

Ancient World

RISE OF THE ROMAN REPUBLIC

Player Aid Card #2 Version 2 (February 2008)

(5.3) OPERATIONS CHART

Operation	Continue After Stop?
Leader Movement	Finished if not stacked with a friendly unit Continue if leader's first operation, otherwise; DR ≤ Campaign Rating
Force Movement ^[f]	DR ≤ Campaign Rating -1 Fleet Commander to conduct another Force Movement (Advanced Naval Rules only)
Ally Movement ^{[a], [f]}	DR ≤ Campaign Rating
Attack	Winner: DR ≤ Campaign Rating Draw or Loser: Finished
Raid	DR ≤ Campaign Rating
Involuntary Surrender	DR ≤ Campaign Rating +2 if Surrender is Successful -2 if Surrender is Unsuccessful

Siege Operations

Under Siege	Finished
Assault ^{[b], [d]}	Finished
Treachery ^{[b], [d]}	Finished
Reduction ^{[b], [d]}	DR ≤ Campaign Rating
Repair ^{[b], [c]}	DR ≤ Campaign Rating
Sally ^{[b], [c]}	Finished
Manpower ^[a]	DR ≤ Campaign Rating
Diplomacy ^[a]	DR ≤ Campaign Rating
Reform Scattered Units	DR ≤ Campaign Rating

RISE OF THE ROMAN REPUBLIC

Senatorial Permission ^[e] Granted: Automatic Continue
Denied: DR ≤ Campaign Rating

a = Overall Commander only
b = City must be Under Siege
c = Besieged leader only
d = Besieging leader only
e = Roman Leaders only
f = Movement Stops:

A Force or Ally Movement Operation ends when the force:

- Enters a city
- Crosses a Major River
- Is Intercepted
- Voluntarily Stops

The force must immediately check for Attrition (6.4)

(6.4) MOVEMENT ATTRITION COSTS CHART

Activity	Attrition Point Cost
Any non-Road Movement into or within a Province	Provincial Attrition Rating ^{[a], [b]}
Movement within a Province exclusively on Roads	1 AP ^{[a], [b]}
Enter Mountain Hex	6 AP
Enter Marsh Hex	3 AP
Cross Minor river ^[c]	1 AP
Cross Moderate river ^[c]	2 AP
Cross Major river ^[c]	3 AP
Stop inside a city	Subtract City IDS from AP total.

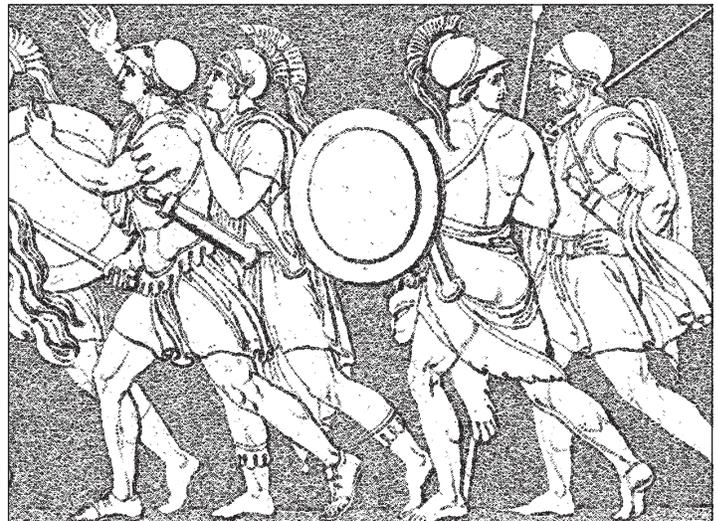
Rise of the Roman Republic:

Roman movement within any Roman controlled province in Roman Italy; ½ Provincial Rating (retain fractions)
Samnite movement within a Samnite-controlled province

Inertia Attrition

Provincial Attrition Rating ^[b]
If in a Mountain hex, double Provincial Attrition Rating
If Inside a City, subtract City IDS

a = Halve the AP cost (retain fractions) if player is moving within a Home province
b = Double the AP cost if province is Devastated (cumulative with [a])
c = Ignore the AP cost if crossed via a Road present in the scenario



