pool after the election of the Dictator/ ME and Consuls.

Papirius Cursor (104) and Rullianus (107) distinctly disliked each other. Despite this, Papirius, as Dictator, recognizing talent, chose Rullianus as his Magister Equitum when the 2nd Samnite War opened. They both served as consul five times, but never in the same year. The following interesting effects take place if both are in office in the same year:

A. They may not occupy the same hex! Effectively, this means they cannot combine armies. The can pass through each other's hex.

B. If one wins a Triumph and the other is not involved in the battle, the latter accuses the "winner" of disobedience. Roll the die; if it is a '1' or a '0', the Senate convicts the winner of disobedience and executes him! On any other number, he narrowly avoids such a fate. (The Romans did this sort of thing ... .)

Dictators

The Romans used an awful lot of Dictators (and Masters of the Horse, too) during the Samnite Wars, certainly far more than appear in the Punic War years ... or even during Pyrrhus' invasion. It's a bit hard to tell why—it is possible they functioned as the Proconsuls of the next generation—but it doesn't appear to have taken much to call one into being. Therefore, the following changes apply to the definition of "Emergency":

Minor Emergency: Any tribe, other than the Samnites, fields an army of 20 SPs or more; OR A Roman army led by a consul suffers any level of defeat.

Major Emergency: Capua is occupied by any non-Roman unit.

Samnite Leaders

The Samnites may have a maximum of two leaders in play at any one time. During the Magistrate Election Phase (B/3),, while the Roman is picking his consuls, the Samnite must randomly pick two leaders from the pool of available leaders. The pool will include all leaders still alive, including ones that were used last turn.

Exception: The Samnite Player may choose to retain any leader in play the previous turn by rolling a die. If the die roll is the same or lower than that leader's Campaign Rating, he stays. If not—back into the pool (where he may yet be chosen for that turn!). The Samnite player designates one of the two selected leaders as the Overall Commander for that game turn.

MOVEMENT ATTRITION

When using the Movement Attrition Cost Chart, the Romans gain the "Roman" benefit only when traveling in provinces which they control at the start of the turn. The Samnites also gain the same benefit in Samnium. Epirotes do not gain any such benefit.

VICTORY

Players get Victory Points for controlling Provinces, equal to the province's Attrition Rating. At the end of the fourth turn (324 BC), the player with the most Victory Points wins.
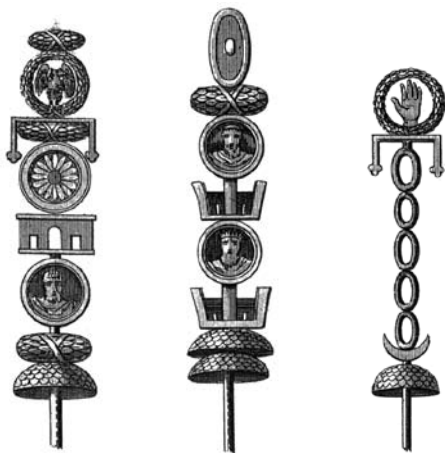
THE EAGLE HAS LANDED

THE INVASION OF PYRRHUS, KING OF EPIRUS; 280 B.C.

SCENARIO COMPLEXITY LEVEL: 6

HISTORICAL BACKGROUND

Tarentum, the largest Greek colony (Taras) in the Magna Graecia area of southern Italy in the early 3rd century BC, considered itself the pre-eminent town on the peninsula. In fact, it was somewhat larger and better defended than that of her neighbor to the north, Rome, and her fleet pretty much controlled the seas east of Sicily. However, that didn't stop the Tarentines from being worried about the ever-increasing sphere of Roman power. The Romans had recently sent garrisons into Bruttium, occupying Rhegium, Thurii and Locri. This proved too much for the Tarentines, who immediately did two things. First, they took their fleet and sacked Thurii, a "take-that" lesson to for the upstart northerners. However, despite that success, they realized that they were not an overly martial bunch, which the Romans obviously were. The solution? Pyrrhus, King of Epirus and mercenary extraordinaire who, while waiting for a vacancy to pop up on the throne of Macedon (he was a descendent of Alexander the Great), was casting around for a few countries to conquer. With a promise of much local support from the southern Italian tribes, Pyrrhus and his 25,000+ man army was invited to c'mon over. He did, and thus set out to conquer Rome In various conversations, The Eagle (as he was known) also mentioned that some beach-front property in Sicily and Africa would be nice.

Pyrrhus arrived in the spring of 280 and promptly dispatched a Roman army, under Laevinus, at Heraclea. In this effort he was greatly aided by his 20 elephants, something never seen before by Roman armies. As Alexander the Great had used them 50 years before, they must have known of their existence. Knowledge of and Exposure to are totally different. He was completely unaided by either the Tarentines or any of the other tribes, who were pretty much waiting around to check out Pyrrhus' portfolio. Having seen the results at Heraclea, the locals stomped all over each other to join in the feeding frenzy. The following year, Pyrrhus and friends headed north for Rome, where they ran into two consular armies under Sulpicius and Decius Mus at Ausculum. This appears to be the 4608 Ausculum, just north of the Aufidus River; not the Asculum in Picenum.) Another victory followed for the Eagle, this time a Pyrrhic one, as Epirote losses were pretty stiff. Rome, however, was too tough a nut to crack just then, so back south he headed.

