THE RISE OF THE
ROMAN REPUBLIC

VOLUME #1 of THE ANCIENT WORLD SERIES
A RICHARD H. BERG GAME DESIGN

THE SAMNITES ALEXANDER of EPIRUS PYRRHUS HANNIBAL
340 B.C. 327 B.C. 280 B.C. 218 B.C.

VERSION 1.1 (September 29, 2003)

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(RRR 1.0) INTRODUCTION

The Rise of the Roman Republic (Volume I) simulates the major events in the rise of Rome from a provincial, agriculture-based economy to its emergence as a Mediterranean power. While the game is not intended to be a treatise, it is a “simulation” in that it provides the players with the same problems to solve—and, within parameters, the same means of solving them—as did the actual historical participants.

The rules, below, are in addition to those in the basic, Ancient World Rules book.

(RRR 2.0) COMPONENTS

RRR contains the following:

1 22” x 33” Game Map (AW Map: IT [Italy])
3 Sheets of Counters (840 total)
8 Player Aids:
   One 11” x 17” Battle Table and Charts
   One 11” x 17” Movement and Attrition Charts
   One 8.5” x 11” Roman Army Display
   One 8.5” x 11” Non-Roman Army Display
   One 8.5” x 11” Roman City Occupation Card
   One 8.5” x 11” Non-Roman City Occupation Card
   One 8.5” x 11” Alliance Level Track
   One 8.5” x 11” Augury Tables
2 Rules Booklets (Ancient World and this one)
1 10-sided dice
1 900 Phone # for the Vestal Virgin Hotline. Remember to ask your parents’ permission.

(RRR 2.1) THE MAP

The map of Italy in the Roman era is covered with hexagons (hexes), used to regulate movement. The land areas are further divided into Provinces, which have a greater effect on play than individual hexes. They are based on the tribal/provincial divisions that prevailed in the heyday of the Roman Republic.

DESIGN NOTE: Several areas were eventually combined under Augustus—a e.g., the central area inhabited by the old Sabini tribes became part of Samnium; Calabria got folded into Apulia; etc.

Any area within a provincial border is a separate province for purposes of control. Thus Italy is divided into about a dozen provinces. The islands of Sicilia and Sardinia (which have two provinces), Corsica, the Liparae, and Melita are individual provinces.

>>> Etruria: Etruria consists of the provinces of Northern and Southern Etruria. As noted in the Province Information Chart, these two provinces are treated as a single province for diplomatic control and yearly manpower. However, they are separate provinces for purposes of military control. The player with diplomatic control may no longer raise manpower if either province is controlled militarily by another player. A player without diplomatic control must militarily control both provinces to raise manpower. A Roman magistrate assigned to Etruria may conduct operations in both provinces without Senate permission. The Etruscan tribe may freely conduct operations in both provinces. For all other purposes, Northern and Southern Etruria are treated as separate provinces.

The sea areas are differentiated into either Coastal (including shipping lanes) or Deep-Sea hexes. The Naval Zones are unused for most of the scenarios herein. See 7.0

>>> Important: The term Roman Italy is used often. This refers to all provinces on mainland Italy south of and excluding Gallia Cispadana and Liguria Frinates. Thus, Etruria and Umbria are the two northern provinces of Roman Italy. On the other hand, Italy includes Roman Italy, Liguria Taurini, Liguria Friniates, Gallia Cispadana, Gallia Transpadana, and Venetia.

(RRR 2.2) COUNTERS

Roman Consuls

The “in-depth” rules for these leaders are given in RRR 5.1. What we wish to note here is that each consul has a three-digit ID number. This allows you (and us) to identify the different consuls as to when they can be used, without resorting to their actual names—many of which sound pretty much the same. The first digit identifies the scenario for which the consuls are used, as follows:

1xx = The Samnite Wars and Alexander in Italy.
2xx = Pyrrhus
4xx = 2nd Punic War era

DESIGN NOTE: The 3xx consuls are for the First Punic War, covered in a later game.

All consuls in the game are actual, historical Roman consuls ... each and every one who served as a consul (or militarily active proconsul or dictator) in that period. We’ve even provided a complete list of all these distinguished patricians for the truly curious among you.

Consul Names: The Romans actually had a system of sorts when it came to “names”, a system quite similar to what the western world uses today. Essentially—and somewhat simplistically—the first “name” was the given name, the second the all-important “family” (gens) name, and the third, if any, a sort of identifier (cognomia)—or nickname, if you will. The first name was usually written as a simple initial. Thus we have, as an example, “M. Folius Flaccinator” (consul in 318 B.C.). We do note that many of these names show up time and again; same name, different person!! Thus, C. Iunius Bubulcus Brutus—probably “Bubba” to his amici—shows up in 317 BC as well as 277 BC ... and they’re (he’s?) not the same person. (At least we think they’re not.) Romans tended to use the same names a lot ... maybe George Foreman is Roman.

As for the cognomia, the Romans thought themselves a rather witty lot. For example, the consul who finally defeated Pyrrhus, Dentatus, was so-called because of his immense, bucked teeth. This propensity for applying nicknames to important figures has remained an “Italian” practice even today, as can be seen with the names given to Mafia biggies: Tony the Fish, Crazy Joe, etc., etc. Same reasoning, different group. (And a tip of the hat to Al Nofi for this insight into organized crime.)

Somewhat confusing is the number of consuls with exactly the same name. The Romans were not overly inventive when it came to names, and the use of the same name by a family descendant kept that family’s traditions—and patrician status—alive. This tended to be more prevalent before the end of the tribal wars, when a small group of patrician families controlled the Senate and the government. But starting with

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Appius Claudius Caecus, the number of “New Men” (families appearing on the Senatorial rolls for the first time) starts to grow, as more and more plebians graduate to patrician level. When in doubt, use the ID# on the counter ...the “You’ve seen one Mus you’ve seen them all” theory.

THE ROMAN POLITICAL AND COMMAND SYSTEM

(RRR 5.1) THE MAGISTRATES OF ROME: IMPERIUM ROMANUM

DESIGN NOTE: This set of rules encompasses the game’s version of the Roman republican political system, as it pertains to the military. While “quantifying” political systems is rare in historical games, it is a sine qua non for this era, where politics played a far more important part in how/why things occurred than any other single factor. Therefore, this section—plus RRR 5.3 and RRR 5.4—is the heart of the game for the Roman Player, and the rules therein are quite extensive and rather more detailed than one normally finds.

The Roman Republic was administered by two consuls, elected annually. In case of war, these consuls were entrusted with commanding her armies, usually with the assistance of praetors and proconsuls. As almost all of the consuls, etc., were patrician politicians with little knowledge of, or appreciation for, military operations or tactics, Republican Rome’s armies were often—although not always—saddled with a series of hacks and dilettantes whose level of military capability rarely approached workmanlike. Realistically, since battle/tactical doctrine was infantry-oriented, and strictly adhered to upon pain of death (sometimes literally), the ability to creatively adapt was not one highly sought. The ability to do what everyone else had done in years past was what they were after. Rome’s strength lay in her disciplined legions; her sense of Honor and Duty; a rather rigid tactical doctrine; and, mostly, her manpower.

The Roman leadership system in the game is far more complex and hierarchal than that for the other players. This has much to do with the republican form of Roman government, and the rather involved and political requirements therein for holding office. The offices available to the Roman Player were grouped under the term Magistrates, and magistrates who could command were those who had been given imperium, the power to lead or command (plus a few other things unnecessary for game purposes). The magistrates available to the Roman Player are:

**Consul:** The usual Roman army commander is a consul, of which the Roman Player gets two (usually new ones) each year, at the beginning of the turn: the Consul for Rome and the Field Consul (less historical terms than ones useful for game purposes). The Consul for Rome was usually restricted to Italy, with the other consul assigned where and as needed—usually to a specific province. Each consul has the ability to command a Consular Army of two (double) legions ... never more. As the usual Roman standing army was four legions, the imperium given to the consuls allowed them each/both to lead all of them as needed. Occasionally, both consular armies would be combined under the dual (and sometimes fractured) leadership of both consuls. It was possible to field a bigger army by attaching legions assigned to lesser magisterial offices, but this, too had limitations.

**Praetor:** In times of military stress praetors were often appointed to lead individual legions, usually for “smaller” campaigns. A praetor’s imperium allowed him to command one (double) legion; never more. It was possible to attach that legion to a consular army, to increase the latter’s size. But the praetor still had the imperium for that extra legion. Much of this fractured command system—which did much to destroy what efficiency the army did muster—resulted from Roman fear of kings, and the concomitant fear that if anyone could command a large army they could become a king. From that viewpoint—and from no other—does this method make sense. Praetors were usually assigned to specific legions, rarely to a province. However, praetors were not free to move around with their legions and were pretty much anchored to where they were assigned. Praetors were much in use during the Samnite and Pyrrhic wars.

**Proconsul:** Proconsuls were magistrates assigned to areas/provinces as needed—usually those outside Italy. Thus, the office of proconsul is rare in the pre-Punic War era. Proconsuls were, in effect, military governors of the provinces to which they were assigned. Like consuls, they held the imperium for a consular army (2 double legions), but, without permission from the Senate, they could not leave their assigned province with that army. While some proconsuls were assigned from the available “pool” of patricians in Rome, many were consuls who were “prorogued”—kept in office without really being elected—in the provinces in which they had their armies. For example, a consul would be given his consular army and sent to Sicily to beat up on the Carthaginians. Rather than bring his army back and replace him (which they did often enough to make you wonder), many times they would simply “prorogue” his imperium—let him stay there, with his army, as proconsul. At Cannae, the Roman army had two consuls and two proconsuls, the latter two having been prorogued specifically for the purpose of keeping their legions in the field against Hannibal until they were joined by the new legions of Varro and Paullus. Fat lot of good it did them.

**Dictator and Magister Equitum:** Superior to Praetors.

CHOSEN: By election, picked from Pool randomly. However, if a consul celebrated a Triumph in the past year he may be continued in office.

**PLACED:**

- One in Rome and one usually in the Field; see RRR 5.32
- With a consular army in his assigned province; may not leave without Senate Permission.

**ARMY COMMAND:**

Consular Army (two double legions)

**PROVINCIAL COMMAND:**

Provincial consular army. Subordinate to Consuls, Dictator and Magister Equitum.

**PROCONSUL:**

>> PLACED: Assigned to, and placed with, a specific legion, but may NOT leave the province the legion is in without permission of the Senate.

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ARMEY COMMAND: One (double) legion

IMPERIUM: Only his legion. Subordinate to any other type leader.

Dictator: In times of emergency (RRR 5.15) the Romans chose a Dictator to coordinate command. The dictator’s imperium, while limited by time, superseded that of the consuls. Some were chosen only to run things back home, giving the consuls a free hand in the military arena. Others took the field. A Dictator was not limited in the number of legions he could theoretically command; it was unusual, though, to see one lead an army of more than four legions without the leadership support/presence of the other consuls. Historically, no Roman army of the period covered by this game ever exceeded two consular armies (four double legions), unless you accept the eight-legion theory for Cannae.

CHOSEN: Picked from Pool randomly, as and when needed. Need may be mandatory. May specifically pick consul from Pool who has previously celebrated a Triumph. May not come from any leader already in play. May not be Prorogued.

PLACED: Initially, in Rome. Free to go anywhere.

ARMEY COMMAND: Two consular armies.

IMPERIUM: Overall Commander, superior to any other in play.

Magister Equitum (Master of Horse): A Dictator was allowed to choose an “assistant”, someone to lead the army: the Magister Equitum, Master of Horse. A Dictator may choose a Magister Equitum only if the Dictator stays in Rome and does not assume field command of any army outside Rome. The Mag.Eq. has the same military imperium as a consul: a consular army.

CHOSEN: Chosen from Pool, specifically, as needed. The Roman Player may choose any magistrate presently available in The Pool whose ID# is within five (5) of the Dictator’s ID #. May not come from any leader already in play.

PLACED: Initially, in Rome, or with any consular army in Italy. Free to go anywhere.

ARMEY COMMAND: One consular army.

IMPERIUM: Overall Commander, superior to any other in play except Dictator.

Praetor Urbanus: The Praetor Urbanus was, essentially, commander of the Urban Legions, the Rome Garrison. His major task, outside handling a variety of emergencies, is training legions.

CHOSEN: Picked from Pool randomly, as needed.

PLACED: In Rome; usually may not leave.

ARMEY COMMAND: The Urban Legions (Rome garrison)

>> IMPERIUM: Only the Urban Legions, but may move a consular army (RRR 5.18). Treated as Praetor for subordination.

Legatus Legionis: A position without imperium, legates are used to move legionary reinforcements from Rome/Italy to overseas provinces when the player does not wish to use praetors or proconsuls.

CHOSEN: The Legate LAM is placed in the LAM pool, per RRR 10.32. There is no leader counter.
B. A proconsul may not command a Force greater than two double legions (a consular army). Allies and Auxiliaries do not count against this limit.

C. A Proconsul must always be assigned to a province (RRR 5.32) and may not leave that province without permission of the Senate (RRR 5.4). He may, however, move towards/into his province without such permission.

