

PAX ROMANA

CHARTS AND TABLES

Manpower Maximums Table (6.42)

HI/LG Units allowed before Maintenance

Stability	Rome	Carth*	Greece	East
Stable	30	15	20	18
Unrest	20	12	15	15
Turmoil	12	8	10	10

*Carthage cannot exceed these limits (6.43)

Cavalry Table (10.6)

Action	Effect
Participating in Battle	1 BP per Cavalry unit
Absorbing Battle Losses	1 BP per Cavalry Unit
Shifting Battle Die-Roll	1 Shift for Cav Superiority 3 Shifts for Cav Supremacy
Hindering Withdrawals	-1 DRM for Cav Superiority -3 DRM for Cav Supremacy
Stopping Retreats	Die-roll of "1" for Cav Superiority Die-roll of "3" for Cav Supremacy
Superiority	More cavalry units than opponent
Supremacy	3x more cav than opponent or 2 cav when opponent has none

Special Cav Rules: Cavalry may not be used in battles involving Mountain Fortresses, Cities or Towns; Legionary Cavalry available only in Turns 3-8.

Actions Summary Table

Activation	Action
Own	Move a stack of units (Major Move)
Own	Move individual units (Minor Move)
Own	Fighting land and naval battles by moving into enemy-controlled spaces
Own	Gaining control of provinces and territories
Own	Constructing and rebuilding Cities and Towns
Own	Recruiting land or naval units
Own	Playing Event cards for a variety of reasons
Own	Sacking and Plundering after capturing City/Town (mandatory for Barbarians, unavailable for Soldier of Fortune)
Opponent's	Withdrawing before battle
Opponent's	Intercepting enemy units
Opponent's	Choosing to include Cities or Towns in a battle defense
Opponent's	Gaining control of provinces and territories
Opponent's	Playing Event cards for a variety of reasons

Stability Point Adjustment Table (14.2)

Adjustment	Cause
+1	Gaining control of a province not in your Home Territory
-1	Losing control of a province not in your Home Territory
+2	Gaining control of a province in your Home Territory
-2	Losing control of a province in your Home Territory
-1	Pre-Battle Withdrawal from Space in your Home Territory
-1	Each time you raise militia
-1	If a Barbarian Army comes within one space of your Home Capital
+1	Gaining the most Victory Points that Game-Turn
-1	Gaining the fewest Victory Points that Game-Turn
-2	Having more HI/LG units in play than CVP
-3	Having at least 3X as many HI/LG units as CVP
-4	Having at least 4X as many HI/LG units as CVP
-1	Losing a Capital space (applied immediately and every turn until regained)
-1	Having a Slave Revolt in our Home Territory (regained when Slave Army is eliminated)
+1	Regaining your capital space after losing it

Movement Point Expenditure Table (9.2)

Action	All Forces
Enter unoccupied or friendly-occupied Space	1
Enter a Transit Point	1
Enter a Space by crossing a Strait	2
Enter a Mountain Fortress or Alpine Pass Space	2
Create Garrisons	1
Pick up friendly units	1
Drop off friendly units	0
Enter enemy-occupied Space (= Battle)	+1
Embark for naval transport*	1
Debark from naval transport*	1
Sail by naval transport	1
Continue moving after losing a Battle	1
Force losing defender to retreat	1

*Does not apply to Leaders moving alone, which also get double movement points

Garrison Breakdown Table (12.16)

Unit Type	Breakdown
LI	2 Garrison Units
HI	3 Garrison Units
LG	3 Garrison Units
Reduced HI	1 Garrison Unit
Reduced LG	1 Garrison Unit

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



Fleet Stop Summary (11.12)

Fleet must STOP when:

- it enters an enemy-occupied Port, whether the enemy occupation is naval or land. If there is an enemy Fleet in that Space there may be a Naval battle.
- it enters an unoccupied, non-friendly Port space not in its Home Territory.
- it enters a non-friendly Port space to debark transported troops
- it is forced to Stop upon entering a Naval Transit Point or Deep Sea Transit Point
- the player wishes to do so for any other reason.