With the Italian operation at a standstill, and with his allies not thrilled with the blood-letting, Pyrrhus opted for a shot at Sicily, ostensibly coming to the aid of the Syracusans, who were being bothered by the Carthaginians and the Mamertines. (This situation would eventually explode into the 1st Punic War.) For two plus years Pyrrhus stomped up and down the island, winning battles to little avail, pretty much stymied by the fact that his arrival had caused the Carthaginians and the Romans to form an alliance. Despite being declared an ersatz King of Sicily, there wasn't much loot around, so it was back to Italy in 275 for another shot at Rome This time it was Curius Dentatus waiting for him at Beneventum, where the Romans just barely eked out a squeaker over Pyrrhus and his botched night attack.

That was it; the Eagle had had enough. It was back to the Balkans, where he was sent to His Greater Reward a few years later by a falling roof tile. The Romans? They used his departure as an excuse to raze Tarentum and gobble up all of southern Italy.

However, not since the Gallic invasion of a hundred years before had the Romans faced so great a threat to their existence. While not in Hannibal's class, Pyrrhus was no slouch; in fact, his reputation as one of the Mediterranean's finest field commanders lasted for centuries. In truth, he came fairly close to upsetting the Roman applecart. It was, however, those two great Roman wells of Manpower and Discipline that did him in.

GAME LENGTH
The game starts with the 280 BC turn and lasts, at the most, until the end of the 271 BC turn, or a maximum length of ten years. This rather artificial limit is here because it is doubtful that Pyrrhus would have remained away too long from the lure of the Macedonian kingship, the throne to which he truly aspired. It can end sooner; see the Victory Conditions, below. Depending on how things go for The Eagle, each year of play takes about 45 minutes, some years less.

PLAY BALANCE
Given a careful, methodical Roman player, it's going to be pretty tough for Pyrrhus to take Rome. However, if he plays his cards right, he can gather enough points in southern Italy and Sicily to, historically, force concessions from the Romans and, game-wise, emerge with a win.

MAP
This scenario uses the Italy map. No units may move north of the Etruria/Umbria border except by Augury event. This was the territory of the Gauls at this time, and they didn't take kindly to such intrusions—and we don't want to get into that sort of stuff. Roman Italy includes Latium, Campania, Sabinus, Picenum, Umbria, and Etruria.

RULES
All rules are in force.

PLAYER AIDS
• Roman Army Display
• Roman City Occupation Display
• Non-Roman Army Display
• Non-Roman City Occupation Display

INITIAL DEPLOYMENTS
All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.

Epirotes

Hex/City	Units
Tarentum [It-5405]	Milon, 6 Epirote Infantry SP [Army I]
Any hex on east coast of Calabria, but not Brundisium:	**Pyrrhus [OC], Megacles;** 40 Epirote Infantry SP, 10 Elite Epirote Cavalry SP, 2 Elephant SP.

Pyrrhus is the Overall Commander. If Pyrrhus is eliminated, his son Helenus becomes OC.

Initial Siege Capability Rating: -3

Replacement Leader Available: Helenus (Pyrrhus' son, actually)

Ambassadors: The Epirote player may use Cineas as his ambassador.

Tarentines [Epirote Allied/Active]

Hex/City	Units
Tarentum [It-5405]	20 Tarentine Inf SP, 5 Tarentine Cav SP

Romans

Hex/City	Units
Roma [It-3714]	**P.Valerius Laevinus [201]** (Rome Consul[a]) Legions I and V [Consular Army I], 5 Legion Infantry SP, **Praetor Urbanus**[d]
Arretium [It-2613]	**T. Coruncanius [202]** (Field Consul[b]), Legion II, Legion III [Consular Army II]
Bovianum [It-4109]	**L. Aemilius Barbula [203]** (Proconsul[c]), Legion IV [Consular Army III]
Locri [It-6013]	1 Legion Inf SP
Venusia [It-4707]	1 Legion Inf SP
Rhegium [It-6015]	8 Legion Inf SP [Campanian Legion][e]

All Legions are Recruit and begin at full strength. This scenario uses the Republican Legion composition.

a = Valerius Laevinus is the Rome Consul and has Legions I and V for his Imperium. The Rome Consul has permission to leave Roman Italy.

b = T. Coruncanius is the Field Consul Claudius and has Legions II and III for his Imperium. Etruria is his assigned province.

c = Aemilius Barbula is a Proconsul and has Legion IV for his Imperium. Samnium is his assigned province. Barbula's Consular army starts the game with single legion.

d = Randomly draw a leader from the magistrate pool. The special Praetor Urbanus leaders are not used.

e = See the special rules on the Campanian Legion, below.

Initial Siege Capability Rating: -3.

Magistrate Availability: All magistrates with the 2xx ID number

The following powers and forces begin the game independent and inactive. These forces are activated and placed on the map the instant Pyrrhus enters Sicily.

CARTHAGINIANS

Hex/City	Units
Lilybaeum [It-5526]	15 Ligurian Infantry SP; 2 Gallic Cavalry SP
Panormus [It-5423]	3 Gallic Infantry SP
Agrigentum [It-5923]	8 Iberian Infantry SP, 2 Numidian Elite Cavalry SP
Caralis [It-4332]	2 African Infantry SP

Initial Siege Capability Rating: -3.

SYRACUSANS

Hex/City	*Units*
Syracuse [It-6419]	Sositratus; 18 Syracusan Infantry SP, 2 Syracusan Cavalry SP
Leotini [It-6119]	4 Greek Infantry SP, 1 Greek Cavalry SP
Catana [It-6118]	1 Greek Infantry SP
Tauromenium [It-6017]	3 Greek Infantry SP

Sositratus can only command Syracusan/Greek units.

Initial Siege Capability Rating: -3.