**EXAMPLE:** The VI Legion is in Etruria, commanded by a Praetor. The Roman Player, fearful of an enemy invasion from Hispania through this area, decides to reinforce Etruria by raising two new legions, the XII and XIV. He does this, placing both new legions in Rome. At the same time, he chooses (randomly, from the Available Pool) a magistrate as proconsul for Etruria, placing the Proconsul with the two new legions. The Proconsul then, as the turn progresses, marches off to Etruria (while he cannot operate outside Etruria without Senatorial permission, he does not need such travel to his province). When he gets there, he has a force of three legions, one under the praetor, who is subordinate to him, as proconsul. The following year, with the situation still the same, rather than replace him, the Roman player simply keeps that proconsul (and praetor) in place, proroguing their imperium for that year (see RRR 5.34).

**(RRR 5.15) Dictators:** A Dictator may be chosen any time—either in the Election Segment or within a turn—that an Emergency is in effect. Some emergencies require that a Dictator is chosen; others leave the choice to the player.

**VOLUNTARY DICTATOR:** A Roman Consular Army (2 double legions) or larger loses a Major land battle (as per 8.52) and suffers losses of 30% or more in terms of Strength Points; OR an enemy army occupies two or more Medium/Large cities in Roman Italy.

**MANDATORY DICTATOR:** An enemy army occupies/controls a city that is within three hexes of Rome (e.g., Reate); OR Roman Consular Armies lose two Major land battles in the same year, regardless of the number of losses.

A Dictator is automatically Overall Commander for the remainder of that year, for all situations requiring an OC. He may travel anywhere, without Senatorial permission—except to move into Rome. However, a Dictator may choose not to lead any armies, staying in Rome. In that case, and only in that case, he may choose a Magister Equitum to lead the armies; see RRR 5.16.

**PLAY NOTE:** A Roman player might do this when he ends up with a Dictator who is obviously not fitted for military service.

**EXAMPLE:** Pyrrhus’ march towards Rome has placed her in enough danger for the Senate to appoint a Dictator: P. Cornelius Dollabella. Cornelius is obviously there to run the everyday government, as he is not much of a military man. The Roman player, therefore selects, as Cornelius’ Magister Equitum, Quintus Fabius Maximus Gurges, as his ID # (212) is within five of Cornelius’ (209).

**(RRR 5.17) Praetor Assignments:** A Praetor may be chosen at any time the Roman Player has one (double) legion in the same province without a commander. No praetor may be chosen if there is another magistrate in play capable of commanding that legion; regardless of the above, the number of praetors in play may NOT exceed 50% (one half) of the total consuls, proconsuls, dictators and Magisteres Equitum in play. A Praetor:

- can command a maximum of one legion;
- are subordinate to any other magistrate in the same hex;
- are assigned to specific legions, not provinces. However, once a Praetor is placed with his legion, he may not leave the province in which that legion is located without permission of the Senate.

**CHOSEN:** Praetors are either chosen randomly, or the player may pick a magistrate that has previously celebrated a Triumph. Praetors may be prorogued, but only if they fall within the first two restrictions, above.

**(RRR 5.18) Praetor Urbanus:** There is a special praetor, the Praetor Urbanus. The PU’s imperium is to command the Rome Garrison, which is the Urban Legions ... and to train legions. Players may either choose one of the magistrates from the Pool, or, if they wish, there are three Praetor Urbanus counters; randomly choose one of them ... but treat it as if it were a normal leader—within the restrictions below. The Praetor Urbanus has some unusual restrictions and capabilities.

**RESTRICTIONS:**
- He may not leave the city without the permission of the Senate (RRR 5.4). However, he is the only leader who may enter Rome without permission.
- The only operations he may undertake, outside of Rome, are Leader and Force Movement. He may move legions (up to two double legions) that start in Rome to other locations, after which he returns to Rome. He defends normally if attacked.
- He receives no LAM. He may be moved only using a Consul LAM.

**CAPABILITIES:**
A. He commands the Rome Garrison (RRR 10.41).
B. He does not count against the limits placed on the number of praetors allowed in play.
C. He trains legions. The Roman Player, when/if he raises new legions, may place them in Rome to be trained—if there is a Praetor assigned to specific legions, not provinces. However, once a Praetor is placed with his legion, he may not leave the province in which that legion is located without permission of the Senate.

**(RRR 5.16) Magister Equitum Selection:** If a Dictator, as above, chooses to stay in Rome, he may select a Magister Equitum (Master of Horse). A Mag. Eq. has the same powers and restrictions as a Consul, except that he may travel as a Dictator. The Roman Player may choose a Mag. Eq. (not blindly, but with purpose) from any magistrate presently available in The Pool whose ID# is within five (5) of the Dictator’s ID #. The office of Mag. Eq. lasts only as long as that of that Dictator.
command phases: The Roman leaders are restricted to the size of the army they can command: i.e., with which they can undertake operations (5.3). See, however, RRR 5.2.

**Dictator:** By himself, a Dictator can command two consular armies: 4 double legions.

**Consul/Magister Equitum:** One Consular Army (two double legions).

**Proconsul:** One Consular Army (two double legions).

**Praetor:** One (double) legion.

**Praetor Urbanus:** The Rome Garrison. May be used to move one consular army from Rome to any location on the map.

Auxiliaries (RRR 10.28) and Allies SP have no affect on these limits.

**Exception:** See Coordination, 8.25. Roman forces exceeding the above limits may stack-and-attack or defend as a result of Coordination, but they may do nothing further.

**IMPORTANT NOTE:** A double legion includes a RL and AL legion with the same number. A consular army consists of two such double legions. In the Samnite scenarios there are no AL legions so the double legion and consular army consist of one and two RL legions respectively. If a force has only one component of the double legion or its the only component in play, that component is still considered a double legion for all command purposes (RRR 5.1). The assignment of Magistrates (RRR 5.3). The effect of partial legions on Command Efficiency (RRR 5.24) and raising Legions (RRR 10.22) is covered in those rules sections. Legions commanded by a Praetor may not be used to form a consular army.

**Magistrates in General** (RRR 5.21) Hierarchy: Magistrates are not only capable of commanding the armies allowed as per RRR 5.19, but they may also attach—and campaign with—the forces commanded by subordinates, magistrates lower on the hierarchy than they are. The magisterial hierarchy is as follows:

1. Dictator or Magister Equitum
2. Consul
3. Proconsul
4. Praetor

**RRR 5.22** 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. Magistrates with the same rank in the magisterial hierarchy cannot conduct operations together, nor may they attempt Avoidance (8.22) or Interception (6.5), or Coordination (8.25) together. The one exception occurs when both Consuls are in the same hex. The Roman player may combine the commands of both Consuls to conduct Attack and Siege Operations (only) during the Campaign Phase. During their opponents Campaign Phase, they may combine to attempt Interception and Coordination, and must combine to attempt Avoidance. The Roman player uses 5.44 to determine which Consul is in command.

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.

**RRR 5.23** No Roman magistrate may conduct operations or interceptions with more than four (4) double legions, plus auxiliaries/allies, regardless of how many magistrates you can gather in one place, unless the Roman Player gets permission from the Senate to do so (see RRR 5.4). Note that this option is limited to the Dictator only.

**EXAMPLE:** C. Servilius Geminus is Consul, with T. Sempronius Longus and C. Flaminius as praetors. They are all in Rome, where 11 (double) legions are sitting. Servilius could move 4 of those double legions if Sempronius and Flaminius went along with him (2+1+1). However, as praetor, Flaminius could only move one legion (the one assigned to him), even if Sempronius accompanied him, because Sempronius is not Flaminius’ subordinate.

**Historical Note:** One of the arguments for the Romans having 8 double legions at Cannae was that not only were the two consuls for that year present (Varro and Paullus), but the two consuls from the previous year—Servilius and Attilus—had been prorogued to command the legions they already led. With each consul and proconsul allowed 2 legions each, that would add up to a possible total of eight double legions present. (To be sure, there are many other arguments about what was at Cannae—and why.)

**Command Efficiency Rating** (RRR 5.24): The above restrictions and allowances are augmented by the magistrate’s Command Efficiency Rating (CER), which serves dual game purposes: it is used as his Tactical Battle rating as well as to determine how many legions he may command efficiently. Only Roman Leaders have a Command Efficiency Rating; non-Roman leaders do not use this rule. The CER reflects the number of double legions that magistrate may command efficiently, with the letter corresponding to the legion numbers as follows:

- A = 6 double legions
- B = 5 double legions
- C = 4 double legions
- D = 3 double legions
- E = 2 double legions

(RRR 5.25) The letter is an “efficiency” rating, not a restriction. A “C”-rated consul may, within the rules, command an army of 8 double legions; however, he is 4 legions over his Efficiency limit if he does so and suffers penalties accordingly.

**Combat Penalties:** For each double legion an active Roman leader is over his Efficiency limit in a battle or Siege Assault, when attacking he subtracts that number from the Battle or Siege die roll; when defending his opponent adds that number. Auxiliaries do not count, but partial double legions do.

**EXAMPLE:** A consul with a “C” rating, commanding 6 double legions, would have to subtract two (−2) from the Battle die roll if he attacked. His opponent would add two (+2) if the consul were defending. If this consul were commanding four complete double legions and two RL single legions, the DRM would still be −2/+.2.

**Play Note:** The adjustment to the Siege Assault die roll applies only when attacking.

**Activation Penalties:** When using the Attrition Tables for any siege-induced die rolls (not movement; that is covered by 6.43), the Roman player adds one to his Siege Attrition die roll for every two legions his magistrate is commanding above his efficiency limit, partial legions being ignored.

**EXAMPLE:** Using the example above, the C leader would add one (+1) to any Siege Attrition die rolls he had to make.

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DESIGN NOTE: The CER, which is rather restrictive to most Roman magistrates, reflects the historical inability of Roman leaders to efficiently use the valuable resources of manpower they possessed. Most Roman magistrates had no training in maneuvering with truly large forces, and, when they did find themselves in such a position, they often could make little positive use of such numbers... Cannae being the perfect example. Roman discipline was fine, but it could not compensate for, or adjust to, the problems of commanding armies of 50,000 or more men. The Romans, however, appear to have been aware of their limitations in this area, and, even with their almost limitless personnel reservoir—and the willingness to use it—the number of instances they fielded an army of more than 4 double legions in this era is limited to Cannae, Senetium (where the force was actually split) and... we can’t even think of a third. The Romans were highly aware that sheer numbers meant little.

(RRR 5.26) ROMAN COMMAND EFFICIENCY CHART. See charts and tables.

(RRR 5.3) ASSIGNMENT OF MAGISTRATES

PLAY NOTE: This is where the Magistrate and Imperium markers come in handy.

>> (RRR 5.31) Other than the magistrates who remain “in office”, selection (election) of Roman magistrates should occur in the following order, from which players should not deviate. Each office is filled separately, picking a magistrate, assigning his province/legion, and placing him on the map before proceeding to the next office. In addition to assigning provinces, the Roman player may/must give his senior magistrates (all but Praetors) command of the consular armies currently in play.

1. Dictator (if Emergency exists at time of the Election Phase)
2. Consul for Rome
3. Praetor
4. Field Consul
5. Proconsuls
6. Praetors
7. Praetor Urbanus

(RRR 5.32) Magistrate Assignments: Magistrates are assigned and placed as follows:

>> DICTATOR: Placed in Rome. He is not assigned to any specific province. The Dictator may (not must) be given command of any two consular armies anywhere in play that do not have a commanders.

>> MAGISTER EQUITUM: Placed either in Rome, or with any consular army in Italy. He is not assigned to any specific province. The Magister Equitum may (not must) be given command of any one consular army anywhere in play that does not have a commander.

>> CONSUL FOR ROME: Placed in Rome. He may be assigned Latium as province, or any other available province (RRR 5.33) which has a consular army without a commander. To be assigned a province outside Roman Italy, the player must first roll for Senate permission. If Senate permission is granted, he moves to his province per RRR 5.34, and he may not leave this province without Senate permission. Unless he is assigned a province outside Roman Italy, the Consul for Rome may conduct operations anywhere in Roman Italy without permission of the Senate. However, to leave Roman Italy, Senate permission is required. If the Consul for Rome is assigned a province other than Latium, he must assume command of an available consular army in that province. In all other cases, the Roman player may have the Rome Consul take command of any available consular army in Roman Italy, though he is not required to do so.

>> FIELD CONSUL: He may be assigned any available province (RRR 5.33) which has a consular army that does not have a commander. If so assigned, the Field Consul must assume command of an available consular army in that province, and is placed with that army. The Field Consul may not leave his assigned province without permission of the Senate. If not assigned a province, the Field Consul is placed in Rome, and must take command of a consular army if one is available. This army may be anywhere on the map. A Field Consul without an assigned province may conduct operations in Roman Italy without Senate permission.

>> PROCONSUL: He may be assigned any available province (RRR 5.33) which has a consular army without a commander. If so assigned, the Proconsul must assume command of an available consular army in that province, and is placed with that army. The Proconsul may not leave his assigned province without permission of the Senate. If all eligible provinces are assigned to other magistrates, or there is no consular army without a commander in an unassigned province, the Proconsul may not be brought into play. If a Proconsul is brought into play due to the raising of two new legions (RRR 5.14), the Proconsul is considered the commander of that army but must still be assigned province if one is available. If none are available, the Proconsul may not be brought into play. The Proconsul is placed with the newly raised legions.