Fleet Continuity Table (11.13)

2d6 Roll

The Fleet ...

2-7	may Continue to move
8-12	is Finished for that Activation

DRMs

- 1 Fleet has a Leader with it
- +1 Enemy Fleet withdraws
- +2 Fleet wins a Battle (Fleets that lose a Battle are Finished for that Activation)

Naval Disasters Table (11.12)

1d6

Roll Regular NTP

1-5	No Effect
6	Fleet is Blown off Course and must Stop

Deep Sea NTP

1-2	No Effect
3-4	Fleet is Blown off Course and must Stop
5-6	Fleet is struck by a disastrous Storm and must Stop. In addition, roll one die; that die roll equals the number of War Galley Squadrons eliminated AND the number of Battle Points worth of Land units eliminated. In the case of Naval Transport, if the die-roll calls for more Galley Squadrons to be eliminated than are actually present, the transported Army is eliminated completely. A Fleet may not finish its movement on a Deep Sea NTP. If it stops in one and fails its Continuity roll, it is eliminated.

Elephant Table (10.67)

1d6

Elephants may not be used in battles involving Mountain Fortresses, Cities, or Towns

Roll Result

1	Negates one enemy cavalry unit and eliminates 1 additional enemy BP (owning player's choice)
2	Negates one enemy cavalry unit
3	Negates one enemy cavalry unit; lose the Elephant
4	No Effect
5	Eliminates the Elephant
6	Eliminates 1 of your BP plus the Elephant

Battle Sequence Chart (10.51)

- 1 Attacker or Intercepting force enters the Battle Space. The other force is the Defender.
- 2 Except for Interceptions, Defender determines if he wishes to Withdraw. If not, the sequence continues.
- 3 If in a City/Town space, Defender determines if he wishes to use the City/Town in the defense. If so, both players decide whether or not to use Siege Expertise.
- 4 Each player determines if he will use Elephants and, if so, follows the Elephant rules.
- 5 Each Player calculates his Battle Points total.
- 6 The BP totals are compared as a ratio of the Larger Force to the Smaller Force. See the Battle Odds and Shifts Tables.
- 7 Each player rolls 1d6. These are the Battle Die-Rolls. Each player's result is applied (after Steps 8-10) to the opposing force.
- 8 The number of Battle Die-Roll Shifts is determined—see the Battle Die-Roll Shifts Summary Table.
- 9 The player with the most Shifts modifies one or both Battle Die-Rolls as he wishes.
- 10 The modified Battle Die-Rolls are each multiplied by 10; result is the percentage of BP lost by each force. The force losing the higher percentage is the Loser of the battle.
- 11 The Defending player (only if he is the Loser) decides if he will retreat his army. If he does, he decreases his losses by 10%. The Attacker may use Cavalry Superiority/Supremacy to hinder the retreat. If the Defender chooses not to retreat, the Attacker may force him to do so, spending 1 MP to do so..
- 12 Both players calculate and distribute their losses.
- 13 If the Defender's army does not retreat, the Attacker's army must move back to the space from which it entered the battle space.
- 14 Both sides check for Leader loss
- 15 Active Player determines if he wishes to continue to move. If he was the Loser, he subtracts 1 MP from his remaining MP total

Battle Points Table (10.51)

4 BP	each Legion (LG) unit
3 BP	each Heavy Infantry (HI) unit
1 BP	each Light (LI), Barbarian (BI), Tribal (TI), or Militia infantry unit
1 BP	each Cavalry unit (but not Roman Legionary Cav)
5,4 or 3 BP	Defending in a City (BP = current City Defense Strength—5 BP to start)
2 or 1 BP	Defend in Town (BP = current Town Defense Strength—2 BP to start)
2 BP	each Reduced LG unit
1 BP	each Reduced HI unit