MAMERTINES

Hex/City	*Units*
Messana It-[5915]	10 Mamertine Infanry SP 1 Mamertine Cavalry SP

DESIGN NOTE: The Sicilian city-states create somewhat of a problem in game terms. Although most of the eastern coastal cities were under the nominal sway of Syracuse they were, at least politically, independent city-states, ruled by "tyrants". Most of the western end of the island was controlled by Carthage, and the Mamertines, under a fellow named Kion, held sway at the northeastern tip (mostly Messana). See the rules for the Syracusans, below.

Ambassadors: Pyrrhus may use Cineas as his ambassador. The Romans use the consuls.

STARTING THE GAME

Pyrrhus gets only two LAM for the game's first turn. The loss of one LAM represents the fact that Pyrrhus' invasion fleet, and army, was scattered by a severe storm on its crossing from Ambracia—although he appears to have lost nary a man nor beast—and his army took some days to regroup. LAMs for all other Epirote leaders listed above are available, plus Magistrate LAMs as per the Initiative Ratings for Barbula, Laevinus and Coruncanius. And, of course, the Augury and Siege Attrition markers.

For the first game turn (280 BC), the first three phases of the Sequence are ignored. The game begins with a Pyrrhus Operations Phase (one of his two LAM available for that turn).

DIPLOMACY

The starting Alliance Levels are listed on the scenario Provincial Information Chart. Pyrrhus has NO Home Province. Latium is the Roman Home Province. Provincial control is indicated on the Provincial Information Chart

East Sicilia/Syracuse

Eastern Sicily was mostly Greek and under the political and military sway of the city-state of Syracuse. While living in an uneasy "truce" with the western, Carthaginian half of the island, her biggest problem at the time of Pyrrhus' invasion of Italy was the presence of the Mamertines.

The instant Syracusa (It-6419) becomes controlled by Pyrrhus—either diplomatically or by an Augury Event—Pyrrhus is free to enter East Sicily without causing any disturbance to the Syracusan-Pyrrhic relationship. If Pyrrhus chooses to "invade" East Sicilia before there is such an alliance, both Syracuse and Carthage adjust their Alliance Boxes three in favor of Rome.

The instant Syracusa becomes controlled by Pyrrhus, he controls all combat units in the city of Syracuse (only). Then, starting with the following year—and in each successive year Pyrrhus remains in Sicily—he receives, when raised by an operation, the combat Greek SPs listed for all other listed cities in Eastern Sicily, as long as he maintains control over East Sicily. There are no leaders, other than the rather ineffective Sosistratus, Tyrant of Syracuse

DESIGN NOTE: Such household names as Heraclides, Tyrant of Leontini, Theonon, Assassin of Syracuse, and our favorite, Tyndarion, Tyrant of Tauromenium became victims of Occam's gaming razor.

Units raised in East Sicilia may never leave Sicily; they may enter Western Sicily, but only if Pyrrhus is in Sicily.

Rome and Sicily

Roman units may never enter Sicily, regardless of the control situation.

DESIGN NOTE: Historically, their eventual alliance with Carthage forbade it; pragmatically, the Roman Senate's foresight was still limited by the Italian shoreline. A short generation later, the Romans would quickly overcome that reluctance.

Western Sicilia/Carthage

In 280 B.C. Carthage was the major power in the Western Mediterranean. Her control of Sardinia and the important ports of western Sicily enabled her fleet to sweep the sea. Her hegemony was challenged only by the not-inconsiderable presence of Syracuse in the east. Rome? Farmers without culture and, more important, without a fleet. Her relationship with the Romans was, if not truly cordial, on a fairly even, diplomatic/commercial keel. Rome clearly understood that Carthage considered Syracuse the Africans' sphere of influence, although most Carthaginians considered Sardinia more important, commercially. The uneasy truce between the Africans (in the west) and the Greeks (in the east) was a fragile one, easily breakable by the arrival of such as Pyrrhus.

The instant Pyrrhus sets foot in Sicily, the Carthaginian Alliance Level is adjusted three (3) boxes in favor of Rome, regardless of what else is happening elsewhere. It occurs even if Carthage is presently controlled diplomatically by Pyrrhus! Moreover, if Pyrrhus has any troops in Sicily—or East Sicilia becomes controlled by Pyrrhus—it requires two Pyrrhic Guile Points to adjust one Carthaginian box in his favor. (Why? See notes on Carthage & Syracuse, below.)

If/when West Sicilia (Carthage) becomes diplomatically controlled by either player, the units listed, below, are immediately available to that controlling player, and remain so for as long as that player retains such control. At the beginning of any turn in which such control ceases to exist, the units must be immediately placed in any town in West Sicilia—unless under siege. These units are placed in any port in West Sicilia when Mago's LAM is first picked. That placement is considered an operation; normal continuation rules are then applied. However, even if controlled by the Romans they may not enter Italy. They can be brought to Sardinia or Corsica, however.

Initial Activation: Mago; 20 Iberian Infantry SP, 20 Gallic Infantry SP, 8 Numidian Elite Cavalry SP; Adjust NS Level for the Tyrrenhum, Sardoum and Africum seas, two in favor of the player controlling Carthage the instant the Carthaginians are active.

Available* Each Year
Pyrrhus is in Sicily: 10 Gallic Infantry SP, 1 Iberian Cavalry SP.

* = Placed, as abovem, the first time a Mago LAM drawn in a turn; such placement is an operation.

Mago may only command the units deployed in West Sicilia and those available as reinforcements.

Carthage may not raise manpower from any of the Sicilian cities. The only cities that could provide additional troops for Pyrrhus while in Sicily are those in Eastern Sicily.