>> PRAETOR: Assigned to an individual double legion in play that is not under the command of another magistrate. Both components must be in the same province, otherwise the Praetor may not be placed. The Praetor is placed with the legion. He may not leave his province of placement without permission of the Senate.

>> PRAETOR URBANUS: Assigned to the Urban Legion and placed in Rome. See RRR 5.18.

>> (RRR 5.33) No magistrate may be assigned a province already assigned to another magistrate (remember that Praetors are assigned legions, not provinces). The Provincial Information Chart provided with each scenario gives the provinces eligible for assignment. Generally, the provinces listed on the chart correspond with a specific province on the map. Etruria is an exception to this general rule (see RRR 2.1). Provinces must have at least one un-commanded consular army to be eligible for assignment to a magistrate (see RRR 5.32 Rome Consul for an exception).

>> (RRR 5.34) If magistrate starts a Campaign Phase outside his assigned province, that magistrate may only conduct (or be a part of a) Leader and Force Movement operations while outside his assigned province. In addition, the magistrate may seek Senate permission to operate outside his province, thus lifting the above restriction.

>> (RRR 5.35) Prorogued: A proconsul or praetor may be Prorogued—continued from one year to the next—either as proconsul for the province to which he has been assigned or as praetor for his legion—without an actual election. A Consul from the previous year may also be prorogued, as a Proconsul to his province of assignment. This decision is made before assigning/drawing Proconsuls, so make sure you leave any magistrates you wish to prorogue where they are. The Roman player simply states that that magistrate has been prorogued; there are no requirements to do this, other than being in that office. A Prorogued Consul/Proconsul must be given command of a consular army if one is available. If more than one is
If the active magistrate wants to operate outside the provinces of his province, he must seek permission of the Senate or meet the requirements of Exception #3. If seeking permission, one attempt is made and the result applies to all the subordinate magistrates in the force. If the player chooses to use the provisions of exception #3, Senate permission has been denied.

(RRR 5.42) **Entering Rome:** No Roman Force, regardless by whom it is commanded, may ever enter the city of Rome (I 3714), even during movement, without permission of the Senate... and it will be a cold day in Carthage when that happens! A Roman magistrate, moving without a force, is always free to enter Rome without permission.

**Exceptions:**
- The Urban Legions of the Rome Garrison are always free to enter (return to) Rome, if commanded by the Praetor Urbanus.
- Legions may start and train in Rome; once they leave, the rule applies.
- See RRR 5.45.

(RRR 5.43) The Praetor Urbanus may not leave Rome without permission of the Senate. However, he may enter (return) into the city without permission—as long as he is not leading a combat Force. (Exception: the Rome Garrison; RRR 10.41).

(RRR 5.44) **Senatorial Permission:** Senatorial Permission is an Operation that must be undertaken before Movement. If granted, continuation is automatic. If denied, continuation is by die roll and movement is thereby restricted (as per the denial). Permission to do something may be requested only once per Campaign Phase per leader, although that leader may make more than one request to do different things. Any senatorial permission to do something lasts for the remainder of the turn/year.

**EXAMPLE:** Leaving a province and entering Rome with an army requires two separate requests, both of which may be undertaken in the same Phase.

(RRR 5.45) **Permission Procedure:** Permission from the Senate is obtained by rolling a die, adjusting it as per the items listed below, and comparing it to the leader’s Campaign Rating. If the adjusted die roll is the same as or lower than the leader’s Campaign Rating, permission has been granted. Higher, permission has been denied.

Leaving Province, or any other operation requiring permission:
-1 if leader is Field Consul.
+1 if there are enemy combat units in Sicily or any Gallic province, but none in Roman Italy.
+2 Urban Legions of the Rome Garrison leaving city.
+2 if the magistrate has been Prorogued to his province.
+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 Rome, but farther than five.
-1 if leader is Field Consul.

**ENTERING ROME:** Entering Rome (and these are the only circumstances under which a Roman force may enter Rome, in addition to those than noted in RRR 5.42):
-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 five hexes of Rome, but farther than five.

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The Urban Legions of the Rome Garrison do not need permission to enter the city.

Expanding a single Force to greater than 4 double legions. This may be requested only by a Dictator, but it has no DRM.

>> (RRR 5.46) Censure: A Consul/Proconsul/Praetor that uses RRR 5.41[3] to march without permission is subject to Censure. If such movement is undertaken, at the end of the current Campaign Phase, the player rolls one die to see if that leader has been removed from office by Censure. If the die roll is higher than his Campaign Rating, the player rolls one die to see if that leader has been removed from charts and tables.

The only non-Roman player who can adjust his NS levels during any scenario in this game is the Carthaginian. Carthage uses the same method and table as the Roman (use the Eagle column), with the following exceptions:

- If he wishes, he may add one (+1) to any NS Level construction die roll.
- The same 2x die roll adjustment for each level constructed applies to whatever Manpower raising die roll the Carthaginian player uses in a given scenario. It does not apply to manpower/troops raised without a die roll.

HISTORICAL NOTE: Pyrrhus may not perform naval construction because he had no shipbuilding capability by himself and relied almost entirely on fleets supplied by Tarentum, Syracuse and other naval powers of Magna Graecia.

(8.3) RESOLVING COMBAT

(RRR 8.31) Devotio (The Mus is Loose Rule): The Roman Player may choose to eliminate (see the Pyrrhus scenario notes) any one of his leaders present at the battle; if he does so he earns a Battle DR adjustment, in his favor, equal to one-half that leader’s Campaign Rating, rounded down. Thus, a Roman leader with a CR of ‘5’, committing an Act of Devotio, would earn a BRT of + or —‘2’. However, this may be done only once per game. (This isn’t Japan, folks.)

DESIGN NOTE: The Decius Mus family had this history of purposely getting killed at the beginning of a battle, starting with the Latin Wars (c.340 B.C.), which demise promptly inspired the leaders to victory. The deliberate sacrificing of oneself in such fashion was called an act of devotio.

(9.7) SACK TIME

(RRR 9.71) Gallic Looting: Any force that contains Gauls that captures a town by Attrition, Assault or Treachery (as per 9.71)—even if such (friendly) Gauls are not included in the assaulting force, but are in the hex—must check to see if the Gauls go out of control, loot and then go home. The player rolls the die and compares it to his active leader’s Campaign Rating:

- If it is the same or lower, nothing happens.
- If it is higher, the Gauls have gotten out of hand. The player must remove a percentage of his Gauls equal to 10x the die roll—they’ve gone home. In addition, any diplomatic benefits normally attributable to winning a siege are lost.

PLAY NOTE: Despite the rather aggressive actions of such Gauls, the city is not considered Sacked just because the Gauls looted.

>> If the city falls during a Siege Attrition Phase, the capturing player uses his most senior leader (see 5.12 and RRR 5.21) for the above check. If there is no senior leader, the capturing player picks the leader of his choice.

(9.9) SIEGE ENGINES

PLAY NOTE: The Art of Siege was at a rather low ebb in this era.
(RRR 10.0) MANPOWER

(RRR 10.1) PROVINCIAL MANPOWER
This applies only to non-Roman Players.

(RRR 10.11) Manpower Levels: Every province available in a given scenario has a Manpower Level, the numbers being the number of Strength Points in Infantry and Cavalry available in any one year from that province. These Manpower Levels are listed on the Provincial Information Chart for that scenario.

(RRR 10.12) Raising troops from Provincial Manpower is an Operation that may be conducted only by the Overall Commander.

(RRR 10.13) A player may raise Provincial SP's only if he controls that province militarily or diplomatically (11.0 and 12.0). A player may raise troops from a province through Provincial Manpower only once per turn, and only one player may raise troops in that province per turn. However, in any single Manpower operation a player may raise troops in all the provinces available to him for that purpose.

(RRR 10.14) SP's raised through Provincial Manpower are placed in any city in that province that is not occupied by enemy troops and is not Under Siege. All SP's raised from a province in one operation must be placed in the same city; they may not be divided among cities. See RRR 10.3.

Exception #1: A player may place one-half (rounded down) of any raised SPs inside a Large or Medium city Under Siege by the enemy.

Exception #2: A player with a Port under Siege in a Naval Zone where the player has Superiority (any “+” level) may always place his full complement of raised SPs in that Port.

(RRR 10.15) While there are a few “provincial” leaders—e.g., the Samnite leaders, a Syracusan or two, etc.—most provincial contingents have no specific leader. Such forces—usually allied to a major participant—may be moved by the “parent” player’s OC; see 6.13.

(RRR 10.16) If a player has raised troops from a province and, later, the opposing player gains control of that province, those provincial troops do not “go home”; they stay with the player that raised them.

(RRR 10.17) A Manpower Operation requires a die roll afterwards to see if that leader is now Finished, as per 5.24.

(RRR 10.2) RAISING LEGIONS

HISTORICAL NOTE: Rome’s greatest strength—and the telling factor in both Pyrrhus’ and Hannibal’s invasions—was her seemingly unlimited ability to raise troops. No matter how many men she lost, she simply raised more men and came right back. For example, when Hannibal invaded Italy (218 BC), Rome was fielding six legions. By 212, she had 25 legions operating, almost a quarter of a million men, even though she lost, perhaps, 50,000+ legions at Cannae!! Hannibal’s army rarely—if ever—topped 50,000, and was usually much less. These two, comparative figures say a great deal about Rome ... and Hannibal’s generalship.

(RRR 10.21) Legions: The Roman Player does not raise SP’s; he raises legions. The Roman player’s historical ability to increase the size of his legionary armies was almost limitless; the only “real” limit is the penury of the Roman Senate and the counter-mix—which is absolute. See RRR 10.4 for special legions.

Double Legion: This is a game term used to define what type and strength units the Roman player gets. A Double Legion at maximum strength (usually) consists of one Roman Legion (RL) marker, under which would be 9 Infantry SP’s and 1 Cavalry SP, plus one Allied Legion (AL), under which would be 9 Infantry SP’s and 3 Cavalry SP’s. Thus the I Legion, when in the field, would consist of the I RL counter and the I AL counter. You can always split them up, if you wish, but this is how the Romans operated.

HISTORICAL NOTE: Several historians believe the Romans adapted the legion system from Samnium. Perhaps, perhaps not. Regardless, we have decided to use “legion” only when referring to Roman troops.

>> (RRR 10.22) The Roman Player raises—or reinforces—Double Legions through the Senate—specifically, the Legion Request Table. To attempt to Raise legions—or to reinforce depleted legions—the player must use a Consul (or a Dictator’s) Campaign Phase and a Manpower Operation (see RRR 10.13). He notes how many individual (not double) legions of any strength that are already in play, consults the table, rolls the die, adjusts the die roll as per the (self-explanatory) adjustments listed, and sees what he gets. The number results represent the number of new, double-legions raised (one RL plus one AL; exception, Samnite War scenario).

>> (RRR 10.23) The Roman may wish to bring existing legions back up to strength by raising Reinforcements. To do so, he undertakes a Manpower operation as if he were raising new legions. Instead, though, he always use the “0-6” column (complete with die roll adjustments), and uses the number in brackets [ ] to get the number of Reinforcement SP’s available. Every eighth SP so raised is considered cavalry. The Roman player may either raise new legions OR reinforcements in one legion-raising attempt; he cannot do both in the same attempt.

EXAMPLE: The X and XIV (double; RL and AL) Legions have been reduced by battle to 6 SP’s of infantry each. Each double legion has also lost one cavalry SP. The Roman wishes to bring these legions up to strength, so he undergoes a Manpower operation. He rolls the die, getting an adjusted ‘9’. This means he has available 16 SP, or 15 Infantry SP and 1 Cavalry SP. He uses 8 of those infantry SP’s to build the X and XIV RL legions up to strength, the remaining 7 infantry SP to raise the AL legions up to ‘9’ (the XIV) and full strength (the X). He gives the cavalry SP to any legion of his choice, but only if needed. If not, treat as an infantry SP. See RRR 10.32.

(RRR 10.24) For each one legion newly Raised (not reinforced) by the table, the Roman Player may, instead, bring in a Siege Engine counter; see 9.92. Only one such unit may be produced per Senate die roll.

(RRR 10.25) The scenarios have maximum die rolls beyond which a player may not adjust. This accounts for lower population pool and similar factors in these early eras. Such limitations are clearly noted on the Legion Request Table.

(RRR 10.26) Legion SP’s may never be transferred from one Legion to another, or from RL to AL Legion. Legion SP may be picked up if any of the Legions are understrength, but must be evenly divided among
the legions present (within the scenario specified limits) with all Recruit legions receiving the odd SPs before any Veteran legions.

If there are no Legions present, Legion SP may not be picked up. Legion SP can be detached, however, the dropped off SP must be drawn as evenly as possible form the Legions present in the force that have more than one SP. A Legion cannot detach its last SP.

(RRR 10.27) All newly raised legions are Recruit legions. All Reinforcement SPs are also Recruit. However, if the legion they are reinforcing is Veteran and has 7 or more infantry SP intact, it remains Veteran. Otherwise, it reverts to Recruit status.

(RRR 10.28) **Auxiliaries.** Whenever an adjusted DR of ‘9’ or ‘10’ is attained on the Legion Request Table, the Roman Player may also raise one contingent of Auxiliaries. Auxiliaries are light/medium infantry troops—archers, slingers, light infantry. All infantry Auxiliaries enter the game as a self-contained contingent of 6 SP, assigned to a specific Legion (either RL, AL or both, as a double Legion.) Auxiliaries available to Rome in RRR are all infantry: Gallic, Italian and Sicilian. And see RRR 10.35 and 8.34.

