

Ancient World

RISE OF THE ROMAN REPUBLIC

Player Aid Card #1

Version 2 (February 2008)

Pre-Combat Resolution Charts

Pre-Combat Resolution Sequence

1. The player controlling the active leader announces he is initiating an Attack operation against the enemy force in the same hex.
2. The defending player states whether he will attempt Avoidance (8.23) and then determines same.
3. If Avoidance was unsuccessful or not attempted, the Attack operation is conducted, otherwise, the active player can select another operation.
4. If the Attack operation is conducted, both players check for Coordination (8.26), if possible and desired.
5. Proceed to Resolving Combat (8.3).

(8.23) AVOIDANCE CHART

Check	Result
$DR \leq$ Campaign Rating	Force retreats up to two (2) hexes away from the attacker. Attrition: None if into a city; 1 ALP per each Flat or Rough hex; 2 ALP per each Mountain or Marsh hex. The maximum attrition loss is 10% of the Force.
$DR >$ Campaign Rating	Force must remain in place. There is a +2 DRM to the Battle Die roll

A leader may not attempt Avoidance if his force:

- has been intercepted (6.5)
- cannot either leave the hex or enter a friendly city in the same hex
- is being Overrun (6.6)
- has a city Under Siege (9.24) and is attacked by the besieged force

DIE ROLL MODIFIERS:

- 2 if the force will retreat into a friendly city in the same or adjacent hex
- 1 if the force will retreat into a friendly city two hexes away
- 1 if defender is in a Mountain or Marsh Hex
- 1 for each Guile Point expended by defending leader
- +1 for each Guile Point expended by attacking leader
- +3 if the only path of retreat is across a river

Rise of the Roman Republic

- +4 if the leader is Roman (Roman Honor)

All Die Roll Modifiers are cumulative



(8.26) COORDINATION CHART

DR > Coordination Value: Coordination successful. The selected force is moved into the battle hex and checks for Attrition. Otherwise, the attempt fails and the selected force remains in place.

Coordination Value:

- Add the two leader's Campaign ratings and then halve the total (drop fractions)
- Subtract one for each hex distant
- Subtract one for each non-Road River hex side crossed

Conditions:

- Must be within three hexes of the active force
- Path cannot be traced through Mountain or Marsh hexes
- A force is Inside a City in the same hex can Coordinate (distance is 0 hexes)

(8.3) THE BATTLE RESULTS TABLE (BRT)

-13 to -2			-1 to +10			+11 to +22		
DR	X	Result	DR	X	Result	DR	X	Result
-13		50/0	-1	[3]	25/15	+11		20/30
-12		45/*	0		20/10	+12	[7]	5/20
-11		40/*	+1		15/5	+13		10/25
-10	[0]	30/*	+2		X(-1)	+14		X(+2)
-9		35/10	+3	[4]	15/10	+15		5/25
-8	[1]	30/5	+4		15/15	+16		10/30
-7		30/10	+5		20/20	+17	[8]	5/30
-6		25/5	+6	[5]	10/15	+18	[9]	*/30
-5		X/(-2)	+7		X(+1)	+19		*/35
-4		25/10	+8		5/15	+20		*/40
-3	[2]	20/5	+9		10/20	+21		*/50
-2		30/20	+10	[6]	15/25	+22		*/75

X = Roll Again, adjusting as per accompanying (#) and any committed Guile Points, applying Unpredictable Result. Die roll (bracketed [#]) numbers. See 8.4.

= Attacker's % loss / Defender's % loss. Results in **bold** indicate that that side must **Retreat**.

The % loss is adjusted as follows:

- If the Combat Ratio DRM was greater than +3, decrease the attacker's loss by 5% for each DRM greater than +3.
- If the Combat Ratio DRM was less than -3, decrease the defender's loss by 5% for each DRM below -3.

If the adjusted BRT result is a “*”, the force suffers no loss. An adjusted percentage can never be more than 100% or less than 0%. A 1 SP force is automatically eliminated in any battle where either of the above two conditions apply. The Percentage Loss is not adjusted if that result occurred through an Unpredictable Result.

* = Player rolls die, removing that number of SP's, but never more than 5% (rounded down) of his SP total.

Die Roll Modifiers

- **Leader Tactical Ability Adjustment:** See 8.32 and the Leader Tactical Ability Table. Die roll adjustments can range from +9 to -9
- **Subordinate Leader Battle Points:** As per 5.44, maximum of 2 per player
- **Combat Ratio Adjustment:** See the Combat Ratio Chart.
- **Cavalry Superiority:** See the Cavalry Superiority Chart
- **Elite Units:** +1 attacking, -1 defending for each Elite Type and Contingent (minimum 5 SPs)
- **After Battle Status Effects:** See After Battle Status Effects chart. Use the worse status.
- **Terrain:** -3 if Attacker (any attacker, including one from a coordinating army) has crossed a River to directly enter the battle hex
- **Avoidance/Interception Failure:** +2 (see 8.23, 6.55).
- **Double Envelopment:** +4 (see 6.57)
- **Ambush:** +5 (see 6.58)
- **Elephants:** As per the War Elephant Table.
- **Naval Transport:** Attacking, landing forces incur a -3 die roll adjustment; landing forces that are attacked incur a +3 die roll for attacker.