Carthage & Syracuse? No Way!
It is feasible that Pyrrhus (or even Rome) can gain control of both Carthage and Syracuse. While that would not be totally ahistorical, what would be is having them both work together. Carthage and the Greeks (both Syracuse and Tarentum, among others, were Greek cities) were not on the best of terms at this time, and any level of cooperation between them would be very unrealistic. Therefore, the following rules apply if either player controls both:

A. Carthage will never voluntarily give up occupation of Lilybaeum, regardless of the political situation. Carthage (through the player that controls her) must maintain a minimum garrison of 10 SPs of infantry at all times (except, of course, if reduced by siege). For Pyrrhus to control Lilybaeum, they must take it by Siege.

B. For purposes of determining whether Pyrrhus controls West Sicilia for victory points (only), though, if Pyrrhus controls Carthage diplomatically, Pyrrhus is considered to control Lilybaeum. Points for controlling Lilybaeum, specifically, apply only for physical control.

C. Carthaginian troops may never included in a force with units from the Eastern/Greek cities of Sicily or with the Tarentines. They may not Coordinate with a force that has any combat units from these cities, either..

Minor Allies and Italian Tribes: For the purposes of this game, the port of Messana is treated as a separate "province". The Mamertines, who occupy the city, have only the units initially deployed. They do not get any further reinforcements or replacements. They cannot leave Sicily.

The Italian Provinces: In a Manpower Operation—only one per turn—Pyrrhus may raise the troops listed for each province he controls. Troops so raised are placed in any friendly city in that province.

The Reluctant Tarentines: Despite having promised Pyrrhus massive support upon his arrival, the Tarentines—a rather sybaritic, fun-loving bunch, it appears—decided that partying was far better than fighting. They withheld the use of their "army", waiting to see exactly how good this Greek guy was. Therefore, the Pyrrhic player cannot move the Tarentine army until he (Pyrrhus) wins a land battle victory over the Romans—any kind, any size—or captures, in any way, any Large or Medium city.

In addition, all Calabrian reinforcements are treated as Tarentines for this scenario. They may not be placed in any city other than Tarentum. However, they may be raised inside Tarentum even if it is Under Siege!

MANPOWER
Yearly Manpower is listed in the Provincial Information Chart.

NAVAL SUPERIORITY
The levels below reflect the fact that a Roman war galley fleet was almost non-existent. The seas were controlled by the Tarentines and Syracusans in the south, and the Carthaginians everywhere else. The Tarentine fleet ... and an alliance with Syracuse ... pretty much insured the ability of Pyrrhus to transport his troops to and from Sicily.

NS Levels
At the Start of the game, the NS Levels are:

Mare Adriaticum:	Rome –3 / Pyrrhus +3.
Mare Ionium:	Rome –3/ Pyrrhus +3
Fretum Siculi:	Rome –2/Pyrrhus +2
Mare Tyrrhenum:	Rome –3/ Pyrrhus –2**
Mare Sardoum:	Rome –4/ Pyrrhus –3**
Mare Africum:	Both –4**

** = Although the Carthaginians are not "active" at the start of the game, their presence in these seas was very pronounced.

The clinker here is the Carthaginians, who start the game inactive but very much a presence. The Carthaginians considered the coastline of Sicily her "property"; they patrol it accordingly. The Tarentine fleet countered that somewhat for Pyrrhus, but Carthage still was the power to deal with. If the Carthaginians become controlled by either player, that player becomes "+4" in the zones formerly controlled by the Carthaginian (**); the level of the other player remains the same.

City IDS
All Medium Cities have an IDS of '3'

ADDITIONAL RULES

Roman Consuls
Aemilius Barbula [203] begins the game in command of Consular Army that is short a Legion. This Army is treated as a Consular Army for all purposes. The next Legion raised must be added to that Army and becomes part of the Imperium of the magistrate then in command.

The Campanian Legion: The Campanian Legion garrison, in Rhegium [It-6015], under the command of a rather ambitious, devious and generally unpalatable Mafia prototype, Proconsul Decius Juvelius (not in the game). The Campanian Legion is an 8 SP garrison that cannot be moved. The Roman player may have Roman leader pick up the SP to add to any AL type (only) Legion. Whatever, Juvelius is casting jealous eyes across the straits at the Mamertines, who seem to have a good thing going in Messana. The instant Pyrrhus wins a land battle victory (any level) or captures a Large or Medium Italian city, the Campanian Legion revolts. This doesn't accomplish much in game terms, except that the Campanian legion now belongs to no one, and if either player wants to occupy Rhegium, he must first get the Campanians out of there. Place an "In Revolt" marker on top of the Campanian Legion. The Campanian Legion marker remains as long as Rome has a garrison in the city or the revolt is crushed.

Sacked and Destroyed: Thurii [5509] has been Sacked. Place a marker to so indicate.

Elephants: The Romans had never seen elephants before. Their appearance at Heraclea—the first Pyrrhic battle against the legions—caused most of the legionaries to have a collective, massive coronary which, in turn, brought on an intense desire to return to their villages. Therefore, the first time the Epirote player commits his elephants in a battle (8.36), instead of using the War Elephants at Play Table. He automatically adds five (+5) to his Battle Result Table die roll (–5 if he's the defender). This applies only to that first time.

Siege Engines: Only the Romans and the Syracusans may build one—and only one—Siege Engine during play. Neither player may increase their Siege Capability Rating.

DESIGN NOTE: Pyrrhus had very little (try none) siege capability in this area.

Syracuse's Defense Capabilities: The city of Syracuse was especially difficult to take by Siege. In any Assault on Syracuse—a Major City with an IDS of '7'—the attacker subtracts one (–1) from the Assault die roll.