ATTRITION RESULTS TABLE

	Siege		Adjusted Strength Points									
	Inside City DR	Outside City DR	1-10	11-25	26-40	41-60	61-80	81-100	101-130	131-160	161-200	200+
1			0	0	0	0	0	0	0	0	0	1
2			0	0	0	0	1	1	1	2	2	2
3		0	0	0	0	1	1	2	2	3	3	4
4		1	0	0	1	1	2	2	3	4	4	5
5-6	0	2	0	0	1	2	2	3	4	5	6	8
7-9		3	0	1	1	2	3	4	5	6	7	10
10-12	1	4	0	1	2	3	4	5	6	7	9	14
13-16	2	5	0	1	3	3	5	5	6	8	10	18
17-21	3	6	1*	1	3	4	5	6	7	10	12	23
22-27	4	7	1*	2	4	5	6	7	9	12	15	30
28-34	5	8	1	3	5	7	9	11	13	17	22	40
35-42	6	9	1	4	6	9	12	15	20	25	30	55
43+	7	10	2	5	8	13	18	24	32	44	56	70
A	8		3	7	10	16	23	31	42	57	71	90
B		11	4	9	14	23	33	43	58	77	99	125
C	9		5	11	17	28	41	55	75	100	127	160
D	10+	12+	7	15	21	35	50	70	95	125	156	195

Accumulated Attrition Points

- # = Attrition Loss Points; see 6.47 for loss distribution
 * = If there is only 1 SP moving, treat as '0'.
 ** = The A-D rows for Movement Attrition are used for die roll adjustments, as per 6.43.

Treat a Siege Attrition adjusted die roll less than 0 as 0.

Strength Point Adjustments:

Infantry and Elephant = None, Cavalry = Doubled

Row Adjustments for MOVEMENT Attrition

- Down 1 row ... if any units in force are Disorganized
- Down 1 row ... enter more than two consecutive Mountain hexes
- Down 1 row ... for every 50 SPs above 250, or fraction thereof
- Down 1 row ... if an Overrun (6.6) was conducted
- Down 2 rows ... if any units in force are Useless

Row Adjustments for INERTIA Attrition

- Down 1 row ... if any units in force are Disorganized
- Down 1 row ... for every 50 SPs above 250, or fraction thereof
- Down 2 rows ... if any units in force are Useless

THE MAXIMUM ROW ADJUSTMENT IS FOUR (4) DOWN

Die roll modifiers for SIEGE Attrition Besieged Force only

- ? Besieging player's NS Level for that zone if the city is a Port (Naval Superiority Rules only)

Besieging Force only

- 1 force is in Flat Hex
- 2 force Forages (9.53)
- 3 force has Land Supply (9.54)
- +1 force is in Mountain Hex

Besieging and Besieged Forces

- +1 if any units are Disorganized
- +3 if any units are Useless

Rise of the Roman Republic

- +1 for every two legions (drop fractions) over a Roman leader's Command efficiency limit (RRR 5.56)

All Die Roll Modifiers are cumulative

(6.6) OVERRUN SUMMARY CHART

Attacker:

- Must have 9-1 ratio in SP
- Must have more cavalry SP than defender if the defender has cavalry
- May not overrun from across a river
- May not overrun in a landing hex

Defender:

- Must not be Inside a City
- Must not be in Mountain or Marsh hex

If all the above conditions are met, eliminate the entire defending force (leaders included).

(6.7) DEVASTATION CHART

Eligible SP^(a) Devastation Value^(b)

< 25	Not allowed
25-50	1
51-100	2
101-200	3
>200	4

a = Only SPs that are in a force of at least 25 SPs that have spent the entire game turn in the province

b = An enemy force of at least 25 SPs present in the province outside a city prevents Devastation

Devastation occurs on a DR less than or equal the Devastation Value.

Devastation Recovery occurs on an adjusted DR greater than the Province Attrition Rating. Subtract the Devastation Value from the

ROAD PRESENCE CHART

Level A

Present after 310 B.C.

Level B

Present in *Rise of the roman Republic* in the **Thunderbolt** scenario only.

