

**Ancient World/Rise of the Roman Republic Rule Changes & Clarifications
Version 1.1 Rules
December 2, 2003**

Rule Book

(6.24) Replace the entire case with:

“Dropping Off: A moving force may drop off some its units (SP) and continue moving, after the player checks for Attrition on the units (SP) that were dropped off. The owning player may drop off any number of SP in hex or inside a city provided that a leader is also dropped off or there already is a friendly leader in that hex (or city) eligible to command those units. If the force is being moved by the OC, no more than half the force may be dropped off. A player may never drop off SP in hex unless a leader remains behind in that hex. Garrisons are handled somewhat differently, see 9.8.

Dropping off is not a Stop for the force that will continue its movement, unless the force has moved inside a city (6.37).”

(6.25) Replace the entire case with:

“Picking Up: A leader may Stop to pick up units, adding them to his force. This is a Movement Stop, though it is not cumulative with the required Stop when moving inside a city (6.37). The moving player can pick up as many units as he wishes subject to any command limitations. Thus no more than half of the SP in an OC’s force may be picked up. The moving player may only pick up a leader only if either all SP in the hex are picked up, or another leader remains in the hex, or the leaderless SP are part of a Garrison (9.84).”

(8.22) Replace the second bullet with:

“It either cannot leave the hex (see 8.23) or cannot enter a friendly city in the same hex”

(8.23) Add at the end of the first paragraph:

“If his attacker entered the hex to conduct the attack, the avoiding Force cannot leave by way of the hex side through which that force entered that hex, nor may the avoiding force enter an impassable hex or cross an impassable hex side, or a hex already entered. The avoiding force may enter an enemy occupied hex, but may not leave that hex unless it is also occupied by a friendly force that is not inside a city. A force using avoidance may enter a friendly un-besieged city in the same hex.”

(8.37) Mandatory Retreats: Paragraph should read:

“MANDATORY RETREATS: The player that has suffered 10% or more BRT losses greater than the opponent has suffered (e.g., a 20/10 result means the attacker has suffered 10% greater losses), must leave the hex (retreat). He is the “loser” (see 8.5). The loser of an enemy Major Victory must also retreat. Retreats are conducted according to the Retreat Procedure described below.”

(8.37) Voluntary Retreats: Paragraph should read:

“VOLUNTARY RETREAT: The player that has less than 10% more losses may voluntarily retreat using the Retreat Procedure described below”

(8.37) Replace last paragraph with:

“RETREAT PROCEDURE: The retreating player may retreat up to three hexes. He must leave the starting hex unless the force can retreat into a friendly city in the same hex. If his opponent entered the hex to conduct the attack, the retreating Force can not leave by way of the hex side through which that force entered that hex, nor may the retreating force enter an impassable hex or cross an impassable hex side, or a hex already entered during the retreat. A retreating force may enter an enemy occupied hex, but may not leave that hex unless it is also occupied by a friendly force that is not inside a city. A retreating force is eliminated if it must leave the hex and can't due to impassable terrain and/or the entry hex of the attacking force.

A retreating Force may not be Intercepted, nor can the force detach SP during the retreat. All retreats incur one ALP (6.43) for each hex more than one retreated (two ALP for Mountain/Marsh hexes), plus one for each non-road river hex side crossed (see 6.47).

(9.83) Replace the entire case with:

“A leader may leave as many units (SP) from his force as wishes as a Garrison, with some limitations. An OC may not drop off more than half his force. Romans may not use Auxiliary SP to garrison a city unless there is at least an equal number of Legion SP in the city. There is no requirement that a leader remain with the SP garrisoning a city.”

(11.12) Second sentence should read: “The individual scenario instructions may list additional provinces that are considered “Home” provinces for the purpose of this rule.”

(11.14) Delete “non-Roman”

Scenario Book

(RRR 5.22) Replace existing case with:

“A Magistrate whose Campaign Phase it is may conduct Operations with all units in his command (RRR 5.19), plus those commanded by subordinate magistrates. Proconsuls and Praetors cannot conduct Operations together, nor may they attempt Avoidance (8.22) or Interception (6.5), or Coordination (8.25) together. The Roman player may attempt Avoidance only if he has a Magistrate with the force that is capable of commanding all defending units in the hex that are outside of a city.

Consuls that are currently in the same hex can combine to conduct Operations, Intercept, Coordinate, and attempt Avoidance (but see RRR 5.23 for an important limitation). Either Consul can be used to conduct Attack or Siege Operations, however, the Roman player may only use one of the Consuls (his choice) for Move Operations during that game turn. The Roman player uses 5.44 to determine which Consul is in command when resolving Battles (including all Coordination and Avoidance attempts), Interceptions, and Siege Assaults.”

The Eagle Has Landed

Western Sicily and Carthage, Initial Activation:

The Naval Supremacy adjustment should be to +4 in favor of the player controlling Carthage for the three seas mentioned.

Additional Rules, Siege Engines:

The Epirote player may build a Siege Engine instead of taking the Syracusan manpower from a Manpower Operation in Eastern Sicily.

Player Aids

Alliance Level Track: Rule 12.31 is correct. The chart is missing the 1 and 3 box adjustments for successful sieges.

Player Aid Card #1, Pre-Combat Resolution Sequence: Use the 8.2 wording changes in Version 1.1 of the rules.

Player Aid Card #1, Battle Results Table: Add to the list of DRM: Ambush: +5 (see 6.58)

Player Aid Card #2, Attrition Results Table: “1-10” column should read “10 or less”

Player Aid Card #2, Legion Request Table: Ignore [Thunderbolt]. There is no Naval Superiority in this scenario. Rule reference should be to 10.2

“Roman Italian province” refers to provinces in Italy controlled (militarily or diplomatically) by Rome at the start of the scenario.

City Occupation Cards: Neapolis IDS 3(4)* was inadvertently left off the chart. Use the holding box of another city not in play.

Components

Die: Only one ten sided die is included and needed to play the game.

Counters:

- 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.
- “Devastated” should be spelled “Devastated”.
- The Mamertines Diplomatic Control mark is not used.

We'll add some replacements with the next module.

Map

The Mare Sardoum NS boxes will be included on the Spain map in the next module.

Additional Charts

Guile Point Reference Chart

For Use by Overall Commander only:	For Use by any Leader
<ul style="list-style-type: none">•• Bring in Replacement for killed subordinate leader (8.64)•• Influence Alliances by sending Ambassadors (12.32)•• Adjust Senate Request/Legion-Raising die roll (RRR 10.22)	<ul style="list-style-type: none">•• Adjust the Battle Avoidance die roll in that leader's favor (8.23)•• Attempt to take a city by Treachery (9.62)•• Adjust Senate Permission die roll (RRR 5.45)•• Adjust Senate Triumph Refusal die roll (8.53)•• Adjust Unpredictable Battle Result die roll (8.4)•• Adjust Censure die roll (RRR 5.46)