Battle Die-Roll Shifts Summary (10.51)

Shifts Cause

- ? **Battle odds** (in favor of the player with the larger force)
- 1 **Cavalry Superiority** (in favor of the owning player)
- 3 **Cavalry Supremacy** (in favor of the owning player)
- ? Difference between the **Tactical Ratings** of the opposing Leaders in favor of the player with the higher rating—this difference is not used in a Battle involving a City or Town
- 1 The better Leader (higher Tactical Rating) in a **Battle involving a City or Town**
- 1 If the Losing Defending Player **retreats** (may be used only by the Losing player)
- 1 The player who bids successfully for **Siege Expertise**
- 2 If defending in a **Mountain Fortress** space (may be used by Defender only)
- 2 If defending against an Army conducting an **Amphibious Attack**
- ? Various **Event Cards** (Advanced Game Only)

Battle Points Loss Distribution (10.52)

Note: Only units used in the Battle may be used for losses

- 4 BP each full Legion (LG) unit
- 3 BP each full Heavy Infantry (HI) unit
- 1 BP each Light Infantry (LI), Barbarian Infantry (BI), Tribal Infantry (TI) or Militia unit
- 1 BP each Cavalry unit—Roman Legionary Cavalry units may not be used for losses
- 2 BP each City or Town Defense Strength point
- 2 BP each LG unit to be Reduced, or each reduced LG
- 1 BP each reduced HI

Interception Modifiers (10.3)

<i>2d6</i> Modifier	<i>Cause</i>	<i>Interception successful on modified result of 12 or higher.</i>
+?	Intercepting Leader's Tactical Rating	
+1	Intercepting from a Town	
+3	Intercepting from a City	
+1	Intercepting into one's own City Space (but not Towns)	

Baghdad Booty Call Tables

<i>1d6</i> Roll	<i>Scen V</i> Standard	<i>Scenario V</i> Advanced	<i>Scenario VI</i> Advanced
1	+ 5T, SW*	+ 6T, SW*	+ 7T, SW*
2	+ 3T	+ 4T	+ 4T
3	+ 1T	+ 2T	+ 2T
4	- 2T	- 2T	+ 2T, SW*
5	- 4T	- 4T	- 2T
6	+ 0T, SW*	+ 0T, SW*	- 4T

SW = *Outbreak of Successor Wars in the East*

Invasion Table (13.4)

2d6

Roll Who's Invading

2	Caledonians
3	Germans
4	Germans
5	Germans
6	Germans
7	Western Gauls
8	Western Gauls
9	Germans
10	Eastern Gauls
11	Armenians
12	Armenians

Rebellion Table (13.3)

2d6

Roll Territory/Province

2	Mauretania
3	Germany
4	Naval Mutiny
5	Africa
6	Danube
7	Mainland Gaul
8	Hispania
9	Sardinia
10	Judea
11	Cyprus
12	Britannia

Leader Death Table

2d6 (8.4)

Roll Leader Result

2	Leader killed*
12	Leader killed**

* *only if he lost or drew the Battle*

** *whether he won, lost, or drew the Battle*

Harvest/Famine Table

1d6 (17.0)

Roll Affected Territory

1	Asia Minor
2	Greece
3	The East
4	Rome
5	Carthage
6	Roll Again: 1-4 Hispania; 5-6 Gaul

Attrition Table (Alps, Isolation, Attrition)

1d6 Roll Result

1-2	10% of Units (not BP) eliminated
3-4	20% of Units (not BP) eliminated
5-6	30% of Units (not BP) eliminated

All percentages rounded up (minimum loss 1 unit)

Table does not apply to Garrison units or units in Towns or Cities

Standard Game Event Table (16.0)

2d6 Roll Result

2	Slave Revolt
3	Soldier of Fortune*
4	Barbarian Invasion
5	Stability Check
6	Rebellion
7	Harvest Time
8	Revenues and Stability
9	Pirates
10	Galley Tech
11	Disease
12	Conqueror