Pyrrhus, the Gentleman: The Epirote player may not Sack any cities. Pyrrhus, according to several sources, was a rather chivalrous chap who found such activities rather barbarous. He was usually especially "nice" to Roman inhabitants of the towns he captured. Appears his approach to "winning of hearts and minds" was somewhat different from that of the locals, who razed each other to the ground with rather depressing regularity, if one is to take Livy at face value (which one should not do).

VICTORY

The game proceeds until one of the following occurs, any of which signals a Pyrrhic Victory:

- At the end of any turn, Pyrrhus occupies Roma (It-3714)
- At the end of any turn, Pyrrhus occupies Capua (It-4412), Messana (It-5915), Rhegium (It-6015), Syracusa (It-6419), and Lilybaeum (It-5526), all at the same time.
- At the end of any turn Pyrrhus has 50 or more Victory Points (see below).
- At the end of the 280, 279 or 278 game turns, only, if Pyrrhus controls any six (6) Italian provinces, one of which must be Campania.

DESIGN NOTE: Such a gobbling up of territory would indicate a lack of Roman aggression and a concurrent ability to negotiate a peace with Pyrrhus, the details of which would probably have enabled Pyrrhus to establish a manpower base that would allow him to return to Greece with enough power to seize the throne of Macedonia.

If Pyrrhus is killed, the Romans win—as the Epirotes go home.

After 10 Years (turns), if none of the above has occurred, players total Victory Points. The player with the most VP wins.

The players receive Victory Points for controlling the following:

Each Province[a]	3	Tarentum	3
Syracuse	5	Rhegium and Messana	3
Capua	3	Lilybaeum	3

a = Including provinces in Corsica, Sardinia, and Sicily ... but not Melita. VP for occupation of cities is in addition to any for provincial control.

There are no VP for Rome or any city that has been Sacked.

PROVINCIAL INFORMATION CHART

Eagle Has Landed Scenario

Yearly Manpower

Province	Alliance Level	In Favor of	Inf/Cav	Contingent
Latium	Home	Rome	0 / 0	n/a
Campania	4*	Rome	9 / 2	Italian
Etruria**	4*	Rome	12 / 1	Italian
Umbria	4*	Rome	5 / 1	Italian
Arimnum [2708], Fanum Fortunae [2908], Sena Gallica [3008] do not exist.				
Picenum	4*	Rome	2 / 0	Italian
Ancona [3107] does not exist				
Sabinus	4*	Rome	10 / 0	Italian
Messana	3	Rome	3 / 0	Greek
Samnium	2	Pyrrhus	14 / 2	Samnite
Apulia	3	Pyrrhus	7 / 2	Italian
Lucania	3	Pyrrhus	6 / 1	Italian
Bruttium	3	Pyrrhus	3 / 1	Italian
Calabria	4*	Pyrrhus	15 / 1	Tarentines
Eastern Sicily	2	Pyrrhus		
Syracuse			6 / 1	Syracuse
Leotini			1 / 0	Greek
Tauromenium			1 / 0	Greek
Enna			2 / 0	Greek
Western Sicily §	0	None	0 / 0	n/a

* Campania, Etruria, Umbria, Picenum, Sabinus are Roman Allies. Calabria is a Non-Roman (Pyrrhus) Ally. All other provinces are Independent.

** Sardinia, Corsica and Melita are considered part of Western Sicily. All are controlled by Carthage.

All Medium Cities have an IDS of '3'.

Roman Italy includes Latium, Campania, Sabinus, Picenum, Umbria, and Etruria.

THUNDERBOLT

HANNIBAL'S INVASION OF ITALY, 218–216 BC
SCENARIO COMPLEXITY: 3

PLAY NOTE: This is a quick-play scenario covering the opening years of the 2nd Punic War. It dispenses with many of the extra rules and concentrates on the basic system. This is a good scenario with which to learn how to play the game, or to fiddle around with solitaire. It's mostly an exercise in seeing if you can do as well as Hannibal—or stop him from doing such. As such, it is not tremendous fun for the Roman, although he can win this.

GAME LENGTH
The game is only three years (turns) long, from 218 B.C. through 216 B.C. The scenario is playable in less than three hours, so it is possible to switch sides and see who can do better.

BALANCE
Not much, although it isn't easy to do as well as Hannibal did historically ... and therein lies the fun. Hannibal defeated three, large Roman armies in three years and established a base of operation that covered most of Southern Italy Achieving the same result will be a difficult task for the Carthaginian. On the other hand, given the poor level of Roman leadership for these three years, the Roman player has no easy task simply surviving. Essentially, you're playing against history, and it is the actual results the players have to equal or better.

MAPS
This scenario uses only the Italy map. Sicily, Sardinia and Corsica are not in play.

RULES
The following rules are not used in this scenario:

- Elections: RRR 5.2
- Naval Rules: 7.0; Skip the Naval Construction/Re-allotment Segment in the Sequence of Play.
- Diplomacy and Ambassadors (12.3)
- Auguries (13.0); Do not use the Augury Marker.

PLAYER AIDS
- Roman Army Display
- Roman City Occupation Display
- Non-Roman Army Display
- Non-Roman City Occupation Display

INITIAL DEPLOYMENTS
All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.