Rise of the Roman Republic

- **Roman Discipline:** +1 attacking, -1 defending) for each Veteran legion that has least 6 Infantry SPs (RRR 8.31)
- **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.

All of the above adjustments are cumulative.

(RRR 5.57) ROMAN COMMAND EFFICIENCY CHART

Combat Rating	Legion Limit
A	6
B	5
C	4
D	3
E	2

Subtract one (-1) from the Battle DR for each Legion over the leader's limit.

If defending, add one (+1) to the Battle DR for each Legion over the limit.

(8.31) COMBAT RATIO CHART

Combat Odds*	DRM
1-3**	-3
1-2	-2
1-1.5	-1
1-1	0
1.5-1	+1
2-1	+2
3-1**	+3

* = Attacker SP to Defender SP, round down to match the appropriate row on the chart.

** The die roll adjustment past these points is simply the number on the “high” end of the ratio. Thus a force attacking at 1-10 would earn a -10 die roll adjustment. If it were 7-1, it would be a +7 die roll adjustment.

(8.32) LEADER TACTICAL ABILITY TABLE

DR	Battle Letter				
	A	B	C	D	E
0	4	3	2	0	0
1	5	4	3	1	0
2	6	4	4	2	1
3	6	5	4	2	2
4	7	6	4	2	2
5	7	6	5	3	2
6	7	6	6	3	3
7	7	7	6	4	3
8	8	7	6	5	4
9	9	8	7	6	5

Each Player rolls the die for his Leader to get his Tactical Rating for that battle. The Player with the higher number subtracts the lower rating from his to get the Leader Tactical Ability Adjustment DRM.

Battle Resolution Sequence

1. Determine all DRMs (8.31)
2. Conduct Elephant Commitment (8.36)
3. Roll one die, apply DRMs, and note result
4. Distribute Losses (8.34) and check for Leader Casualties (8.6)
5. Conduct Pursuit and Butchery, if applicable (8.38)
6. Conduct Retreats, if mandated (8.37)
7. Apply After-Battle Effects (8.5)

(8.6) LEADER LOSS TABLE

FIRST DIE ROLL:

DR < MR = No Effect
 DR ≥ MR = Roll Again

SECOND DIE ROLL:

DR < MR = Leader Wounded
 DR ≥ MR = Leader Killed

DIE ROLL MODIFIERS: +1 if Leader is part of a Losing Force
 (1st die roll only, +1 if during the Visit from Pluto segment
 Modifiers are cumulative)

(8.54) AFTER BATTLE STATUS RESULT CHART

Battle Result	Status
Winner	Disrupted
Loser (but not Major)	Disorganized
Major Loser	Useless
Draw	SP Loss of 15% or less Disrupted More than 15% Disorganized

The above status applies only in land battles where one side started with at least 20 SPs. The status does not apply to Winners that lose no SP, nor do they apply to Sieges. If a unit already has an ABS, it retains that ABS unless the new result is worse (order is Disrupted, Disorganized, Useless).

(8.36) WAR ELEPHANTS TABLE

Die
Roll Result

0	Eliminate 1 friendly cavalry SP and the Elephant SP
1	Eliminate 1 friendly infantry SP and the Elephant SP
2,3	Elephant Eliminated with No other Effect
4	No effect
5	Eliminate 1 enemy infantry SP
6,7	Eliminate 1 enemy cavalry SP
8,9	Add one (+1) to the combat die roll, if attacker; subtract one (-1) if defender

(8.77) AFTER BATTLE STATUS EFFECTS CHART

Action	Status		
	Disrupted	Disorganized	Useless
Battle Attack	-3 DRM	-5 DRM	Not Allowed
Battle Defense	+1 DRM	+3 DRM	+5 DRM
Movement Attrition	None	Down 1 Row	Down 3 Rows
Siege Attrition	None	+1 DRM	+3 DRM
Siege Assault	-2 DRM	-4 DRM	Not Allowed
Interception	None	Not Allowed	Not Allowed

If there are units with more than one status in a force, use the worse to determine the