Level C

Not present in any *Rise of the Roman Republic* scenarios

(7.2) NAVAL TRANSPORT TABLE

Adjusted (Naval Superiority Rules only)
DR **Result**

≤0	The Ultimate Naval Disaster: entire Fleet sunk by storm or enemy action. Entire Force is eliminated (NS3)
1–2	Heavy Storms (or enemy action), 50% of SP's lost and Force is Scattered (NS2)
3	Force loses 25% and is Scattered (NS1)
4	Force loses 10% and is Scattered
5	Force lands at designated hex but loses 15%* (NS1)
6	Force lands at designated hex but lose 10%*
7	Force lands at designated hex but lose 5%*
8 +	All units land safely

* = Check lowest-Mortality-rated Leader for Casualty

NS1 = Decrease rolling player's NS Level in that zone by one; increase opponent's by one.

NS2 = Decrease rolling player's NS Level in that zone by two; increase opponent's by two.

NS3 = Decrease rolling player's NS Level in that zone by two; increase opponent's by two. In addition, decrease rolling player's NS levels in ALL other zones by one, and increase the opponents by one.

Die Roll Adjustments:

+/-? Lowest valued Naval Zone traveled into or through

-1 For every 20 Coastal Hexes traveled; amounts less than 20 do not count.

-1 For every 5 Deep Sea Hexes, or fractions thereof; amounts less than 5 do count.

All Die Roll Modifiers are cumulative.

Losses are distributed per 8.34.

(7.3) STRAIT CROSSING TABLE

Adjusted (Naval Superiority Rules only)
DR **Result**

0-3	Crossing Opposed , a naval battle has occurred. The moving player loses SP based on his current NS Level: NS 0 to +4: Roll a die. If DR is greater than the owning player's Naval Superiority Level, remove SP equal to twice the difference between the DR and the NS level NS < 0: Cross index the size of the moving force with the listed letter on the Attrition Results Table. The owning player loses that number of SP NS -1: A NS -2: B NS -3: C NS -4: D <i>1/3 of all Losses (round down) must be cavalry or elephants, if present.</i>
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4+ Crossing **Unopposed**. Force crosses without a loss.

DIE ROLL MODIFIERS:

+/-? Owning players Naval Superiority level

(7.25) NAVAL TRANSPORT CHART

Hex Type	Embark	Disembark ^[a]
Major Port	Unlimited	Unlimited
Secondary Port	50 SP	50 SP
Minor Port	25 SP	25 SP
Flat	None	Unlimited
Rough with City	None	5 SP
Rough without City	None	Only if Scattered
All other hex types	None	Not Allowed ^[b]

a = SP limits do not apply to forces that must disembark due to Scatter

b = All SPs and Siege Engines are eliminated in a force that Scatters in the hex. All leaders must check for Leader Casualty (8.6).

(6.5) INTERCEPTION SUMMARY CHART

Interception Type	Successful if	DRM and/or Restrictions
Ranged Interception: Range: 3 hexes if Outside a City, 4 hexes if Inside a City	DR ≤ Campaign Rating	+1 for each hex distant (except for River Control, see 6.35) +1 if intercepting force would cross a River even if by Road +2 for each Marsh hex moved into or through without using a Road +2 if any Intercepting units are Disrupted +3 for each Mountain hex moved into or through without using a Road
Same Hex Interception Intercepting Force Outside City:	DR ≤ Campaign Rating	Only allowed if enemy force attempts to leave hex +2 if any Intercepting units are Disrupted
Intercepting Force Inside City:	Automatic	Only allowed if enemy force attempts to leave hex
Ambush:	DR ≤ Campaign Rating	Target must be in the same or adjacent hex Target cannot be Inside City or in a Mountain or Marsh hex Intercepting force must be in a Rough, Marsh, or Mountain hex Intercepting force must be Outside City Intercepting force may not cross a River Rise of the Roman Republic: Roman leaders cannot conduct an Ambush
<div style="border: 1px solid black; padding: 5px; width: fit-content;"> All Die Roll Modifiers are cumulative Units that are Disorganized or Useless cannot participate in an Interception </div>		DRMs: +1 adjacent hex +2 if the Intercepting Force is Disrupted +3 for any Ambush attempt +/-? difference between Battle Rating letters with A=1, B=2, C=3, D=4, E=5

(9.3) CITY ASSAULT TABLE

Assault Ratio [Attacker to Defender]

1-2	1-1.5	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1
9	8	7	6	5	4	3	2	1

if DR is the same or higher than the number listed, the assault is Successful; otherwise it is Unsuccessful