**Roman player re-rolls.*

Punic Wars Event Table (Scenario #2)

2d6

Roll Result

2	Disease
3	Stability Check
4	Hispanic Revolt
5	Naval Mutiny
6	Conqueror
7	Greece Becomes Active
8	Galley Technology
9	Numidian Revolt
10	Mercenary Revolt
11	Revenues and Stability
12	Gallic Invasion

Major Powers Income and Manpower Table (6.2–6.3)

<i>Territory</i>	<i>Provinces and Income</i>	<i>Units Available [Cost in Parentheses]</i>
ROME [1T] Capital: Rome <i>May not hire Mercenaries</i> <i>May not use Soldier of Fortune</i>	Italia [2T] Cisapina [1T] Bruttium [1T]	All provinces: Legions [2T] — <i>Legions available to Roman Player only</i> Heavy Infantry [2T] — <i>available to non-Roman players recruiting in Roman Home Provinces. Not available to Roman player.</i>
CARTHAGE [1T] Capital: Carthage <i>May hire Mercenaries with any Hold-in-Hand card (Advanced Game)</i>	Africa [1T] [Eleph]* Libya [1T] Numidia [1T] Mauretania [1T]	All provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T] <i>in Africa only</i>
GREECE [1T] Capitals: Athens, Pella	Attica [1T] Thrace [1T] Macedonia [1T] Peloponnesus [1T] The Aegean Islands [1T]	All provinces: Heavy Infantry [2T] <i>May not raise units in the Aegean Islands</i>
THE EAST [1T] Capitals: Alexandria, Antioch	Egypt [3T] [Eleph]* Syria [1T] [Eleph]* Judea [1T] Cyrenaica [1T] Cyprus [1T]	All provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T] <i>in Egypt or Syria only</i>

How to Use The Income and Manpower Tables

Income

Use the Provinces column to determine the number of Talents earned for controlling each province. Use the Territory and Provinces column together to determine if the Player controls a specific Territory (he must control all its Provinces).

Recruitment

The Units Available column shows the types and cost of units available for recruitment from any Province within the Territory—as long as the player controls that Province.

Notes

Each Full-Strength City: 3T per turn

Each Reduced City: 1T per turn

Each Full-Strength Town: 1T per turn

Each Reduced Town: 0T per turn

[Eleph]* It costs 1T to raise one Elephant counter, available only from Provinces with an [Eleph]

All Major Powers spend 2T to build a galley squadron, and 1T to maintain it.

Siege Expertise: High bidder gets 1 die-roll Shift in Battle against Cities/Towns; both bidders spend the Talents they bid

Minor Territories Income and Manpower Table (6.2–6.3)

<i>Provinces (Income)</i>	<i>Unit Types Available</i>	<i>Provinces (Income)</i>	<i>Unit Types Available</i>
Gaul [1T] Britannia [1T] Belgica [1T] Lugdunensis [1T] Aquitana [1T] Narbonensis [2T]	Light Infantry [1T] Cavalry [2T]	The Sicilies [1T] West Sicily [1T] East Sicily [1T] Sardinia [1T] Corsica [1T] Melita [0T] *	Light Infantry [1T] <i>*No recruitment possible from Melita</i>
Asia Minor [1T] Ionia [2T] Pontus [1T] Cappadocia [1T] Lycia [1T] Galatia [1T] Cilicia [1T]	Heavy Infantry [2T] Light Infantry [1T]	Germania [1T] Germania Inferior [1T] Germania Superior [1T] Germania Magna [0T]	Cavalry [2T]
Hispania [1T] Tarraconensis [1T] Lusitania [1T] Baetica [1T] Gallaecia [1T] + mines [1T] Balears Is [0T] *	Light Infantry [1T] Cavalry [2T] <i>*No recruitment possible from Balaeres Is.</i>	Crete [0T] Crete [1T]	Light Infantry [1T]
The Chersonese [0T] The Chersonese [1T]	Light Infantry [1T]	The Danube [1T] Pannonia [1T] Moesia Superior [1T] Moesia Inferior [1T] Noricum [1T] Raetia [1T] Dacia [1T] , Dalmatia [1T]	Heavy Infantry [2T] Light Infantry [1T]
Rhodes [0T] Rhodes [1T]	None	Barbarians [0T] Armenia [1T] Scythia [1T] Sarmatia [1T] German Tribes [1T] Caledonia [0T - may not be entered]	No recruitment possible.