**PLAY NOTE:** Auxiliaries are not available in the Samnite and Pyrrhic scenarios.

(RRR 10.29) **Disbanding Legions:** The Roman player may use a Manpower operation to disband legions instead of rolling on the Legion Request Table. Any/all double legions in Roman Italy that are not in a besieged city are eligible. The RL and AL portions of the double legion must be disbanded together if currently in play. To disband a legion, the player removes the legion markers and any remaining SP from the map displays. The SP from the disbanded legions are then treated as reinforcements and are placed per RRR 10.32. Any excess SP are lost. If there was a Praetor assigned to a disbanded legion, he is placed in the magistrate pool. If through disbanding, there are no legions remaining in a consular army led by a Proconsul, that Proconsul is placed in the pool. Consuls, Dictators, and Magister Equitum are never moved through the disbanding or other loss of legions.

(RRR 10.3) **PLACEMENT OF ROMAN MANPOWER**

(RRR 10.31) Newly-raised double (RL-AL) legions may be placed, together, in Rome or in any Roman-controlled city in a Roman-controlled province, in Roman Italy. Exception: a newly-raised AL Legion may be placed in a non-enemy controlled city in any Roman-controlled province on the map. RL’s must be placed as above. Newly-raised legions may not be placed inside a besieged city.

(RRR 10.32) Reinforcements (see RRR 10.23) for legions may be placed with any legion in any hex in Roman Italy. To reinforce legions outside Roman Italy, the player places SP markers next to the corresponding legion box on the Legion Force display that will receive the reinforcements (if the legion is on the map place them in a nearby out of play area as reminder of who goes where). He also places the Reinforcement Legate LAM into the Pool. Legions in besieged cities may not receive reinforcements.

(RRR 10.33) When the Reinforcement Legate LAM is picked, the Roman Players takes the Reinforcement SPs and moves them into the legion box. This is not movement, and there is no Attrition. Once placed, the Legate operation is over. If Rome is under Siege, the reinforcements may not be moved unless Rome has Naval Superiority of the Mare Tyrrenhum. See RRR 10.35.

**PLAY NOTE:** There is no Legate leader counter — just the LAM — which triggers when the reinforcements show up.

(RRR 10.34) Siege Engines are all placed in Rome when raised.

(RRR 10.35) Raised Roman Auxiliaries are either placed with any Legion in Roman Italy, or placed in any city in their home province, and a Legate LAM is used to move them, as per RRR 10.33. Auxiliaries may not be placed in a besieged city.

(RRR 10.4) **SPECIAL LEGIONS**

**DESIGN NOTE:** Raising Marine and Slave Legions will be covered in the volume on the Punic Wars.

(RRR 10.41) The troops garrisoning Rome were the Urban Legions, a standard, RL/AL double legion. The Urban Legions may be commanded only by the Praetor Urbanus. If there is no PU in the game, the Consul for Rome or Dictator may command them. If the Praetor Urbanus is stacked with other leaders/units in a larger force it may be “led” by that leader, but the Praetor must be in the same Force. The Urban Legions may leave the city only with permission from the Senate, regardless who commands them. However, they are always free to return to the city.

(RRR 14.0) **ROME**

In the period covered by this game, the city of Rome was not only the center of the republic, but it is where virtually everything of any import took place. Regardless of their size and wealth, all other cities were secondary. To that extent, in some scenarios, simply capturing Rome will provide victory to the non-Roman player. However, not always, for the Romans’ resiliency and ability to withstand disaster—a measure of her truly phenomenal discipline and marriage to the idea of Rome as more than just a place—is legendary (as Hannibal found out).

Therefore, if Rome is captured—and the game doesn’t end—there are some effects, mostly in terms of raising legions. The Senate—probably a somewhat abbreviated version, but a functioning one nonetheless—is considered to have relocated to some stronghold; it matters little where. The Senate Permission and Legion Raising Tables still function, although there is a major DR adjustment to the latter.

**Sieges of Rome:** The only other effect concerns sieges of Rome. If the Roman player is attempting to recapture Rome from the enemy, all Assaults by the Roman Player receive an automatic one column shift to the Right for resolution. If the player besieging Rome holds Ostia he may use the Mare Tyrrenhum NS Level as if Rome were a port (9.44), if he so wishes. The same applies—but to the defender—if the besieged player controls Ostia.
THE CONQUEST OF CENTRAL ITALY

THE SAMNITE WARS, 343–290 B.C.

SCENARIO COMPLEXITY LEVEL: 4

SOME HISTORICAL BACKGROUND

The Samnite Wars were a series of ongoing hostilities between Rome and the neighboring Samnite tribe for hegemony of Italy. While they have been divided, annalistically, into the First (343–340), Second (327–304) and Third (298–290) Samnite Wars, this is more for convenience of identification rather than any really specific “breaks in the action.”

The First Samnite War is pretty much a misnomer, as it was more a period of squabbling and skirmishing ... a preamble to the major event, the Second Samnite War. By that time, it was fairly evident to every one of the tribes in Italy that Rome was not going to be User Friendly. She had already gone a long ways towards establishing Defeat, Destruction and Devastation as a replacement for Diplomacy. At the least provocation, the Senate would send out a couple of armies to smash and thrash any tribe that even questioned the right of Rome to do what she wanted. The whole process was rather Darwinian, with the most dangerous dinosaur on the block being the Samnites. In retrospection, the Samnite Wars can be seen as a massive land grab by extremely well-organized and motivated upper-class, farming types with distinct superiority complexes born of a firm belief in Rome’s destiny. Not that the Samnites ... or the Apulians, Campanians or Etruscans, for that matter ... were any more “entitled” than the Romans. It’s just that they had neither the insight nor foresight their overly-exuberant neighbor had. Above all, none of the other tribes appear to have had the dedication and discipline that Rome displayed. That, more than anything, was what allowed Rome to prevail.

Regardless, the 2nd Samnite War started off badly, with the disaster at the Caudine Forks (325 B.C.), wherein two consular armies got trapped in a pass by Samnium’s great generalissimus, Gaius Pontius, and were forced to surrender. After that it was all Rome, her consular armies rattling around central and southern Italy, bopping gigantic enemy armies (if one is to believe, literally, such as Livy, Diodorus, etc., ... and who does?) almost every year. The Romans seemed to have a difficult time only in convincing the Samnites to stay down for the count, as the Samnites appear to lose most major battles only to show up with an even larger army two, three years later. Finally, after getting mashed into the ground at Luceria and Aquileona, the Samnites called “King’s X” for a breather.

By 298 B.C. the Samnites were ready to try it again, this time with some help. They managed to gather together a massive, allied force of Samnites, Etruscans, Umbrians, and, worst of all, Gauls. The Romans hated and feared the Gauls, who occupied most of Northern Italy at this time. It wasn’t so long ago (July, 390 B.C.) that a Gallic army had swept through Etruria, smashed a Roman army at the Allia River and then sacked Rome. Being Gauls, of course, they were not looking for permanent residence; just loot. Having been paid to leave by a group of trembling, but prescient, patricians, the Gauls headed back home ... only to be soundly thrashed by an Etruscan army laying in wait for them. Typically, the Romans tried to take the credit for this, but even that “spin” did little to erase the deep, innate fear Rome had of the Gauls. Thus, the Samnite-Gallic Combine was something to be feared, and the Romans reacted with typical dispatch and precision. With one consular army drawing off the Etruscans and Umbrians, the major army smashed the Gauls and Samnites at Sentinum, one of the major turning point battles in Roman history. This was the battle in which P. Decius Mus, in a tradition started by his father—an act of devotion — deliberately sacrificed himself to “ensure” the Roman victory. Although the “war” dragged on for another five years, that was pretty much it for central Italy. After 290, the Samnites (and the other tribes of central Italy) were compliant, if sometimes surly and unreliable, “allies” of Rome.

GAME LENGTH AND PLAY BALANCE

Rather than have you drag your weary wrists through some 50+ years of Roman history, we have boiled the three Samnite Wars down into a ten turn (year) microcosm. War gamers, hearty souls that they are, will not allow any war to drag on for the lengths that the Romans and Samnites did, and ten turns is about the max out of which we feel you can get some solid enjoyment and insight. Purely for identification purposes, we start the game in 320 B.C., and wrap it up at the completion of the 311 B.C. turn.

We start with the situation and deployment that led to the Caudine Forks.

Then again, if you wish, you can simply play until one side “wins”. This will take about twice as long.

As for balance, because most of the action takes place in a fairly small and defined area of the map, the game has a remarkable chess-like feel. Hindsight tells us that the Samnites—tribal hill folk with little of the sense of organization the Romans displayed—were doomed. However, the Samnite player is not looking to conquer Rome; he’s trying to stay alive as a viable, political entity. To that end, he simply has to “not lose”, a situation—along with the propensity of many of the other tribes to test Rome’s mettle—that puts a great deal of pressure on the Roman player. And, if the Samnite can manage to get the Gauls up and kicking, and then combine his army with the Gauls (and perhaps...
some other tribes), well, then he’s got a real shot at changing history. In this sense, this can be quite a tense, balanced game, playable in about four hours or so. As it also ignores several of the more complex rules it is also a bit easier to play.

**MAPS**

No units may move north into non-Roman Italy. This was the territory of the Gauls at this time, and they were far too powerful for the Romans to play around with.

**DESIGN NOTE: The Italy of this scenario was rather different than that during the Punic Wars. Most of it was fragmented among two dozen or so tribes, several of these tribes occupying one “game” province. E.g., southern Latium was also the province of the Hernici, the Volsci and the Aurunci, while Sabinum was actually divided among the Vestini, Marrucini, Paeligni, Marsi and Aequi, all important, if minor, tribes. (The Sabellites were actually quite peaceful; the other tribes less so.) While important historically, such tribal differences are not what we are getting at here. In addition, some of the towns that were “important” then are not on this map. E.g., Praeneste and Antium (in Latium) represent a whole host of towns and villages the Romans fought over and gobbled up during this era. In placing the towns we have attempted to use representative ones, towns that, somewhat generically, “cover” all the other ones that would only serve to clutter what is essentially a “game” map.**

**DEPLOYMENT**

We start the scenario at about the time the “Greek” colony at Neapolis expelled its Samnite garrison and asked the Romans for help. All hex locations are on the Italia map.

**Romans**

(See notes on Roman Legions, below)

<table>
<thead>
<tr>
<th>Hex/City</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roma [3714]</td>
<td>T. Veturius Calvinus (110) [Rome Consul]</td>
</tr>
<tr>
<td></td>
<td>I RL Legion (Veteran), II RL Legion,</td>
</tr>
<tr>
<td></td>
<td>RL Urban Legion (Rome Garrison)</td>
</tr>
<tr>
<td></td>
<td>Praetor Urbanus [a]</td>
</tr>
<tr>
<td>Anywhere in Latium</td>
<td>Sp. Postumius Albinus (111) [Field Consul]</td>
</tr>
<tr>
<td></td>
<td>III RL Legion</td>
</tr>
</tbody>
</table>

The two consuls above were the two responsible for the Caudine Forks fiasco; they lent depth to the word incompetent. We thought it would be nice to start off with these two Sons of Romulus … give the underdogs a shot.

[a]: Randomly pick one of the three available Praetor Urbani.

**Magistrate Availability:** All Roman leaders from 104-122.

**Samnites**

<table>
<thead>
<tr>
<th>Hex/City [4109]</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bovianum</td>
<td>Gaius Pontius, 18 Inf SP’s, 3 Cav SP’s</td>
</tr>
<tr>
<td>Neapolis [4512]</td>
<td>8 Infantry SP’s [Outside City]</td>
</tr>
</tbody>
</table>

* = The town was known as Maleventum in those days. It’s name was changed to Beneventum after the Romans defeated Pyrrhus there. It appears that the “Male” comes not from the Latin word for “bad” or “evil”, but from the Greek melon, or malon, meaning either “sheep”, or “apple”. Interesting to ruminate on how a town got to be named Sheepwind, doesn’t it?

Before starting play the Samnite player may randomly select another leader, as per the rules for doing so, below.

Units deployed in a city are placed Inside the City unless otherwise specified.

**THE FOLLOWING RULES ARE NOT USED IN THIS SCENARIO:**

- All Naval rules. There is no movement by sea, or across straits.
- Siege Engines; no player has or may build them.
- Provincial Manpower (RRR 10.1)

**STARTING THE GAME**

LAMs for all leaders listed above are available, and, of course, the Augury and Siege Attrition markers. The Roman Player pre-selects one Consul LAM and the remaining available LAMs (including the Siege Attrition and Augury markers) are placed in the pool. For the first game turn (320 BC), the first three phases of the Sequence of play are skipped. The game begins with a Roman Campaign Phase using the pre-selected Consul.

**THE ITALIAN TRIBES**

In the 4th century, B.C., Italy was essentially broken up into tribes, each holding their own areas, and each fighting the incursions of both the Romans and the Samnites, but mostly the former.

Except for the Samnites, no other tribe starts the game with units on the map. Tribal armies appear only when they Revolt, or as a result of Samnite Incursion. All revolts are against Rome, and all revolting tribes from this event are played by the Samnite. When Tribes appear by Samnite Incursion they are, momentarily, played by the Roman.