Romans

Hex/City	Units
Roma [It-3714]	10 Legion Infantry SP, Praetor Urbanus [d]
Placentia [It-1514]*	**P. Cornelius Scipio [401]** (Consul [a]) Legion III, Legion IV, 2 Gallic Infantry SP, 4 Italian Infantry SP [Consular Army I] **T.Sempronius Longus [402]** (Consul[b]) Legion I, Legion II, 8 Sicilian Infantry SP
	*The units are outside the city.
Ariminum [It-2708]	2 Legion Infantry SP
Arretium [It-2613]	2 Legion Infantry SP
Pisae [It-2315]	1 Legion Infantry SP

All Legions are Recruit and begin at full strength. This scenario uses the Republican Legion composition.

a = Cornelius Scipio has Legions III and IV for his Imperium.

b = Sempronius Longus has Legions I and II for his Imperium.

c = Randomly draw one of the special Praetor Urbanus leaders

Initial Siege Capability Rating: -3.

Carthaginians

Hex/City	Units
Taurinorum [It-1221]*	**Hannibal [OC]**, **Hasdrubal Gisgo**, **Mago, Hanno Bomilcar, Maharbal** 21 African Infantry SP 15 Iberian Infantry SP 19 Gallic Infantry SP 13 Elite Numidian Cavalry SP 16 Iberian Cavalry SP 4 African Elephant SP
	*These units start outside the city.

Initial Siege Capability Rating: -3.

STARTING THE GAME
As the first game turn picks up late-summer, 218 B.C., after Hannibal crossed the Alps, certain LAM limitations are in force. So, for this turn only:

- Hannibal will have only 2 LAM available, one of which is used to start play. The other Carthaginian leaders start with their allotted number of LAMs.

- The Romans receive one (1) Consul LAM which must be used to activate Longus. This of course, represents what actually happened. If you wish to ignore this, feel free to use either Longus or Scipio.

Place these LAMs along with the three Siege Attrition LAMs in the pool at start. The Augury LAM is not used. For the first game turn (218 BC), the first three phases of the Sequence of Play are ignored. The game starts with a Hannibal Campaign Phase.

The Romans may not raise new legions, or reinforce old ones, in the 218 (first) game turn.

The Emergency rules (RRR 5.28) are not used during the first game turn.

SPECIAL RULES
The following rules are not in effect during this scenario:

Auguries: Do not place Augury LAM in Pool

Election of Consuls: The Roman Player will use the historical consul appearance, as given below. He can "replace" killed/wounded consuls, though.

Consuls: There is no differentiation between Rome and Field Consul. Consuls are not assigned provinces and can operate freely in Roman Italy, the two Ligurian provinces, the Gallia provinces, and Venetia. They still must ask for Senate permission to enter Rome. They still must be placed in Rome or with an army.

Naval Rules: The Naval Rules (7.0) are not used. There is no Naval Transport.

Diplomacy: Diplomacy and Ambassadors (12.3) are not used. The Alliance Level markers are only adjusted for Major Victories and Devastation. A player may freely enter cities in a province if that province's Alliance Level marker is in his favor.

SPECIAL RULES

ROMAN MAGISTRATES

Consuls
There is no differentiation between Rome and Field Consul. Consuls are not assigned provinces and can operate freely in Roman Italy, the two Ligurian provinces, the Gallia provinces, and Venetia. They still must ask for Senate permission to enter Rome. Either consul may use the Manpower Operation, but not both. In all other cases where a rule or table makes the distinction, treat both consuls as Field consuls.

Election of Consuls
The Roman Player will use the historical consul appearance, as given below. He can "replace" killed/wounded consuls, though:

217 B.C.
CONSUL: Cn. Servilius Geminus [404], C. Flaminius [405]

216 B.C.
CONSUL: C. Terentius Varro [408], L. Aemilius Paullus [409]
PROCONSUL: L. Postumius Albinus [411]

Both Servilius and Flaminius may be used as proconsuls, if needed.

Dictator: If a Dictator is eligible to be raised it will be Quintus Fabius Maximus Verrucosus [406]. He serves only the year he is raised. While Dictator, Fabius ignores the Roman Honor DRM on all Avoidance attempts. If a Dictator is raised, M. Minucius Rufus may be added as a Magister Equitum.

Proconsuls: If it so happens that the Roman player has need of additional leaders as proconsuls—or replacement for fallen leaders—use M. Iunius Pera [410], or, for play purposes, any other consul with a 'D' or worse battle rating. The shortage of qualified military leaders is obviously part of the Roman problem herein.

MANPOWER
Romans raise legions as per standard rules.

The Carthaginians receive 10 SPs Gallic Infantry for each Victory they achieve in any province in or north of Etruria and Umbria. They receive 25 SPs Gallic Infantry if it is a Major Victory. Neither of these infusions require a Manpower Raising operation.

They can also raise manpower from any of the Italian provinces they control, as per the rules for such and the Province Table, below. The troops are placed with any Carthaginian force in or adjacent to the province in which they are raised.

VICTORY
To win, the Carthaginian has to do as well as Hannibal did—or better. For the Roman player to win, he has to stop that from happening. The Carthaginian player wins if he controls any seven contiguous provinces in Roman Italy that begin the game controlled by Rome at the end of 216 B.C., or any five contiguous provinces plus Capua. For victory purposes, Northern and Southern Etruria are counted as separate provinces. HOWEVER, for every Major Victory Hannibal wins, he has to control one less province. For every victory the Romans garner, he has to control one more province. He also wins, of course, if he, at ANY point, occupies Roma. Failure to accomplish any of this means a Roman Player victory