Opportunity Objectives Table

Chit # Objective

Chit # Objective

The following OOs earn GOP, to use in calculation of VP as per 15.22

- A. **Control Asia Minor.** [2] To do this he must control all Asia Minor provinces with a port (which means all except Cappadocia). 8 GOP for Rome or Carthage; 4 for Greece or The East
- B. **Control Egypt.** [2] 8 GOP This Objective may not be used by The East.
- C. **Control Hispania.** [2] 8 GOP; 4 GOP for Carthage
- D. **Control the Eastern Mediterranean.** [1] The player must control Crete, Cyprus, and Cilicia. 6 GOP; 3 GOP for The East.
- E. **Control Gaul.** (Gallia) [2] 6 GOP; 3 GOP for Rome
- F. **Control The Aegean Sea.** [1] To do this he must control the ports of Chios, Naxos, Cnossus, and Miletus. 6 GOP. This Objective may not be used by Greece.
- G. **Control Central Europe.** [1] To do this he must control Germania Superior, Raetia and Noricum. 4 GOP.
- H. **Control the Danube.** [2] 8 GOP, 4 GOP for Greece or Rome.

- I. **Control Sicily and the Tyrrhenian Sea.** [1] To do this he must control both provinces of Sicily, plus Sardinia and Corsica. 4 GOP
- J. **Control the Western Mediterranean.** [1] The Player must control all Ports in Baetica, Mauretania, and Tarraconensis, plus the Balaeres Is. 6 GOP; 3 GOP for Carthage
- K. **Have a Town or City in five (5) different Territories,** other than Home Territory. [2] 6 GOP

The following OOs earn actual Victory Points

- L. **Be the Richest Player in the game.** [1] This is determined at the end of The Income Phase and is measured solely in Talents the players have. If this is a tie, no VP are awarded [1] 3 VP.
- M. **Control one Home Province** of any other player. [1] 3 VP
- N. **Control any one (1) of the following Independent Territories:** The Sicilies, Germania, The Chersonese, or Rhodes plus Crete. [1] 2 VP for each of these controlled.

Gains and Losses EffectsTable

LOSS						
Non-Home Province	Home Province	Non-Home Territory	Home Territory	City: Full-Strength	Town: Full-Strength City: Reduced	Capital
<ul style="list-style-type: none"> • Stability: -1 • Income: -1T^[a] • GOP: -1 • Loss of Territory control • Loss of ability to raise Units there 	<ul style="list-style-type: none"> • Stability: -2 • Income: -1T^[a] • GOP: -1 • Loss of Territory control • Loss of ability to raise Units there 	<ul style="list-style-type: none"> • Income: -1T • GOP: -1 • Possible loss of OOP 	<ul style="list-style-type: none"> • Income: -1T • You're in big trouble 	<ul style="list-style-type: none"> • Income: -3T • CVP: -3 	<ul style="list-style-type: none"> • Income: -1T • CVP: -1 	<ul style="list-style-type: none"> • Stability: -1 immediately • Stability: -1 start of each subsequent Game-Turn
GAIN						
Non-Home Province	Home Province	Non-Home Territory	Home Territory	City: Full-Strength	Town: Full-Strength City: Reduced	Capital
<ul style="list-style-type: none"> • Stability: +1 • Income: +1T^[a] • GOP: +1 • Possible Gain of Territory control • Gain of ability to raise Units there 	<ul style="list-style-type: none"> • Stability: +2 • Income: +1T^[a] • GOP: +1 • Possible Gain of Territory control • Gain of ability to raise Units there 	<ul style="list-style-type: none"> • Income: +1T • GOP: +1 • Possible gain of OOP 	<ul style="list-style-type: none"> • Income: +1T 	<ul style="list-style-type: none"> • Income: +3T • CVP: +3 	<ul style="list-style-type: none"> • Income: +1T • CVP: +1 	<ul style="list-style-type: none"> • Stability: +1