**Tribal Revolts**

The following are the circumstances under which a tribe will revolt.

**TRIBAL REVOLT PHASE:** An adjusted die roll (in the Tribal Revolt Phase; see below) produces a revolt.

**AUGURY EVENT:** If a Tribal Revolt occurs, the player rolls on the Tribal Revolt Table to see who revolts, and how much of an army that tribe receives.

**ROMAN ENTRY INTO PROVINCE:** The instant a Roman-led force enters a province that is not controlled by the Romans, that tribe revolts. Consult the Tribal Revolt Table to determine size of force.

Tribes do not revolt simply because either player controls it. Such control does mean an ease in travel and an ability to enter that province without causing a revolt. But control, in and of itself, does not raise the army.

**Changes to sequence of play: Tribal Revolt Phase**

Instead of the Naval Superiority Construction/Re-allotment Segment (C/2), there is a Tribal Revolt Phase. The Samnite Player rolls the die. He adds to that die roll the number of Roman legions greater than four that are outside a Roman-controlled province. If the adjusted die roll is ‘8’ or higher, the Samnite Player rolls on the Tribal Revolt Table (below). Thus, if there are 7 legions outside Roman-controlled provinces, and the Samnite rolls a ‘6’, the adjusted ‘9’ enables him to see who revolts.
This Phase is undertaken in addition to any other raising of the Tribes, as below.

**The Tribal Revolt Table**

Only the tribes listed on this table can revolt. Gauls arrive solely by random event.

Roll two dice, combining them (00-99) to determine who revolts. Roll a die again to determine the size of the force. The result is the number of infantry/cavalry in the force. The owning player may place them in any other unoccupied city in province. If there are no unoccupied cities, the owning player place the tribal units in any Small City in that province, displacing the garrison if the city is now Outside the City. Any control marker present is removed. No tribal units are elite. If a tribe is already active, ignore that roll and roll again. Place the tribal LAM in the Pool.

**EXAMPLE:** Initial dice roll of a 1 and a 4 (14) activates the Etruscans. Second die roll of ‘6’ gives the Etruscans 20 infantry SP and 4 cavalry SP.

**Tribal counters:** Each tribe is represented by a single counter, that counter showing the ratings of its leader, under which are placed the combat units of the appropriate nationality to indicate strengths (alternatively use the Tribal Army markers on the Samnite Force Display). The Gauls and Tarentum have their own unique combat units. For the other tribes, use the Italian combat units. Each tribe is considered its own Contingent regardless of the actual combat units used. There may be only one such stack in play for any one tribe (other than the Samnites) at any one time. Tribal “leaders” cannot be killed, they have no Guile, and they may not engage in Diplomacy. Only one—the Etruscans—has any value as a subordinate leader in a battle. Other than that, they operate as all other, named, leaders.

**Length of Activation:** A tribe remains active until one of the following happens:

- It suffers a defeat (any level) in battle, in which case the army is simply removed from the map.
- The Roman player Militarily controls that province. If either occurs, the tribal counter is immediately removed.

**Movement of non-Gallic Tribes.** Tribes move when their LAM is picked, as any other force. A revolting Tribe is always “moved” by the Samnite Player. However, the tribe may not stack with, or be moved by, a Samnite Leader unless and until the Samnite Player either has Military Control of that province OR the Alliance Level of that tribe is in the Samnite section of the track. It need not be Diplomatic control...just in the Samnite section. If the Alliance level changes mid-turn to neither neutral or pro-Roman, and the tribe is stacked with the Samnites, that situation must be changed the instant either a Samnite or tribal LAM is picked; there is no other penalty.

In addition, a Tribe whose province is not controlled militarily by the Samnites, or which does not qualify to Stack/Move as per the Alliance Track level, as per just above, may leave its home province only to attack a force or city in a neighboring province. If, because of Continuation rules, it does not succeed in carrying out such attack, when it is Finished it is immediately placed (back) in the nearest “home” hex.

---

**Tribal Revolt Check**

<table>
<thead>
<tr>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0–7</td>
<td>No Revolt</td>
</tr>
<tr>
<td>8+</td>
<td>Revolt. Roll on Tribal Revolt Table</td>
</tr>
</tbody>
</table>

**Die Roll Modifiers:**

+1 For each Legion over four outside a Roman controlled (Military or Diplomatic) province.

---

**Tribal Revolt Table**

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Tribe (Town Placement)</th>
<th>0,1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td>Etruria (Arretium,Cortona or Persusia)</td>
<td>4/0</td>
<td>7/1</td>
<td>10/2</td>
<td>13/3</td>
<td>16/4</td>
<td>20/4</td>
<td>23/5</td>
<td>26/6</td>
<td>29/7</td>
</tr>
<tr>
<td>21-36</td>
<td>Umbria (Camerinum)</td>
<td>2/0</td>
<td>4/0</td>
<td>6/0</td>
<td>7/1</td>
<td>9/1</td>
<td>11/1</td>
<td>12/2</td>
<td>14/2</td>
<td>16/2</td>
</tr>
<tr>
<td>37-45</td>
<td>Picenum (Asculum)</td>
<td>2/0</td>
<td>4/0</td>
<td>6/0</td>
<td>7/1</td>
<td>9/1</td>
<td>11/1</td>
<td>12/2</td>
<td>14/2</td>
<td>16/2</td>
</tr>
<tr>
<td>46-59</td>
<td>Sabinus (Corfinum)</td>
<td>2/0</td>
<td>4/0</td>
<td>6/0</td>
<td>8/0</td>
<td>10/0</td>
<td>12/0</td>
<td>14/0</td>
<td>16/0</td>
<td>18/0</td>
</tr>
<tr>
<td>60-81</td>
<td>Apulia (Luceria)</td>
<td>3/0</td>
<td>5/1</td>
<td>8/1</td>
<td>10/2</td>
<td>12/3</td>
<td>15/3</td>
<td>17/4</td>
<td>20/4</td>
<td>22/5</td>
</tr>
<tr>
<td>82-89</td>
<td>Lucania (Paestum)</td>
<td>1/0</td>
<td>2/0</td>
<td>3/0</td>
<td>4/0</td>
<td>5/0</td>
<td>6/0</td>
<td>6/1</td>
<td>7/1</td>
<td>9/1</td>
</tr>
<tr>
<td>90-92</td>
<td>Campania[a] (Capua)</td>
<td>1/0</td>
<td>2/0</td>
<td>3/0</td>
<td>4/0</td>
<td>5/0</td>
<td>6/0</td>
<td>6/1</td>
<td>7/1</td>
<td>9/1</td>
</tr>
<tr>
<td>93-97</td>
<td>Tarentum (Tarentum)</td>
<td>3/0</td>
<td>6/0</td>
<td>8/1</td>
<td>11/1</td>
<td>13/2</td>
<td>16/2</td>
<td>18/3</td>
<td>21/3</td>
<td>23/4</td>
</tr>
<tr>
<td>98-00</td>
<td>Bruttium (Thurii)</td>
<td>2/0</td>
<td>4/0</td>
<td>6/0</td>
<td>8/0</td>
<td>9/1</td>
<td>11/1</td>
<td>13/1</td>
<td>15/1</td>
<td>17/1</td>
</tr>
<tr>
<td>Augery Gaul</td>
<td>4/1</td>
<td>8/2</td>
<td>12/3</td>
<td>16/4</td>
<td>20/5</td>
<td>24/6</td>
<td>28/7</td>
<td>32/8</td>
<td>36/9</td>
<td></td>
</tr>
</tbody>
</table>

a = Use the top row if there is a Roman garrison in Capua; otherwise use the bottom row

#/# = Number of infantry/cavalry SP that revolt

Roll two dice combining the numbers to determine the tribe that revolts. Roll a third die. Place the SP of the appropriate type in the city indicated. If a tribe is already active, ignore that roll and roll again. The Gauls only enter via the Augury table.
The “ersatz” Tribal leaders (see above) may not command units that are outside their tribe. Tribes cannot detach units for any purpose.

**Alliance Level:** When a revolt occurs, if the tribe’s alliance level is either neutral or in favor of the Samnites, there is no change in the level. If it was in favor of the Romans, put level at “0”. If Roman Allied, the tribe is now Independent.

If Campania revolts, use a set of spare control markers to indicate which cities have been lost to the Romans. The Samnites may enter one these cities only if they qualify to Stack/Move as above.

**Samnite Incursion:** The Samnites may freely enter a province other than Samnium only if the Samnite controls that province himself, or the Alliance Level for that province is in Samnite favor (any number of boxes on any track).

However, if the Samnites enter an “unfriendly” province—Roman-controlled or with an Alliance Level favoring Rome or at “0”—and, for any reason, “stop” in that province, the Samnite force is immediately attacked by that province’s tribe. If the tribe is already active, use that force. If not, the Roman player then gets to raise the tribal levy (as per the table, above). In either case, the tribal force is placed in the hex with the stopped Samnite army and attacks the latter.

**At the conclusion of that battle:** If the Samnites lose or it’s a draw, they’re finished and they must immediately be placed back in the nearest hex in Samnium. The just-raised tribal levy is removed; if the tribe was already active it remains in place. If the Samnites win, they may use a Continue die roll. The just-raised tribal levy is removed; if the tribe was already active it remains in place.

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**THE GAULS**

An invasion by the Senones tribe of the Gauls is triggered by an Augury Event. The Gauls are immediately placed on the map, as follows:

- Consult the Tribal Revolt Table to determine how many Gallic SP are involved.
- Place the marauding Senones, and their unnamed commander, in any one hex in Liguria Friniates or Gallia Cispadana, and the two Gaul LAMs in the pool.

The Gauls are controlled by the Samnites. They cannot be stacked with any Samnite or Tribal Army, but they can Coordinate in a Samnite Attack (or Defense). The Gallic Force may not be split or used for garrisoning; it remains singularly intact during its entire stay in the game.

Once triggered, the Gauls remain in play until one of the following happens:

- The Gauls enter Rome
- The Gauls are defeated in a battle.

Once either of the above two occurs, all Gauls are removed immediately.

*If the Gauls Augury event is rolled while the Gauls are on the map, treat the result as No Event. Gauls are treated as Samnites for the purposes of incursion.*

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**DIPLOMACY**

**Provincial Control**

The Romans control Latium and Campania. Latium is the Home Province. The Samnites control Samnium, the Home Province. All other provinces are non-allied and not controlled.

**STARTING ALLIANCES:** The starting Alliance Levels are listed on the Province Information Chart.

Change to 12.31: The Alliance Level of any province(s) listed above may be changed—in favor of the Player who effects the change—as follows:

- +2 Boxes in favor of Ambassadors
- 2 Boxes in favor of a player who wins a Major Victory in that province
- 1 Box in favor of a player who wins a Major Victory in any adjacent/adjoining province. Provinces separated by sea are not adjoining.
- 4 Boxes in favor of the opposing player if a player Devastates a province.
- +? Boxes in favor of Rome for Roman Retribution
- Back to Neutral: See Alliance Levels in the Tribal section, above.

*>> PLAY NOTE: Major Victory refers to land combat Major Victory and Sieges do not count.*

**Roman Retribution**

The growth of Rome was predicated on, and, in many ways, attributable to, the rather harsh methods Rome had in dealing with all who opposed her. You rose in revolt, you challenged her hegemony, you paid the price. After a while, this practice, combined with Rome’s ability to inflict it, began to have a salutary effect on most of her neighbors. Therefore, any time that Rome Sacks a city in a province, the following occurs:

- Rome gains 2 boxes in its favor for that province.
- Roll a die for each province adjacent to the province in question. If the die is even, give Rome a box; if odd, no effect.

**Exception to 9.7:** either player may Sack a city that Surrenders.

**Ambassadors**

Players may use any leader with a Diplomatic Rating as an Ambassador.

**Samnite Diplomacy**

The Samnites weren’t a very diplomatic bunch, being hill farmers and all that. The Romans considered them somewhat unsophisticated in a non-urban sense. Whatever, the Samnite player may always choose to use his leaders for diplomatic efforts. However, aside from having bad ratings, the Samnite Player must add one (+1) to all Diplomacy related die rolls. Note that Papius Brutulus is useless in this area (as he was in virtually every other area.)

**SPECIAL SAMNITE RULES**

**Samnite Manpower**

The Samnite Player may attempt one (1) Manpower Raising Operation each turn to get additional troops. Any leader may do this, but the limit is still one per turn.

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To raise troops, roll a die and consult the Samnite Manpower Table. The die role is cross indexed with the column corresponding to the total number of Samnite Strength Points currently on play. The result is the number of infantry/cavalry Strength Points raised.

**EXAMPLE:** The Samnite player rolls a ‘6’. If the Samnite Player had only 35 SP’s in play he would receive 16 infantry SP and 2 cavalry SP.

The maximum number of Samnite SP’s allowed in play is 100. Newly raised Samnites may appear in any friendly controlled city in Samnium ... including one under Siege!

**Samnite Leaders**
The Samnites may have a maximum of two leaders in play at any one time. During the Magistrate Election Phase (B/3), while the Roman is picking his consuls, the Samnite must randomly pick two leaders from the pool of available leaders. The pool will include all leaders still alive, including ones that were used last turn.

