ROMAN POLITICAL AND MANPOWER CHARTS

(RRR 5.48) SENATE PERMISSION CENSURE

Request	Permission Granted if
Leaving Province	DR ≤ Campaign Rating
Place Consul for Rome Outside Italy	
All other Operations	

DIE ROLL MODIFIERS:
–1 if leader is Field Consul
+1 if leader is a Proconsul
+2 Urban Legions of the Rome Garrison leaving city
+2 if the magistrate has been Prorogued to his province
–1 for each Guile Point used

Any **one** of these:
+1 if there are no enemy combat units in Roman Italy
+5 if there are no enemy units in Italy, Sicily or any of the Gallic provinces.
–4 if there is enemy force of 20 SP's or more within five hexes of Rome.
–2 if enemy Force of 20 SP's or more is within ten hexes of

Entering Rome [a]   DR ≤ Campaign Rating

DIE ROLL MODIFIERS:
–4 if there is enemy force of 20 SP's or more within five hexes of Rome OR
–2 if enemy Force of 20 SP's or more is within ten hexes of Rome, but farther than five.

a = The Urban Legions of the Rome Garrison do not need

Request a Triumph   DR ≤ Campaign Rating

DIE ROLL MODIFIERS:
–1 for each Guile Point used Rating

Expanding Army: DR ≤ Campaign Rating

Above 8 Legions (Dictator only)
DIE ROLL MODIFIERS: None

Magistrate Censured if: DR ≤ Campaign Rating

DIE ROLL MODIFIERS:
–3 if the non-permissible movement resulted in a Triumph. Sieges do not count.
–1 for each Guile Point expended
–1 if the non-permissible movement resulted in a Roman Victory, other than a Triumph.
+1 if no battle occurred as a result of the non-permissible movement
+3 if the non-permissible movement resulted in an enemy Victory, other than a major one.
+6 if the non-permissible movement resulted in an enemy

(RRR 10.3) LEGION REQUEST TABLE

Legions in Existence or [Scenario for NS Level]

Adj. DR	[Reinf][a] 0-6	[Thunderbolt] 7-11	12-16	17-20	[Eagle] 21+
–0	No	No	No	No	No
1	1 [4]	No	No	No	No
2	1 [4]	1	No	No	No
3	1 [4]	1	1	No	No
4	2 [8]	1	1	1	No
5 [S]	2 [8]	1	1	1	1
6	2 [8]	2	1	1	1
7	2 [8]	2	2	1	1
8 [E]	3 [12]	2	2	2	1
9 [b]	4 [16]	3	2	2	2
10 [b]	5 [20]	4	3	3	3
11+	5 [20]	5	4	3	3

No = Sorry, cash flow is tight, make do with what you have for now.

= Raise that number of new, Recruit double legions (one citizen, one ala of same number); in the Samnite Wars and Alexander scenarios only the citizen (RL) legion is used, OR

[#] = The number of reinforcement SP

[a] = This column used to determine number of Reinforcement SP, as per 10.23.

[b] = In addition to the Legions raised, the Roman Player may add to any one Force just raised one contingent of Auxiliaries; see 10.28

[S] = Adjusted DR greater than 5 are treated as 5 in the Samnite Wars and Alexander of Epirus scenarios

[E] = Adjusted DR greater than 8 are treated as 8 in the Eagle Has Landed scenario

Die roll Modifiers

+1 if Dictator making request
+1 if request made by Dictator or Consul for Rome and he is actually "in" Rome
+1 for each Guile Point used (OC only)
+2 for each enemy Major Victory that year
+2 *if enemy force of 40 SP's is within five land hexes of Rome; OR
    if enemy occupies any city within five land hexes of Rome
+/–? as per any Augury Event in effect that turn.
+2 if request is to *Reinforce* existing legions.
–1 if request made by the Field Consul (not the Consul for Rome)
–1 for each Roman Major Victory that year
–1 for each Roman Italian province controlled by enemy; maximum adjustment is –3
–1 if there is no enemy Force of 20 SP's or more within 20 land hexes of Rome
–3 if there are less than 20 enemy SP's in Italy
–4 Rome is enemy-occupied. If this is the case, the adjustment with an asterisk (*) does NOT apply

(RRR 5.0) ROMAN MAGISTRATE QUICK REFERENCE CHART

ROMAN MAGISTRATE QUICK REFERENCE CHART

Office	Chosen How?	Imperium	Placed in/with his …	Senate Permission Required to …	Notes
Rome Consul	Elected	One Consular Army	• Rome • Consular Army	• Leave Roman Italy • Leave starting province (except to return to Roman Italy) • Replace Disbanded Consular Army	• Consular Army must be that of the previous Rome Consul if possible • No specific province assigned
Field Consul	Elected	One Consular Army	• Assigned Province • Consular Army	• Leave assigned Province • Leave starting province (except to return to assigned Province) • Replace Disbanded Consular Army	• Consular Army must be that of the previous Field Consul if possible • Assigned province must be either the placement province or a province outside Roman Italy
Proconsul	Elected or Prorogued	One Consular Army	• Consular Army	• Leave assigned Province • Leave starting province (except to return to assigned Province)	• Elected: Assigned province is the placement province • Prorogued: Assigned province is the placement province, previous province, or any province outside Roman Italy
Praetor	Elected or Prorogued	One Legion	• Legion	• Leave assigned Province • Leave starting province (except to return to assigned Province)	• Only receives 1 LAM
Dictator	Elected	Two Consular Armies	• Consular Army • Rome or any Army if no army is assigned		• Emergency only • No Imperium if Dictator stays in Rome; select Magister Equitum • Assignment of Armies optional
Magister Equitum	Selected	Two Consular Armies	• Consular Army • Rome or any Army if no army is assigned		• Emergency only • Only selected if Dictator stays in Rome • Assignment of Army optional
Praetor Urbanus	Elected	Urban Legion	• Rome	• Leave Rome	• May only leave Rome if an Emergency exists

PROROGUE ELIGIBILITY

Office	Prorogued as …	
Consul	• Proconsul for the army he had as Consul if available or if Besieged (RRR 5.34) • Proconsul for any other army in any location. • Praetor of any Legion	
Praetor	Praetor for the same Legion he had in the prior turn	
Other	Dictator, Magister Equitum, Proconsul, Praetor Urbanus: Not allowed	