PROVINCIAL INFORMATION CHART
Thunderbolt Scenario

Province		*Manpower* Infantry	Cavalry	Contingent
Latium	Rome	0	0	n/a
Campania	Rome	4[a]	0	Italian
Etruria**	Rome	2	0	Italian
Umbria	Rome	1	0	Italian
Picenum	Rome	1	0	Italian
Sabinus	Rome	2	0	Italian
Samnium	Rome	4	1	Italian
Apulia	Rome	2	0	Italian
Lucania	Rome	1	0	Italian
Bruttium	Neutral	15	1	Italian
Calabria	Rome	2	0	Italian
Gallia Cispadana	Rome	0	0	n/a
Venetia	Rome	0	0	n/a
Gallia Transpadana	Carthage	0	0	n/a
Liguria Taurini	Carthage	4	0	Ligurian
Liguria Friniates	Carthage	3	0	Ligurian

a = Only if Capua is controlled by the Carthaginians, otherwise 0

All Medium Cities have an IDS of '4'; Roma has an IDS of 10

CONSUL HISTORICAL INFORMATION TABLE

ID #	Full Name*	Offices/Years**	Notes	ID #	Full Name*	Offices/Years**	Notes
101	Caius Poetelius Libo	C326		203	L. Aemilius Barbula	PC280	
102	L. Furius Camillus	C325		204	M. Curius Dentatus	C275, C274	'c'
103	D. Junius Brutus Scaeva	C325		205	P. Decius Mus	C279	
104	L. Papirius Cursor	C326, D325, D324, C320, C319, C315, C313, D310, D309	'a'	206	P. Sulpicius Saverrio	C279	
				207	C. Fabricius Luscinus	C278	'd'
				208	Q. Aemilius Papus	C278	
105	C. Sulpicius Longus	C323, C314, D312		209	P. Cornelius Dolabella	C283	'e'
106	Q. Aulius Cerretanus	C323, C319	'k'	210	P. Cornelius Rufinus	C277	'f'
107	Q. Fabius Maximus Rullianus	ME325, ME324, C322, D315, D313, C310, C308	'b'	211	C. Iunius Bubulcus Brutus	C277	
				212	Q. Fabius Maximus Gurges	C276	
				213	L. Cornelius Lentulus Caudinus	C275	
108	L. Fulvius Curvus	C322, ME316		214	Ser. Cornelius Merenda	C274	
109	A. Cornelius Cossus Arvina	D322		215	C. Fabius Licinus	C273	
110	T. Veturius Calvinus	C321		216	C. Claudius Canina	C273	
111	Sp. Postumius Albinus	C321		217	L. Papirus Cursor	C272	
112	Q. Publilius Philo	C327, PC326, C320, C315		218	Sp. Carvilius Maximus	C272	
113	L. Cornelius Lentulus	C327, D320		219	K. Quinctius Claudus	C271	
114	M. Folius Flaccinator	ME320,C318, ME314		220	C. Genucius Clespina	C276, C271	'g'
115	L. Plautius Venno	PC322, C318		401	P. Cornelius Scipio	C218, PC217–11	'h'
116	C. Junius Bubulcus Brutus	C317, C313, ME312, C311, ME310, ME309		402	T. Sempronius Longus	C218	
				403	Cn. Cornelius Scipio		'l'
117	Q. Aemilius Barbula	C317, C311		404	Cn. Servilius Germinus	C217	
118	L. Aemilius Mamercinus Privernas	D316		405	C. Flaminius	C217	
119	M. Poetelius Libo	C314, ME313		406	Q. Fabius Maximus Verracosus	D217, C214,209	'i'
120	M. Valerius Maximus	C312		407	M. Minucius Rufus	D217	'i'
121	P. Decius Mus	C312, C308		408	C.Terentius Varro	C216, PC218,214,213,207	
122	C. Marcius Rutilus	C310		409	L. Aemilius Paullus	C216	
201	P. Valerius Laevinius	C280		410	M. Iunius Pera	D216	'l'
202	Ti. Coruncanius	C280		411	L. Postumius Albinus	PC216, C215	'j'

* = Within Reason

** D = Dictator; C = Consul; PC = Proconsul, an office that includes Provincial Praetor; PU = Praetor Urabus; PP = Praetor Peregrinus

a = Papirius Cursor appears to have been elected Consul two years in succession, an exception to the "law" against doing so; there is little indication as to why/how this occured. He was also a two year Dictator (325–4), and there were no consuls for 324. There is some doubt as to whether this Papirius is the right Papirius, although recent research seems to so indicate.

b = Fabius Maximus' stint as ME (Magister Equituum, or Master of the Horse) was essentially as a second Dictator!! There were no consuls that year (324); maybe they were giving the Two Dictator system a try-out.

c = Curius Dentatus—he of the bucked teeth—was re-elected off of his "victory" over Pyrrhus at Malventum. Malventum, a key Samnite city, was renamed Beneventum when occupied by the Romans.

d = Fabricius was a busy fellow, previously consul in 282 and wounded at Ausculum, where he was a legate. He is also the fellow who informed Pyrrhus of the plot against his life. Fabricius, Aemilius Papus and Dolabella were also ambassadors to Pyrrhus after Heraclea.

e = Dolabella included herein because we needed a few more patricians for the pool and he was fairly active during this era, albeit not at the consul/ proconsul level. He was consul in 283, though.

f = Rufinus is the fellow who got tossed out of the job—and the Senate—because he was hoarding silver.

g = Actually, the consul for 271 was L. Genucius Clespina, but since "C" was also consul in 270, we figured it would be a bit of overkill to provide counters for both. Tangentially, note the almost complete absence of proconsuls of any type—praetors, etc.—in the Pyrrhus era. Even with Pyrrhus and the Samnites causing all sorts of problems, the Roman army remained fairly small ... rarely more than 8 legions total.

h = The father of Scipio Africanus, and most noted for his extended proconsulship in Spain from 217 BC until his death in 211 BC. Same applies to his brother, Cnaeus.