**Exception:** the Samnite Player may choose to retain any leader in play the previous turn by rolling a die. If the die roll is the same or lower than that leader’s Campaign Rating, he stays. If not—back into the pool (where he may yet be chosen for that turn!).

For the first game-turn, Pontius is already in play. Choose a second leader (randomly). Place chosen leaders with any Samnite force, and place his LAMs in the LAM Pool.

He also appears to have been something of a jerk, although that may be attributed more to the prejudices of the Roman historians than any realities.

**SPECIAL ROMAN RULES**

**Legions**
All Roman Legions are RL Legions; there are no AL (or Double) Legions. The Legion SP Size (8.13) is 11 Infantry SP’s and 2 cavalry SP’s. Although the historical legion maximum was, in this era, ten (or thereabouts), the Roman player may use as many RL legions as the counter mix allows.

**Consuls**
Roman consuls do not have to be assigned to a province, and the Roman Player may ignore the rules on asking permission to leave whatever province that consul is in. However, the consul must still ask permission to re-enter Rome (RRR 5.42), per se.

Papirius Cursor (104) and Rullianus (107) distinctly disliked each other. Despite this, Papirius, as Dictator, recognizing talent, chose Rullianus as his Magister Equitum when the 2nd Samnite War opened. They both served as consul five times, but never in the same year. The following interesting effects take place if both are in office in the same year:

A. They may not occupy the same hex! Effectively, this means they cannot combine armies. The can pass through each other’s hex.

**PROVINCIAL INFORMATION CHART**

**Samnite Wars Scenario**

<table>
<thead>
<tr>
<th>Province</th>
<th>Alliance Level</th>
<th>In Favor of</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latium</td>
<td>Home</td>
<td>n/a</td>
</tr>
<tr>
<td>Samnium</td>
<td>Home</td>
<td>n/a</td>
</tr>
<tr>
<td>Etruria*</td>
<td>2</td>
<td>Samnium</td>
</tr>
<tr>
<td>Umbria</td>
<td>2</td>
<td>Samnium</td>
</tr>
<tr>
<td>Picenum</td>
<td>2</td>
<td>Rome</td>
</tr>
<tr>
<td>Sabium</td>
<td>1</td>
<td>Rome</td>
</tr>
<tr>
<td>Campania</td>
<td>4**</td>
<td>Rome</td>
</tr>
<tr>
<td>Apulia</td>
<td>2</td>
<td>Samnium</td>
</tr>
<tr>
<td>Lucania</td>
<td>3</td>
<td>Rome</td>
</tr>
<tr>
<td>Calabria</td>
<td>0</td>
<td>Neutral</td>
</tr>
<tr>
<td>Bruttium</td>
<td>0</td>
<td>Neutral</td>
</tr>
</tbody>
</table>

*Includes both Northern and Southern Etruria

**Campania is a Roman Ally and Diplomatically Controlled by Rome. All other non-Home provinces are Independent.

All Medium Cities have an IDS of 3
B. If one wins a Triumph and the other is not involved in the battle, the latter accuses the “winner” of disobedience. Roll the die; if it is a ‘1’ or a ‘0’, the Senate convicts the winner of disobedience and executes him! On any other number, he narrowly avoids such a fate. (The Romans did this sort of thing ...)

No Roman magistrate may leave Roman Italy. That means the Romans may not go to Sicily, Sardinia, etc. They may not chase the Gauls across the border.

**Dictators**
The Romans used an awful lot of Dictators (and Masters of the Horse, too) during the Samnite Wars, certainly far more than appear in the Punic War years ... or even during Pyrrhus’ invasion. It’s a bit hard to tell why—it is possible they functioned as the Proconsuls of the next generation—but it doesn’t appear to have taken much to call one into being. Therefore, the following changes apply to the definition of “Emergency”:

- Any tribe, other than the Samnites, fields an army of 20 SP’s or more.
- A Roman army led by a consul suffers any level of defeat
- The three-hex radius rule still applies; in addition, though, occupation of Capua by any non-Roman unit also is an emergency.

**MOVEMENT ATTRITION**
When using the Movement Attrition Cost Chart, the Romans gain the “Roman” benefit only when traveling in provinces which they control at the start of the turn. The Samnites also gain the same benefit in Samnium.

**ROADS**
At the start of the game, the only road usable (other than the Via Saleria; see the exception to 6.33) is the Via Appia ... and then, only from Rome to 3914. The Appian Way may be extended by an Augury Event, as is explained in that event.

_HISTORICAL NOTE:_ Other roads, and at least the Via Valeria from Rome to Corfinum, were started during the period. See the Augury Table.

**VICTORY**
The Roman Player wins if at the end of the game turn:
- he controls (occupies/last to occupy) all cities in Samnium; and
- the Alliance Level of all other provinces is either neutral or in favor of the Romans; and
- there is no active tribe in revolt on the map

The Samnite Player wins if:
- He occupies Rome (yeah, sure ...), or
- The Roman player has not satisfied his conditions by the end of the 10th turn.

If you wish to play until someone “wins” (i.e. past the 10 turn limit), the Roman conditions still apply. The Samnites win if they:
- Occupy Rome OR
- They control all provinces in play, except Latium.

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**THE FIRST ALEXANDER INVASION**

**ALEXANDER, KING OF EPIRUS, 327 B.C.**
SCENARIO COMPLEXITY LEVEL: 3

This is a short, three-player scenario—Rome, the Samnites, and Alexander of Epirus—covering a rather obscure historical event. It is also somewhat less complex than other scenarios, as it does away with or simplifies several basic mechanics

**SOME HISTORICAL BACKGROUND**
At about the time of the beginning of the Second Samnite War (c. 328 BC), Alexander, King of Molossia/Epirus, (probably) the uncle of Alexander III The Great, following in the path of many an ambitious Greek, used an invitation from the Tarentines (cf. Pyrrhus scenario) to open up a second front to the West while his nephew (the Great) went east. Alexander of Epirus landed in Lucania and had some pretty good success against the Lucanians and Bruttians, as you can see by his deployment and situation. The Romans were most interested in reaching a diplomatic agreement with Alexander, and the Samnites were girding for war against him when he was assassinated by a disgruntled Lucanian bodyguard. His death allowed the two other parties to concentrate on each other.

**DESIGN NOTE:** A subsequent volume of AW, focusing on Alexander the Great, will include a scenario for the Macedonian King “going west”.

**GAME LENGTH AND PLAY BALANCE**
This is a rather short scenario, only four turns/years. It starts in 327 BC and ends at the completion of the 324 BC turn.

**MAP**
No units may move north into non-Roman Italy. This was the territory of the Gauls at this time, and they were far too powerful for the Romans to play around with.

**DEPLOYMENT**
All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.
Romans (Use the Roman Legion rules for the Samnite Wars)

Hex/City | Units
---|---
Roma [3714] | Q. Publilius Philo (112) [Rome Consul]
| I RL Legion (Veteran), II RL Legion,
Urban RL Legion (Rome Garrison)
Praetor Urbanus [a]

Capua [4412] | L. Cornelius Lentulus (113) [Field Consul]
| III RL Legion, IV RL Legion

[a]: Randomly pick one of the three available Praetor Urbanus.

Consul Availability: All Roman magistrates from 101–107, plus the above two, are available for this scenario.

Control: Rome controls Latium, her Home Province, and Campania.

Samnites

The Samnite Player starts with:
- 30 Infantry SP
- 4 Cavalry SP
- Two Leaders, drawn randomly

These are placed anywhere within Samnium.

Control: The Samnites control only Samnium, her Home Province.

Epirotes

Hex/City | Units
---|---
5209 | Alexander of Epirus;
| 25 Epirote Inf SP, 4 Epirote Cav SP

Paestum [4911] | 4 Epirote Infantry

Control: Alexander controls the following cities: Paestum [4911],
Buxentum [5110], Heraclea [5407], Consentia [5611], Terina [5711].
He does not, yet, control any Province.

THE FOLLOWING RULES ARE NOT USED IN THIS SCENARIO:
- All Naval rules. There is no movement by sea, or across straits.
- Siege Engines; no player has or may build them.
- There are no Leader Casualties (8.6); no leader dies.
- Provincial Manpower (RRR 10.1)
- There is no Diplomatic Control, Alliances or use of Ambassadors (12.0)
- Auguries (13.0); Do not use the Augury Marker.

STARTING THE GAME

LAMs for all leaders listed above are available, and the Siege Attrition markers. The game starts with the Initiative Phase (C); there is no Manpower Raising Phase (see below) for the first turn.

Epirote incursion into Lucania and Bruttium has already occurred, and the Epirotes have defeated both of these tribes. There is, therefore, no mobilization of these tribes because of the initial deployment.

THE ITALIAN TRIBES

Except for the Samnites, no other tribe starts the game with units on the map. Tribal armies appear as a result of Roman, Samnite or Epirote Incursion.

Changes to Sequence of Play

There is no Naval Superiority Construction/Re-allotment Segment (C/2). However, there is a Manpower Raising Phase that replaces the Naval Superiority Construction/Re-allotment Segment.

Incursion and Tribal Mobilization

Any time one of the players enters a province that it does not control militarily, and there is no Tribal Army for that province’s tribe already present, that entry, or incursion, will provoke that tribe to mobilize ... by using the Tribal Revolt Table (which can be found in the Samnite Wars scenario). The mobilization occurs the instant—first hex—the incursion occurs, but the temporary halt in movement is not a Stop. The moving army continues on after mobilization. Exception: The Campanians never mobilize as a result of an incursion.

A player who controls a province controls the tribal army of that province. If no player controls the province, the opposing two players (other than the one who just entered the province) first roll one die to see who is going to control the newly mobilized tribe. Each player may add as many available Guile Points to his die roll as he wishes. High total gains control of that tribe. Ties? Roll again.

The controlling player now determines the manpower available to that tribe in the same manner as is used in the Samnite Wars scenario; see above. That tribe is now placed as indicated on the table, and above.

Length of Tribal Activation

A tribe remains active, and player controlled, until one of the following happens:

A. It suffers a loss (any level) in battle, in which case the army is simply removed from the map.

B. Another player Militarily controls that province. In this case, if the tribal army is still on the map, the controlling player assumes control of that tribal army, and that tribal army remains in play as long as a player controls the province.

Tribal counters

Each tribe is represented by a single counter, that counter showing the ratings of its leader, under which are placed the combat units of the appropriate nationality to indicate strengths (alternatively use the Tribal Army markers on the Samnite Force Display). The Gauls and Tarentum have their own unique combat units. For the other tribes, use the Italian combat units. Each tribe is considered its own Contingent regardless of the actual combat units used. There may be only one such stack in play for any one tribe (other than the Samnites) at any one time. Tribal “leaders” cannot be killed, and they have no Guile. Only one—the Etruscan—has any value as a subordinate leader in a battle. Other than that, they operate as all other, named, leaders.

Movement of Tribes

Tribes move when their LAM is picked, as any other force. Regardless of control or situation, no tribe—again, other than the Samnites—may ever move outside its province.
Tribes, other than the Samnites, may not stack with any other units, unless that province is controlled, in which case that tribe may stack with a leader led force of the controlling player.

Tribes cannot detach units for any purpose.

**MANPOWER**

Raising Manpower is no longer an Operation, as per 5.3 (#7). All raising of Manpower for the players (not the other tribes) is conducted in this new Phase, which is skipped for the first turn.

**Samnite Manpower**

To raise Samnite SP, the Samnite Player rolls two dice, adding them. The total is the number of SP he raises, 15% of which are cavalry SP’s. Newly raised Samnites may appear in any town in Samnium ... including one under Siege!

**Legions**

All Roman Legions are RL Legions; there are no AL (or Double) Legions. The Romans get one new RL each Manpower Raising Phase.

**Epirote Manpower**

The Alexander/Epirote Player gets Manpower (the number of SP in parentheses — use the Greek combat units) — from the following friendly Greek colonies:

Paestum (1), Rhegium (2), Locri (1), Croton (2), Thurii (2), Metapontum (1), Heraclea (1), Tarentum (3), Brundisium (2)

He receives these SP (15% of which are cavalry SP’s) as long as no other player occupies that city or controls the province that city is in. He receives all these SP at the same time and they are all placed with Alexander.

**DESIGN/HISTORICAL NOTE: The above is really wishful thinking on Alexander’s part, and present solely for game balance purposes.**

**LEADERS**

**Consuls**

Roman consuls do not have to be assigned to a province, and the Roman Player may ignore the rules on asking permission to leave whatever province that consul is in. However, the consul must still ask permission to re-enter Rome (RRR 5.42), per se.

Papirius Cursor (104) and Rullianus (107) distinctly disliked each other. Despite this, Papirius, as Dictator, recognizing talent, chose Rullianus as his Magister Equitum when the 2nd Samnite War opened. They both served as consul five times, but never in the same year. The following interesting effects take place if both are in office in the same year:

• The may not occupy the same hex! Effectively, this means they cannot combine armies. The can pass through each other’s hex, though.

• If one wins a Triumph and the other is not involved in the battle, the latter accuses the “winner” of disobedience. Roll the die; if it is a ‘1’ or a ‘0’, the Senate convicts the winner of disobedience and executes him! On any other number, he narrowly avoids such a fate.

No Roman magistrate may leave Roman Italy.