Notes

[a] Some provinces are worth more than 1T; some are worth 0T.

Unit Chart

<i>Unit Type</i>	<i>Abbrev</i>	<i>Battle Points</i>	<i>May be Reduced?</i>	<i>Cost to Build</i>	<i>Cost to Rebuild</i>	<i>Affect Civ Points?</i>	<i>Requires Maintenance?</i>	<i>Special Considerations</i>
Legions	LG	4	Yes	2T	1T	Yes	Possibly	Available to Rome only; 1 Cav point for every 2 LG in an army (Turns III to VIII only)
Heavy Infantry	HI	3	Yes	2T	1T	Yes	Possibly	
Light Infantry	LI	1	No	1T	n/a	No	No	
Cavalry	Cav	1	No	2T	n/a	No	No	Cav superiority and supremacy affect battle, withdrawal, retreat —see Cavalry Chart
Elephants	EL	0	No	1T	n/a	No	No	Affects battle per Elephant Chart
Militia Infantry	MI	1	No	0T	n/a	No	No	May be built only by card play, or from battle loss in Home Territory
Garrison	Garr	0	No	0T	n/a	No	No	Automatically eliminated if attacked
Barbarian Infantry	BI	1	No	n/a	n/a	n/a	n/a	Appear only via Rebellion or Invasion tables
Tribal Infantry	TI	1	No	n/a	n/a	n/a	n/a	Appears as a result of flipping Tribal counters
Mercenary Hv Inf	Merc/HI	3	Yes	2T	n/a	Yes	No	Disappears in the Removal Phase
Mercenary Lt Inf	Merc/LI	1	No	1T	n/a	No	No	Disappears in the Removal Phase
Mercenary Cav	Merc/Cav	1	No	2T	n/a	No	No	Converts to standard Cavalry in the Removal Phase
Galley Squadrons	GS	2	No	2T	n/a	No	Yes	Unlimited movement

GOP, Civilization Points, and Victory Points (15.0)

Award Cause

1 GOP	Each Province controlled
1 GOP	Each non-Home Territory controlled (in addition to Provincial GOP)
0 GOP	Home Territory and Barbarian Territories
? GOP	Opportunity Objective achieved (awarded each Game-Turn the Objective is held)
1 CVP	Each Town and each Reduced-Strength City controlled
3 CVP	Each City controlled
7 VP	Player with most GOPs
4 VP	Player with second most GOPs

Award Cause

2 VP	Player with third most GOPs
0 VP	Player with least GOPs
5 VP	Player with most Civ Points
3 VP	Player with second most Civ Points
1 VP	Player with third most Civ Points
0 VP	Player with least Civ Points
? VP	Opportunity Objective achieved (awarded each Game-Turn the Objective is held)

- *Ties for both GOP and CVP: Total and Divide*
- *Player with most VP that Game-Turn gains 1 Stability. Player with least loses 1 Stability.*

City and Town Benefits Table (7.13)

	<i>Income</i>	<i>Civilization</i>	<i>Defense</i>
Each Full-Strength Town	1T	1 CVP	2 BP
Each Reduced-Strength Town	0T	0 CVP	1 BP
Each Full-Strength City	3T	3 CVP	5 BP
Each Reduced-Strength City	1T	1 CVP	4 or 3 BP



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com