- For Assault ratios less than 1-2, the Assault is automatically Unsuccessful
- For Assault ratios greater than 6-1, use the 6-1 column

Die Roll Modifiers

- 2 besieged city is a port and only the defender has Fleets in the hex and/or Port (Advanced Naval Rules only)
- 2 any of the assaulting units are Disrupted
- 4 any of the assaulting units are Disorganized (not cumulative with the above)
- +/-? Naval Superiority Level if a port (Naval Superiority rules only)
- +1 for each Siege Engine included in the assault
- +1 leader of the assault has a better Battle Letter than any defending leader, or if there is no leader with the garrison
- +2 besieged city is a port and only the attacker has Fleets in the hex and/or Port (Advanced Naval Rules only)

Rise of the Roman Republic

- 1 for each legion included in the assault over the assault leader's CER limit (CR 5.57)
- +1 Roman player is assaulting an enemy occupied Roma

All Die Roll Modifiers are cumulative

Assault Losses

	Successful	Unsuccessful
Attacker	Roll die: Odd 25%, Even 10%	Roll die, halve (round up): Multiply by 10% **
Defender	Roll die: Multiply by 10%	Roll die: Odd 25%, Even 10%

(9.4) SIEGE REDUCTION & REPAIR TABLE

Reduction DR	Result	Repair DR
5 or less	0*	3 or less
6, 7	1	4, 5, 6
8, 9	2	7, 8
10+	3	9+

* = If a Reduction attempt, a leaderless garrison may Sally (9.27)

Die Roll Modifiers:

- +? Siege Capability Rating
- +1 for each Siege Engine in the Besieging Force (Reduction attempts only)

All Die Roll Modifiers are cumulative

(9.6) TREACHERY TABLE

Campaign Rating

IDS	3	4	5	6	7
1	7	6	5	5	3
2	8	7	6	5	4
3	9	8	7	6	5
4	10	9	8	7	6
5	N/A	10	9	8	7
6	N/A	N/A	10	9	8
7	N/A	N/A	N/A	10	9
8	N/A	N/A	N/A	NA	10
9+	N/A	N/A	N/A	N/A	N/A

* = Use the city's original IDS – ignore the effects of Reduction

If adjusted DR greater than the number, the city falls to treachery; otherwise the attempt fails. If the adjusted DR is equal to the number, roll again. If the DR is greater than the attempting leader's Campaign Rating, the leader is killed.

N/A = Not allowed.

Die Roll Adjustments

- +1 for each Guile Point expended by the player attempting Treachery (see Restrictions below for exception).
- ? available Guile Points of all leaders inside the city. These are not expended.

All Die Roll Modifiers are cumulative

Rise of the Roman Republic

- For the Romans, only Consuls, Dictators, and Magister Equitum may attempt Treachery
- Roman player must expend one Guile Point which is not added to the DR
- Rome may not be taken by Treachery

(9.27) SALLY EFFECTS TABLE

Besieging Leader's Leader Tactical Ability (8.32)

DR	9	8	7	6	5	4	3	2	1	0
0, 1	4/0	3/0	2/0	2/1	2/1	2/2	1/1	1/1	0/0	0/1
2, 3	3/0	2/0	2/1	2/1	2/2	1/1	1/1	0/0	0/1	0/1
4, 5	2/0	2/1	2/1	2/2	1/1	1/1	0/0	0/1	0/1	1/2
6, 7	2/1	2/1	2/2	1/1	1/1	0/0	0/1	0/1	1/2	1/3
8, 9	2/1	2/1	1/1	1/1	0/0	0/1	0/1	1/2	1/3	0/3

To left of slash: The number of SPs lost by the Sallying force

To the right of Slash: The number of SPs lost by Besieging force

(9.72) INVOLUNTARY SURRENDER TABLE

DR > City IDS: The city Surrenders. Defenders are distributed per 9.74. The city cannot be Sacked. Otherwise, no effect

Conditions:

- Must have at least ten times (10x) more infantry SPs in his force than defender's SADS (9.32)
- Cannot be used if the city is Under Siege
- Use the city's original IDS. Ignore the effects of Reduction

Rise of the Roman Republic

- Rome is not subject to Involuntary Surrender



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