**Dictators**

The Romans used an awful lot of Dictators (and Masters of the Horse, too) during the Samnite Wars, certainly far more than appear in the Punic War years ... or even during Pyrrhus’ invasion. It’s a bit hard to tell why—it is possible they functioned as the Proconsuls of the next generation—but it doesn’t appear to have taken much to call one into being. Therefore, the following changes apply to the definition of “Emergency”:

• Any tribe, other than the Samnites, fields an army of 20 SP’s or more.

• A Roman army led by a consul suffers any level of defeat

• The three-hex radius rule still applies; in addition, though, occupation of Capua by any non-Roman unit also is an emergency.

**Samnite Leaders**

The Samnites may have a maximum of two leaders in play at any one time. During the Magistrate Election Phase (B/3), while the Roman is picking his consuls, the Samnite must randomly pick two leaders from the pool of available leaders. The pool will include all leaders still alive, including ones that were used last turn.

**Exception:** the Samnite Player may choose to retain any leader in play the previous turn by rolling a die. If the die roll is the same or lower than that leader’s Campaign Rating, he stays. If not—back into the pool (where he may yet be chosen for that turn!).

Place chosen leaders with any Samnite force, and place his LAMs in the LAM Pool.

>>The Samnite player designates one of the two selected leaders as the Overall Commander for that game turn.

**Epirote Leaders**

There is only one: Alexander.

**MOVEMENT ATTRITION**

When using the Movement Attrition Cost Chart, the Romans gain the “Roman” benefit only when traveling in provinces which they control at the start of the turn. The Samnites also gain the same benefit in Samnium. Epirotes do not gain any such benefit.

**ROADS**

At the start of the game, the only road usable (other than the Via Saleria; see the exception to 6.33) is the Via Appia ... and then, only from Rome to 3914.

**PROVINCIAL INFORMATION**

Use the Samnite Wars Chart ignoring the Alliance Levels.

**VICTORY**

Players get Victory Points for controlling Provinces, equal to the province’s Attrition Rating. At the end of the fourth turn (324 BC), the player with the most Victory Points wins.
THE EAGLE HAS LANDED

THE INVASION OF PYRRHUS, KING OF EPIRUS; 280 B.C.
SCENARIO COMPLEXITY LEVEL: 6

SOME HISTORICAL BACKGROUND

Tarentum, the largest Greek colony (Taras) in the Magna Graecia area of southern Italy in the early 3rd century BC, considered itself the preeminent town on the peninsula. In fact, it was somewhat larger and better defended than that of her neighbor to the north, Rome, and her fleet pretty much controlled the seas east of Sicily. However, that didn’t stop the Tarentines from being worried about the ever-increasing sphere of Roman power.

The Romans had recently sent garrisons into Bruttium, occupying Rhegium, Thurii and Locri. This proved too much for the Tarentines, who immediately did two things. First, they took their fleet and sacked Thurii, a “take-that” lesson to for the upstart northerners. However, despite that success, they realized that they were not an overly martial bunch, which the Romans obviously were.

The solution? Pyrrhus, King of Epirus and mercenary extraordinaire who, while waiting for a vacancy to pop up on the throne of Macedon (he was a descendant of Alexander the Great), was casting around for a few countries to conquer. With a promise of much local support from the southern Italian tribes, Pyrrhus and his 25,000+ man army was invited to c’mon over. He did, and thus set out to conquer Rome. In various conversations, The Eagle (as he was known) also mentioned that some beach-front property in Sicily and Africa would be nice.

Pyrrhus arrived in the spring of 280 and promptly dispatched a Roman army, under Laevinus, at Heraclea. In this effort he was greatly aided by his 20 elephants, something never seen before by Roman armies. As Alexander the Great had used them 50 years before, they must have known of their existence. Knowledge of and Exposure to are totally different. He was completely unaided by either the Tarentines or any of the other tribes, who were pretty much waiting around to check out Pyrrhus’ portfolio. Having seen the results at Heraclea, the locals stomped all over each other to join in the feeding frenzy. The following year, Pyrrhus and friends headed north for Rome, where they ran into two consular armies under Sulpicius and Decius Mus at Ausculum. This appears to be the 4608 Ausculum, just north of the Aufidus River; not the Asculum in Picenum.) Another victory followed for the Eagle, this time a Pyrrhic one, as Epirote losses were pretty stiff. Rome, however, was too tough a nut to crack just then, so back south he headed.

With the Italian operation at a standstill, and with his allies not thrilled with the blood-letting, Pyrrhus opted for a shot at Sicily, ostensibly coming to the aid of the Syracusans, who were being bothered by the Carthaginians and the Mamertines. (This situation would eventually explode into the 1st Punic War.) For two plus years Pyrrhus stomped up and down the island, winning battles to little avail, pretty much stymied by the fact that his arrival had caused the Carthaginians and the Romans to form an alliance. Despite being declared an ersatz King of Sicily, there wasn’t much loot around, so it was back to Italy in 275 for another shot at Rome. This time it was Curius Dentatus waiting for him at Beneventum, where the Romans just barely eked out a squeaker over Pyrrhus and his botched night attack.

That was it; the Eagle had had enough. It was back to the Balkans, where he was sent to His Greater Reward a few years later by a falling roof tile. The Romans? They used his departure as an excuse to raze Tarentum and gobble up all of southern Italy.

However, not since the Gallic invasion of a hundred years before had the Romans faced so great a threat to their existence. While not in Hannibal’s class, Pyrrhus was no slouch; in fact, his reputation as one of the Mediterranean’s finest field commanders lasted for centuries. In truth, he came fairly close to upsetting the Roman applecart. It was, however, those two great Roman wells of Manpower and Discipline that did him in.

MAPS:

No units may move north of the Etruria/Umbria northern border, except by Augury event. This was the territory of the Gauls at this time, and they didn’t take kindly to such intrusions—and we don’t want to get into that sort of stuff.

GAME LENGTH

The game starts with the 280 BC turn and lasts, at the most, until the end of the 271 BC turn, or a maximum length of ten years. This rather artificial limit is here because it is doubtful that Pyrrhus would have remained away too long from the lure of the Macedonian kingship, the throne to which he truly aspired. It can end sooner; see the Victory Conditions, below. Depending on how things go for The Eagle, each year of play takes about 45 minutes, some years less.

PLAY BALANCE

Given a careful, methodical Roman player, it’s going to be pretty tough for Pyrrhus to take Rome. However, if he plays his cards right, he can gather enough points in southern Italy and Sicily to, historically, force concessions from the Romans and, game-wise, emerge with a win.

INITIAL DEPLOYMENTS

All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.

Epirote Mercenaries

<table>
<thead>
<tr>
<th>Hex/City</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tarentum [5405]</td>
<td>Milon, 6 Epirote Infantry SP</td>
</tr>
<tr>
<td>Any hex on east coast of Calabria, but not Brundisium:</td>
<td>Pyrrhus, Megacles; 40 Epirote Inf SP, 10 Elite Epirote Cav SP, 2 Elephant SP.</td>
</tr>
</tbody>
</table>

Replacement Leader Available: Helenus (Pyrrhus’ son, actually)

First Turn LAM: Pyrrhus gets only two LAM for the game’s first turn. The loss of one LAM represents the fact that Pyrrhus’ invasion fleet, and army, was scattered by a severe storm on its crossing from Ambracia—although he appears to have lost nary a man nor beast—and his army took some days to regroup.

Epirote Reinforcements: There are no Epirote Reinforcements. Pyrrhus makes do with what he has ... plus any Italian troops he can whip up, as per below.

>> Pyrrhus is the Epirote Overall Commander.

>> Sosistratus can only command Syracusan units. Mago may only command the units deployed in Western Sicily and those available as reinforcements.
Tarentines [Epirote Allied/Active]

Hex/City  Units
Tarentum [5405]  20 Inf SP, 5 Cav SP

Romans

Hex/City  Units
Roma [3714]  
P. Valerius Laevinus [201] [Rome Consul]
I and V Double Legions,
Urban Legions RL and AL (Garrison of Rome)
Praetor Urbanus [a]

Arretium [2613]  
T. Coruncanius [202] [Field Consul,
assigned to Etruria]
II and III Double Legions

Rhegium [6015]  
**Campanian Legion, 8 Inf SP

Bovianum [4109]  
L. Aemilius Barbula [203] [Proconsul
for Samnium]
IV Double Legion

Locri [6013]  
1 Roman Legion Inf SP

Venusia [4707]  
1 Roman Legion Inf SP

[a]: Randomly pick one of the three available Praetor Urbani.

** = See the special rules on the Campanian Legion, below.

Available Consul Pool: ALL consuls with the 2xx ID number (in
addition to the three above)

All legions are at full strength and Recruit level.

Western Sicily (Carthage) [Independent/Inactive] **

Hex/City  Units
Lilybaeum [5526]  15 Ligurian Inf SP; 2 Gallic Cav SP
Panormus [5423]  3 Gallic Inf SP
Agrigentum [5923]  8 Iberian Inf SP, 2 Numidian Elite Cav SP
Caralis [4332]  2 African Infantry SP

Eastern Sicily/Syracuse [Independent/Inactive] ** [a]

Hex/City  Units
Syracuse [6419]  
Sosistratus; 18 Syracusan Inf SP,
2 Syracusan Cav SP

Leotini [6119]  4 Greek Inf SP, 1 Greek Cav SP

Catana [6118]  1 Greek Inf SP

Tauromenium [6017]  3 Greek Inf SP

Mamertines [Inactive] **

Hex/City  Units
Messana [5915]  10 Mamertine Inf SP, 1 Mamertine Cav SP

[a] = The Sicilian city-states create somewhat of a problem in game
terms. Although most of the eastern coastal cities were under the
nominal sway of Syracuse they were, at least politically, independent city-
states, ruled by “tyrants”. Most of the western end of the island was
controlled by Carthage, and the Mamertines, under a fellow named
Kion, held sway at the northeastern tip (mostly Messana). See the
rules for the Syracusans, below.

Ambassadors: Pyrrhus may use Cineas as his ambassador. The Ro-
mans use the consuls.

STARTING THE GAME

LAMs for all Epirote leaders listed above are available, plus Magis-
trate LAMs as per the Initiative Ratings for Barbula, Laevinus and
Coruncanius. And, of course, the Augury and Siege Attrition markers.

For the first game turn (280 BC), place available LAMs in the pool.
The first three phases of the Sequence are ignored. The game begins

<table>
<thead>
<tr>
<th>Province</th>
<th>Alliance Level</th>
<th>In Favor of</th>
<th>Inf/Cav Contingent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latium</td>
<td>Home</td>
<td>Rome</td>
<td>0 / 0 n/a</td>
</tr>
<tr>
<td>Campania</td>
<td>4*</td>
<td>Rome</td>
<td>9 / 2 Italian</td>
</tr>
<tr>
<td>Etruria**</td>
<td>4*</td>
<td>Rome</td>
<td>12 / 1 Italian</td>
</tr>
<tr>
<td>Umbria*</td>
<td>4*</td>
<td>Rome</td>
<td>5 / 1 Italian</td>
</tr>
<tr>
<td>Arimnum [2708], Fanum Fortunae [2908], Sena Gallica [3008] do not exist.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Picenum</td>
<td>4*</td>
<td>Rome</td>
<td>2 / 0 Italian</td>
</tr>
<tr>
<td>Ancona [3107] does not exist</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sabinus</td>
<td>4*</td>
<td>Rome</td>
<td>10 / 0 Italian</td>
</tr>
<tr>
<td>Messana</td>
<td>3</td>
<td>Rome</td>
<td>3 / 0 Greek</td>
</tr>
<tr>
<td>Samnium</td>
<td>2</td>
<td>Pyrrhus</td>
<td>14 / 2 Samnite</td>
</tr>
<tr>
<td>Apulia</td>
<td>3</td>
<td>Pyrrhus</td>
<td>7 / 2 Italian</td>
</tr>
<tr>
<td>Lucania</td>
<td>3</td>
<td>Pyrrhus</td>
<td>6 / 1 Italian</td>
</tr>
<tr>
<td>Bruttium</td>
<td>3</td>
<td>Pyrrhus</td>
<td>3 / 1 Italian</td>
</tr>
<tr>
<td>Calabria</td>
<td>4*</td>
<td>Pyrrhus</td>
<td>15 / 1 Mamertines</td>
</tr>
<tr>
<td>Eastern Sicily</td>
<td>2</td>
<td>Pyrrhus</td>
<td></td>
</tr>
<tr>
<td>Syracuse</td>
<td>6 / 1</td>
<td>Syracuse</td>
<td></td>
</tr>
<tr>
<td>Leotini</td>
<td>1 / 0</td>
<td>Greek</td>
<td></td>
</tr>
<tr>
<td>Tauromenium</td>
<td>1 / 0</td>
<td>Greek</td>
<td></td>
</tr>
<tr>
<td>Enna</td>
<td>2 / 0</td>
<td>Greek</td>
<td></td>
</tr>
<tr>
<td>Western Sicily § 0 None 0 / 0 n/a</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*a Campania, Etruria, Umbria, Picenum, Sabinus are Roman Allies
and Politically Controlled by Rome. Calabria is Non-Roman (Pyrrhus) Ally and Politically Controlled by Pyrrhus. All other prov-
inces are Independent.