i = The leader of the "Fabian" party in the Senate, and purveyor of the stratetgy of delay and deny, for which he was awarded the cognomen "Cunctator". A very powerful man, politically. His son of the same name served towards the end of the war as a proconsul (#346). His political, military and philosophical opposite was M. Minucius Rufus, and old "cavalry" type who believed in meeting all problems with a headlong charge. In an instance of political dopiness never repeated, the two rival men, Fabius and Minucius, were both elected Dictator in the same year! Didn't work. Fabius also served as Consul Suffectus (sort of a replacement consul) in the Postumius fiasco; see 'n'.

j = Here's a good one; follow this closely ... it's hard to believe. Seems Postumius was very aptly named, as he was killed at Cannae in 216. So what was he doing as consul in 215? Well, while taking a Gallic sword to the neck on the banks of the Ofanto, it appears he was Consul Designate for 215. This still entitled him to "hold" the office of Consul, if only on the rolls. Anyway, Claudius Marcellus appears to have been appointed to take his place but, instead, abdicated when such "election" was declared invalid. In game terms it means nothing, but the Italian method of electing dead guys seems to have carried over to Chicago.

k = His son, of the same name, was the ME for 315 BC, but has been left off the list.

l = #403, Cn. Cornelius Scipio will appear in the full Punic Wars scenarios. He did not hold office in the Thunderbolt scenario.

SOURCES

Bath, Tony, *Hannibal's Campaigns* (Barnes & Noble, NY, 1992) A reprint of a 1981 work by a wargamer, this is an unexpectedly good military view of all three Punic wars, with most of the emphasis on Hannibal, to whom Bath is quite partial (as are we!). Good analysis, good naval info, and lots of well-backed opinion.

Bradford, Ernle, *Hannibal* (Dorset Press, NY, 1991) Highly readable general history of the Big Barca—and very pro-Carthaginian! But he has good grasp of the sources, provides numbers, discusses reasons, etc.

Broughton, T. Robert S., *The Magistrates of the Roman Republic* (American Philological Association, NY 1951) This book lists every consul, dictator, magistrate, praetor, legate, and what have you in the history of Republican Rome! (You think we made up all those names??) The footnotes also provide some insight, albeit cursory, as to their military capabilities. Also has some interesting sidelight information, such as cashiered consuls and vagrant Vestal Virgins.

Caven, Brian, *The Punic Wars* (Barnes & Noble, NY, 1992; reprint of 1980 edition). Another excellent book on not only Hannibal, but the entire relationshiop between Carthage and Rome. Delves extensively into areas other modern sources completely ignore, such as the 3rd Punic War and lots of details about Sicily, etc. If you want to read only one book on the Punic Wars, this is it.

Cornell, Tim and Matthews, John, *Atlas of the Roman World* (Facts On File, NY 1982) These F-o-F atlases are really spiffy stuff . . . lots of maps, lots of information. And the supporting text, while surface, is quite good. Good source for what cities/towns started when, especially in early Rome.

Kiepert, Dr. Henry, *Atlas Antiquus, 12 Maps of the Ancient World* (Leach, Shewell & Sanborn, New York ?) This "undated" volume contains very detailed maps of Rome, Sicily, Hispania, etc., during the Classical Period. Just when during that period is a good question—as is the publication date of this book (I would guess about 1900). But very informative and a much-used—if eyeball-smashing—source.

Livy (Titus Livius); transltd by Betty Radice, *Rome and Italy* (Penguin Books, NY, 1982) The main (available) primary source for the Samnite Wars, this edition covers Books VI-X of Livy's major work on early Rome. Rather rambling, and Salmon swears its full of mistakes. I wouldn't know; I wasn't there ... but some of the stuff does seem a bit improbable, though. What is really interesting is how much of a snob Livy was.

Motta, Giuseppe (Dir. de Cartografica), *Atlante Storico Illustrato* (Istituto Geografica de Agostini, Novara 1974) Italian atlas that pretty much concentrates on "Italian" history.

Nofi, Al, *Imperium Romanum II* (West End Games, NY, 1985) This massive simulation of the history of Imperial Rome is still one of the cornerstones of wargaming, even if it is a bit overwrought in spots. Nofi's research—with the help of some very good friends—is always exhaustive, and we used many of his provincial and city ratings. The game also includes a very handy bibliography. And, since I got two lines in Al's bibliography, I thought I'd give him a (well-deserved) credit here.

Polybius; transltd by Ian Scott-Kilvert, *The Rise of the Roman Republic* (Penguin Books, NY, 1979). Basic source for all Punic Wars stuff (although there ARE others). Much detail, surprising amount of "why", making Polybius far more readable than many of his classical peers. This edition has good maps, too. Definitively sine qua non.

Salmon, E.T., *Samnium and the Samnites* (Cambridge Univ Press, NY, 1967) No, it's not a rap group. It's your basic "modern" source on the Samnites ... at least until someone writes another book. Good detail—at least what detail there is—good source, good book. He does spend a lot of time saying what we don't know ... and refuting many of the primary sources, about which he is probably right.

von Hagen, Victor W., *Roman Roads* (World Publishing Co., Cleveland, 1966). Amazing what you find in the Children's section of the library. Contains map of complete Roman road system, plus chronological building tables.

Additional sources can be found in GMT's S.P.Q.R. game. Lots of books listed there ... including all our Pyrrhic sources.

Rules Index

All rule section numbers refer to the Rise of The Roman Republic (RRR) rules unless prefixed with AW. Where there are multiple entries, references in Bold indicate the primary rules section for that entry.

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Key
Province [Attrition Value]

Cities
Medium City: (M)
Large City: (L)
All other cities are small

Ports
Minor Port *
Secondary Port **
Major Port ***

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