# Roman Civil War (Advanced Game) Player Aid (1/2)

1. **Historical Events**
2. **Caesar Player Turn**
   a. Strategem Marker Segment
   b. Res Publica Segment
   c. Recruiting Segment
   d. Movement Segment
   e. Combat Segment
   f. Supply Segment
3. **Senatorial Player Turn**
4. **Game Turn Completion**

| Tactics | Attacking Units | Special Effects (T) | Terrain Effects |
|---|---|---|---|
| Phalanx | All | None | - |
| * Skirmish | Missile units only | Enemy may choose only Skirmish or Manoeuvre. | Not allowed in Swamp, Mountain, and Forest. |
| * Assault | Heavy units only | Enemy takes additional 5 sp loss. May not be negated. | Not allowed in River. |
| * Manoeuvre | Cavalry units only | Enemy makes additional Discipline Check | Not allowed in Swamp and Mountain. |

Number of Special (*) Tactics = Leadership rating
Fleets: Heavy-armed infantry with missile capability. Full strength using Phalanx tactic, ½ strength for other tactics.

## Combat Results Table

| Factors | | 0 | 1-4 | 5-9 | 10-14 | 15-19 | 20-29 | 30-39 | 40-49 | 50-74 | 75-99 | 100+ |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Die Roll | 1 | 0 | 0C | 0C | 0C | 0C | 0C | 0C | 0C | 0C | 0C | 0C |
| | 2 | 0 | 0C | 0C | 0C | 0C | 0C | 0C | 0C | 0C | 5C | 5C |
| | 3 | 0 | 0 | 0 | 0C | 0C | 0C | 0C | 0C | 5CT | 5CT | 10CT |
| | 4 | 0 | 0 | 0 | 0 | 0 | 0CT | 5CT | 5CT | 5CT | 5CT | 10CT |
| | 5 | 0 | 0 | 0T | 2T | 2T | 5T | 5T | 5T | 5T | 10T | 10CT |
| | 6 | 0 | 0T | 2T | 2T | 5T | 5T | 5T | 10T | 10T | 15T | 15T |

Loss numbers: 0, 2, 5, 10, 15: Loses that number of strength points.       **C:** Discipline Check
Treat as "0" if defending inside a City during Storm combat       **T:** Special Tactics take effect.
Reduce by number of Heavy infantry/cavalry in defending force
Reduce by 5 if in Mountain or Swamp

## Siege

**1. Blockade:** No attack. Attrition effect on garrison.

**2. Storm.** Normal battle except:
- Automatic Attacker Tactical Advantage.
- Defender treats losses as "0".
- Surviving defender stays in city.

**3. Formal Siege:** Must have Impeditus unit. Roll once on Formal Siege table.

| Formal Siege Table | | |
|---|---|---|
| DR: | 1-3 | 4 | 5-6 |
| Result: | B | S | N |

**B:** Breach. Perform normal battle, but no Manoeuvre. Defender remains in city if they survive.
**S:** Sortie. Besieging player loses 1 unit and performs Blockade or Storm
**N:** No Breach. Blockade or Storm.

## Combat Effects

Victory: Opponent lost twice as many SP, and at least 25% of starting SP.
Major Victory (3): 20+ enemy SP lost
Minor Victory (1): 5-19 enemy SP lost
Skirmish (0): 0-4 enemy SP lost

Attacker gains # Stratagem Markers
Defender loses # Stratagem Markers
Attacker promotes # Legions

## Discipline Table

| Discipline Class | F | G | P |
|---|---|---|---|
| Imperator | | 1 | 2-6 |
| Veteran | 1 | 2 | 3-6 |
| Recruit | 1-2 | 3-4 | 5-6 |
| Mob | 1-4 | 5 | 6 |
| Barbarian | 1-2 | 3-5 | 6 |

**P:** Passed. No effect.
**F:** Failed. Unit disrupted. May not attack for remainder of combat. If already disrupted, it is eliminated.
**G:** Goes Berserk. Assume unit to be P/F/Elim in round 1/2/3.

### Tribute (23)
Friendly Leader in same hex and expend Political Stratagem in friendly turn (except during combat) against target. Target makes Discipline Check.

Results: See opposite

| Target | P | F | G |
|---|---|---|---|
| Supreme Leader | Loyal | Loyal | Loyal |
| Roman Leader | Loyal | Desert | Desert? |
| Roman Unit | Loyal | Desert | Defect? |
| Roman Civis | Loyal | Defect | Defect? |
| | | | |
| Client Leader | Loyal | Desert | Defect? |
| Client Unit | Loyal | Defect | Defect? |
| Client Civis | Loyal | Desert | Defect? |

### Training (30.2)
Leader and R-class Legion not involved in combat. Leader plays Military Stratagem at end of combat segment and makes discipline check.

**P:** Replace R class legion with V class
**F:** No effect.
**G:** Unit mutinies and is eliminated.

**Loyal:** No effect.
**Desert:** Target eliminated.
**Defect:** Target Switches Sides. Replace with friendly unit of same type. If not available, unit is eliminated instead.
**?:** If leader playing stratagem has at least equal strength units as target force, result occurs. Otherwise, leader is eliminated.