(8.34) PERCENTAGE LOSS CHART

% Loss	Strength Point																		
	1	2	3	4	5	6	7	8	9	10	20	30	40	50	60	70	80	90	100
5	0	0	0	0	0	0	0	0	0	1	1	2	2	3	3	4	4	4	5
10	0	0	0	0	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10
15	0	0	1	1	1	1	1	1	1	2	3	5	6	8	9	11	12	14	15
20	0	0	1	1	1	1	1	2	2	2	4	6	8	10	12	14	16	18	20
25	0	1	1	1	1	2	2	2	2	3	5	8	10	13	15	18	20	23	25
30	0	1	1	1	2	2	2	2	3	3	6	9	12	15	18	21	24	27	30
35	0	1	1	1	2	2	2	3	3	4	7	11	14	18	21	25	28	32	35
40	0	1	1	2	2	2	3	3	4	4	8	12	16	20	24	28	32	36	40
45	0	1	2	2	2	3	3	4	4	5	9	14	18	23	27	32	36	41	45
50	1	1	2	2	3	3	4	4	5	5	10	15	20	25	30	35	40	45	50
55	1	1	2	2	3	3	4	4	5	6	11	15	22	25	33	39	44	50	55
60	1	1	2	2	3	4	4	5	5	6	12	18	24	30	36	42	48	54	60
65	1	1	2	2	3	4	5	5	6	7	13	20	26	33	39	46	52	59	65
70	1	1	2	3	4	4	5	6	6	7	14	21	28	35	42	49	56	63	70
75	1	2	2	3	4	5	5	6	7	8	15	23	30	38	45	53	60	68	75
80	1	2	2	3	4	5	6	6	7	8	16	24	32	40	48	56	64	72	80
85	1	2	3	3	4	5	6	7	8	9	17	26	34	43	51	60	68	77	85
90	1	2	3	4	5	5	6	7	8	9	18	27	36	45	54	63	72	81	90
95	1	2	3	4	5	6	7	8	9	10	19	29	38	48	57	67	76	86	95

To use the table, cross index the percent loss with the number of SP. If the size of the force is 10 or less, read the result directly from the table - a 20% loss of 4 SP would give a 1 SP loss. If the number of SP is greater than 10, use the column associated with the 10's digit of the SP affected added to the 1's digit - a 20% loss of 25 SP would produce a 4+1=5 SP loss.

(8.31) CAVALRY SUPERIORITY CHART

Terrain/Player	Cavalry Strength Point Differential								
	0-2	3-5	6-8	9-11	12-14	15-17	18-20	21-23	24+
Flat/Non-Roman	0-2	3-5	6-8	9-11	12-14	15-17	18-20	21-23	24+
Rough/Non-Roman									
Flat/Roman	0-4	5-9	10-14	15-19	20-24	25-29	30-34	35-29	40+
DRM	0	1	2	3	4	5	6	7	8

The DRM is 0 for Romans in Rough terrain and for all in Mountain or Marsh terrain

The DRM is added if the attacking player has Cavalry Superiority and subtracted if the defender does.



(12.34) AMBASSADOR TABLE

DR	Diplomacy Rating			
	A	B	C	D
0	+3	+2	+2	+2
1	+2	+2	+2	+1
2	+2	+2	+1	+1
3	+2	+2	+1	+1
4	+2	+1	+1	+1
5	+1	+1	0	0
6	+1	+1	0	0
7	+1	0	0	-1
8	0	-1	-1	-1
9+	-1/D?	D	D	D

EXPLANATION OF RESULTS:

+/- # = Number of Alliances Boxes adjusted in favor of that player (+), or against that player's interests (-).

D = Possible Disaster. Roll die, and see what happens

-1/D? = Roll the die. If even, it's -1; if odd, it's a D.

DIPLOMATIC DISASTERS:

DR Disasters:

0,1 Ambassador so outrages the notables he is addressing that the player loses 3 boxes and the ambassador is assassinated, on the spot, his head sent back to the OC, pickled, in a rather nice vase.

2,3 Oration not only has No Effect on the addressees, but the latter see an opportunity to make some quick cash. They hold the ambassador Ransom. Roll the die and halve it, rounding down (minimum of '1'). This is the number of Guile Points—which may be paid over the course of the game—it will take to ransom the ambassador. Otherwise, he is hors de combat for the remainder of the game.

4,5 Ambassador, tired by the journey, contracts the Illyrian Pox and dies. However, his conduct is so affecting, so noble, that his death earns the player 1 Box in his favor.

6,7 Ambassador is wined, dined and introduced to the local Madonna. Intrigued by the schedule of events that are sure to follow, our friend decides to go native. He skips the audience with the local tyrant, which lack of manners costs the player -1 Box, and it will also cost that player one more Guile Point to get the by-now jaded reprobate back into his camp—if the player thinks he's worth it. Otherwise, he's gone.

8,9 Turmoil in the area cancels audience. Ambassador sticks around, but it will cost the player another Guile Point—in another Diplomacy Operation—to arrange the audience (and roll on the Diplomacy Table) again.

GUILE POINT REFERENCE CHART

For Use by Overall Commander only:

- Bring in Replacement for killed subordinate leader (8.64)
- Influence Alliances by sending Ambassadors (12.32)

Rise of the Roman Republic (Roman Player only)

- Adjust Senate Request/Legion-Raising die roll (RRR 10.13)

For Use by any Leader

- Adjust the Battle Avoidance die roll in that leader's favor (8.23)
- Adjust Unpredictable Battle Result die roll (8.4)
- Attempt to take a city by Treachery (9.62)

Rise of the Roman Republic (Roman Player only)

- Adjust Senate Triumph Refusal die roll (RRR 5.48)
- Adjust Senate Permission die roll (RRR 5.66)



GMT Games, LLC
 P.O. Box 1308 • Hanford, CA 93232-1308
 www.GMTGames.com