## March Table

| March Type | | Road or T Route | Cross Country | River | Naval |
|---|---|---|---|---|---|
| Die Roll | 1 | N | N | N | N |
| | 2 | M/W | M/S/W | R/W | O/W |
| | 3 | M1/A | M/S/A | R/A | O/X |
| | 4 | M2/F | M/A | R/F | O/A |
| | 5 | M2/F | M/F | R/S | O/F |
| | 6 | ME/W | M1/W | R/W | O/W |

**N:** No March. Force does not move at all.
**M:** March. Force moves according to movement type.
**M1:** Same as M, but may move 1 additional land hex of any kind.
**M2:** Same as M1, but may move 2 additional hexes if on road.
**R:** River Move. 10 hexes along river/lake if started in city, or accompanied by Impeditus throughout.

**O:** Sea movement.
**/S:** Scatter. If end move in city, treat as March, otherwise displace 1 hex randomly. Reroll if prohibited terrain.
**/A:** Attrition. Lose 1 non-leader unit.
**/F:** Force March attrition. /A if Forced March.
**/W:** Winter Attrition. Lose ½ total SP.
**/X:** Wreckage. ½ of total Naval SP lost. Passengers suffer fate of transport. Scatter.

## SUPPLY TABLE

| | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Friendly City (unbesieged) | S | S | S | S | S | S |
| Friendly City (besieged) | S | S | S | S | F | X |
| Clear River Mountain | S | S | S | S | F# | X# |
| Desert Swamp Pillaged | S | S | F# | X# | X# | X# |
| Winter (+) | S | S | F# | X# | X | X |
| All-Sea | S | S | S | X | X | X |
| Off-Map Region | S | S | S | S | X# | X# |

**X:** Out of supply. Owner loses ½ of SP (rounded UP).
**S:** In supply. No effect.
**F:** Forage. If SP >5, treat as X. Otherwise, treat as S.
**#:** Treat as S if condition for Automatic Supply is met.
**(+)**Automatically in supply if in friendly city or friendly off-board region.

Automatic Supply (#):
- In friendly off-board region (at least 5SP and more than 3x enemy SP)
- Unpillaged Coast hex with at least 1 friendly and no enemy fleet.
- Unpillaged land hex with friendly Impeditus and no enemy unit.
- River hex connected by 10 enemy-free River hexes to friendly City. City must contain friendly Civis or Impeditus, and cannot be besieged or pillaged.

## STRATAGEM MARKER SUMMARY

| Military Marker | Agent Marker | Political Marker |
|---|---|---|
| **1. Command.** Expended by leader stacked with a force BEFORE consulting the March Table. N and S are treated as M. *Counter: May not be countered.* | **1. Assassination.** Any time during friendly player turn, player may attempt to kill any one (can be client or even friendly) leader within 10 hexes of leader playing the marker. One a single roll of "6", target is eliminated. Otherwise assassination fails. If no leader is in hex (due to fog of war), attempt is "wasted". <br><br>Guard: Guard unit(s) present negates FIRST assassination attempt. <br><br>*Counter-Stratagem: An agent marker negates one attempt before die roll.* | **1. Recruit.** Bring in one unit from Recruit box. *Counter: May not be countered.* |
| **2. Forced March.** Played by leader after the force's first March. Allows force to march again, but second roll subject to /F in addition to other results. *Counter: May not be countered.* | | **2. Tribute.** Leader must be in same Region or hex as target (enemy/Independent leader or unit). Target undergoes Discipline Check. *Counter-Stratagem: A Political marker negates one attempt before die roll. Leader must be in same hex/Region.* |
| **3. Interception.** Played by unbesieged leader when an enemy force that enters an adjacent hex. The leader and any units willing and able moves into adjacent hex, stopping enemy movement. Enemy may NOT Force March. *Counter: May not be countered.* | **2. Intellligence.** Choose one of following: <br>(a) Examine contents of one enemy force within 10 hexes, or in same Region as leader. <br><br>(b) Select 1 box not occupied by leader (Region, Available Stratagem, Recruits, Leading Holding Box). Succeed on dr = 1-2. <br><br>Guard: Guard unit(s) present negates FIRST (a) Intelligence attempt. <br><br>*Counter-Stratagem: An agent marker negates one (a) attempt before die roll.* | **3. Res Publica.** Leader must be in Rome, or player must have "Senator". Select one of three Res Publica tables and roll. <br><br>*Counter: May not be countered.* |
| **4. Tactical Superiority.** Played at beginning of Battle. May play as many markers as leader is able. Side that plays more markers Tactical Superiority. Active side wins ties. Note: No effect on Sieges and Revolts. *Counter: May not be countered.* | | **4. Colonisation.** A Colony marker is placed in colonization-site hex containing Leader and a friendly V or I class legion. Legion is removed. *Counter: May not be countered.* |
| **5. Training.** Played at end of friendly combat segment. Leader and R unit to promote may not be involved in combat.. Leader makes discipline check to promote unit. *Counter: May not be countered.* | | **5. Heir.** Leader that plays Political Marker becomes new Supreme Leader, faction has no Supreme Leader in place. Marker is left in Supreme Leader's holding box until he is eliminated. *Counter: May not be countered.* |