** Includes both Northern and Southern Etruria

§ Sardinia, Corsica and Melita are considered part of Western Sic-
ily. All are controlled by Carthage.
with a Pyrrhus Campaign Phase (one of his two LAM available for that turn).

**DIPLOMACY**

The starting Alliance Levels are listed on the scenario Provincial Information Chart.

Pyrrhus has NO Home Province. Latium is the Roman Home Province. Provincial control is indicated on the Provincial Information Chart.

**East Sicily/Syracuse**

Eastern Sicily was mostly Greek and under the political and military sway of the city-state of Syracuse. While living in an uneasy “truce” with the western, Carthaginian half of the island, her biggest problem at the time of Pyrrhus’ invasion of Italy was the presence of the Mamertines.

The instant Syracuse becomes controlled by Pyrrhus—either diplomatically or by an Augury Event—Pyrrhus is free to enter East Sicily without causing any disturbance to the Syracusan-Pyrrhic relationship. If Pyrrhus chooses to “invade” Eastern Sicily before there is such an alliance, both Syracuse and Carthage adjust their Alliance Boxes three in favor of Rome.

The instant Syracuse becomes controlled by Pyrrhus, he controls all combat units in the city of Syracuse (only). Then, starting with the following year—and in each successive year Pyrrhus remains in Sicily—he receives, when raised by an operation, the combat Greek SP’s listed for all other listed cities in Eastern Sicily, as long as he maintains control over Eastern Sicily. There are no leaders, other than the rather ineffective Sosistratus, Tyrant of Syracuse.

**DESIGN NOTE: Such household names as Heraclides, Tyrant of Leontini, Theonon, Assassin of Syracuse, and our favorite, Tyndarion, Tyrant of Tauromenium became victims of Occam’s gaming razor.**

>>> East Sicilian units may never leave Sicily; they may enter Western Sicily, but only if Pyrrhus is in Sicily.

**Rome and Sicily**

Roman units may never enter Sicily, regardless of the control situation.

**DESIGN NOTE: Historically, their eventual alliance with Carthage forbade it; pragmatically, the Roman Senate’s foresight was still limited by the Italian shoreline. A short generation later, the Romans would quickly overcome that reluctance.**

**Western Sicily and Carthage**

In 280 B.C. Carthage was the major power in the Western Mediterranean. Her control of Sardinia and the important ports of western Sicily enabled her fleet to sweep the sea. Her hegemony was challenged only by the not-inconsiderable presence of Syracuse in the east. Rome? Farmers without culture and, more important, without a fleet. Her relationship with the Romans was, if not truly cordial, on a fairly even, diplomatic/commercial keel. Rome clearly understood that Carthage considered Syracuse the Africans’ sphere of influence, although most Carthaginians considered Sardinia more important, commercially. The uneasy truce between the Africans (in the west) and the Greeks (in the east) was a fragile one, easily breakable by the arrival of such as Pyrrhus.

The instant Pyrrhus sets foot in Sicily, the Carthaginian Alliance Level is adjusted three (3) boxes in favor of Rome, regardless of what else is happening elsewhere. It occurs even if Carthage is presently controlled diplomatically by Pyrrhus! Moreover, if Pyrrhus has any troops in Sicily—or Eastern Sicily becomes controlled by Pyrrhus—it requires two Pyrrhic Guile Points to adjust one Carthaginian box in his favor. (Why? See notes on Carthage & Syracuse, below.)

If/when Western Sicily (Carthage) becomes diplomatically controlled by either player, the units listed, below, are immediately available to that controlling player, and remain so as long as that player retains such control. At the beginning of any turn in which such control ceases to exist, the units must be immediately placed in any town in Western Sicily—unless under siege. These units are placed in any port in Western Sicily when Mago’s LAM is first picked. That placement is considered an operation; normal continuation rules are then applied. However, even if controlled by the Romans they may not enter Italy. They can be brought to Sardinia or Corsica, however.

**Initial Activation:** Mago; 20 Iberian Infantry SP, 20 Gallic Infantry SP, 8 Numidian Elite Cavalry SP.

Adjust NS Level for the Tyrrhenium, Sardoum and Africum seas, two in favor of the player controlling Carthage the instant the Carthaginians are active.

Available* Each Year

Pyrrhus is in Sicily: 10 Gallic Infantry SP, 1 Iberian Cavalry SP.

* = Placed—as above—first time a Mago LAM drawn in a turn; such placement is an operation.

Carthage may not raise manpower from any of the Sicilian cities. The only cities that could provide additional troops for Pyrrhus while in Sicily are those in Eastern Sicily.

**Carthage & Syracuse? No Way!**

It is feasible that Pyrrhus (or even Rome) can gain control of both Carthage and Syracuse. While that would not be totally ahistorical, what would be is having them both work together. Carthage and the Greeks (both Syracuse and Tarentum, among others, were Greek cities) were not on the best of terms at this time, and any level of cooperation between them would be very unrealistic. Therefore, the following rules apply if either player controls both:

A. Carthage will never voluntarily give up occupation of Lilybaeum, regardless of the political situation. Carthage (through the player that controls her) must maintain a minimum garrison of 10 infantry SP’s at all times (except, of course, if reduced by siege). For either Rome or Pyrrhus to control Lilybaeum, they must take it by Siege.

B. For purposes of determining whether Pyrrhus controls Western Sicily for victory points (only), though, if Pyrrhus controls Carthage diplomatically, Pyrrhus is considered to control Lilybaeum. Points for controlling Lilybaeum, specifically, apply only for physical control.

C. Carthaginian troops may never stack together with units from the Eastern/Greek cities of Sicily, nor may they stack with Tarentines. They may not Coordinate, either.

**Minor Allies and Italian Tribes:** For the purposes of this game, the port of Messana is treated as a separate “province”. The Mamertines, who occupy the city, have only the units initially deployed. They do not get any further reinforcements or replacements. They cannot leave Sicily.
The Italian Provinces: The Romans may not raise troops directly from these provinces; this is covered by their raising legions. Only Pyrrhus may do so. In a Manpower Operation—only one per turn—Pyrrhus may raise the troops listed for each province he controls. Troops so raised are placed in any friendly city in that province.

The Reluctant Tarentines: Despite having promised Pyrrhus massive support upon his arrival, the Tarentines—a rather sybaritic, fun-loving bunch, it appears—decided that partying was far better than fighting. They withheld the use of their "army", waiting to see exactly how good this Greek guy was. Therefore, the Pyrrhic player cannot move the Tarentine army until he (Pyrrhus) wins a land battle victory over the Romans—any kind, any size—or captures, in any way, any Large or Medium city.

In addition, all Calabrian reinforcements are treated as Tarantines for this scenario. They may not be placed in any city other than Tarentum. However, they may be raised inside Tarentum even if it is Under Siege!

MANPOWER
Yearly Manpower is listed in the Provincial Information Chart.

NAVAL SUPERIORITY
The levels below reflect the fact that a Roman war galley fleet was almost non-existent. The seas were controlled by the Tarentines and Syracusans in the south, and the Carthaginians everywhere else. The Tarentine fleet ... and an alliance with Syracuse ... pretty much insured the ability of Pyrrhus to transport his troops to and from Sicily.

NS Levels
At the Start of the game, the NS Levels are:

- Mare Adriaticum: Rome –3 / Pyrrhus +3.
- Mare Ionium: Rome –3 / Pyrrhus +3
- Fretum Siculi: Rome –2 / Pyrrhus +2
- Mare Tyrrenium: Rome –3 / Pyrrhus –2**
- Mare Sardoum: Rome –4 / Pyrrhus –3**
- Mare Africum: Both –4**

** = Although the Carthaginians are not “active” at the start of the game, their presence in these seas was very pronounced.

The clinker here is the Carthaginians, who start the game inactive but very much a presence. The Carthaginians considered the coastline of Sicily her "property"; they patrol it accordingly. The Tarentine fleet countered that somewhat for Pyrrhus, but Carthage still was the power to deal with. If the Carthaginians become controlled by either player, that player becomes “+4” in the zones formerly controlled by the Carthaginian (**); the level of the other player remains the same.

City IDS
All Medium Cities have an IDS of ‘3’

ADDITIONAL RULES
Sacked and Destroyed: Thurii [5509] has been Sacked. Place a marker to so indicate.

The Campanian Legion: The Campanian Legion garrison, in Rhegium [6015], under the command of a rather ambitious, devious and generally unpalatable Mafia prototype, Proconsul Decius Juvelius (not in the game), obviously cannot move until/unless a Roman leader shows up. Whatever, Juvelius is casting jealous eyes across the straits at the Mamertines, who seem to have a good thing going in Messana. The instant Pyrrhus wins a land battle victory (any level) or captures a Large or Medium Italian city, the Campanian Legion revolts. This doesn’t accomplish much in game terms, except that the Campanian legion now belongs to no one, and if either player wants to occupy Rhegium, he must first get the Campanians out of there. Place an “In Revolt” marker on top of the Campanian Legion.

Elephants: The Romans had never seen elephants before. Their appearance at Heraclea—the first Pyrrhic battle against the legions—caused most of the legionaries to have a collective, massive coronary which, in turn, brought on an intense desire to return to their villages. Therefore, the first time the Epirote player commits his elephants in a battle (8.36), instead of using the War Elephants at Play Table. He automatically adds five (+5) to his Battle Result Table die roll (–5 if he’s the defender). This applies only to that first time.

Siege Engines: Only the Romans and the Syracusans may build one—and only one—during play. Pyrrhus had very little (try none) siege capability in this area.

Syracuse’s Defense Capabilities: The city of Syracuse was especially difficult to take by Siege. In any Assault on Syracuse—a Major City with an IDS of ‘7’—the attacker subtracts one (–1) from the Assault die roll.

Pyrrhus, the Gentleman: The Epirote player may not Sack any cities. Pyrrhus, according to several sources, was a rather chivalrous chap who found such activities rather barbarous. He was usually especially “nice” to Roman inhabitants of the towns he captured. Appears his approach to “winning of hearts and minds” was somewhat different from that of the locals, who razed each other to the ground with rather depressing regularity, if one is to take Livy at face value (which one should not do).

VICTORY
The game proceeds until one of the following occurs, any of which signals a Pyrrhic Victory:

- At the end of any turn, Pyrrhus occupies Rome
- At the end of any turn, Pyrrhus occupies Capua, Messana, Rhegium, Syracuse and Lilybaeum, all at the same time.
- At the end of any turn Pyrrhus has 50 or more Victory Points (see below).
- At the end of the 280, 279 or 278 turns, only, if Pyrrhus controls any six (6) Italian provinces, one of which must be Campania.

DESIGN NOTE: Such a gobbling up of territory would indicate a lack of Roman aggression and a concurrent ability to negotiate a peace with Pyrrhus, the details of which would probably have enabled Pyrrhus to establish a manpower base that would allow him to return to Greece with enough power to seize the throne of Macedonia.

If Pyrrhus is killed, the Romans win—as the Epirotes go home.
After 10 Years (turns), if none of the above has occurred, players total Victory Points. The player with the most VP wins.

The players receives Victory Points for controlling the following:

- Each Province [a] 3
- Tarentum 3
- Syracuse 5
- Rhegium and Messana 3
- Capua 3
- Lilybaeum 3
- a = Including provinces in Corsica, Sardinia, and Sicily ... but not Melita. VP for occupation of cities is in addition to any for provincial control.

There are no VP for Rome or any city that has been Sacked.

**THUNDERBOLT**

**HANNIBAL'S INVASION OF ITALY (218–216 BC)**

**SCENARIO COMPLEXITY: 3**

**PLAY NOTE:** This is a quick-play scenario covering the opening years of the 2nd Punic War. It dispenses with many of the extra rules and concentrates on the basic system. This is a good scenario with which to learn how to play the game, or to fiddle around with solitaire. It’s mostly an exercise in seeing if you can do as well as Hannibal—or stop him from doing such. As such, it is not tremendous fun for the Roman, although he can win this.

**GAME LENGTH**

The game is only three years (turns) long, from 218 B.C. through 216 B.C. The scenario is playable in less than three hours, so it is possible to switch sides and see who can do better.

**MAPS**

Only mainland Italy is in play. Sicily, Sardinia and Corsica are not in play.

**BALANCE**

Not much, although it isn’t easy to do as well as Hannibal did historically ... and therein lies the fun. Hannibal defeated three, large Roman armies in three years and established a base of operation that covered most of Southern Italy. Achieving the same result will be a difficult task for the Carthaginian. On the other hand, given the poor level of Roman leadership for these three years, the Roman player has no easy task simply surviving. Essentially, you’re playing against history, and it is the actual results the players have to equal or better.

**INITIAL DEPLOYMENTS**

All hex locations are on the Italia map. Units deployed at a city location are placed Inside the City unless otherwise indicated.

**Romans**

<table>
<thead>
<tr>
<th>Hex/City</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roma [3714]</td>
<td>The Urban Legions (Rome Garrison)</td>
</tr>
<tr>
<td></td>
<td>Praetor Urbanus [a]</td>
</tr>
</tbody>
</table>

| Carthaginians |
|---------------|--------------------------------------------|
| Hex/City      | Units                                      |
| Taurinorum [1221] | Hannibal, Hasdrubal Gisgo, Mago, Hanno Bomilcar, Maharbal 21 African Infantry SP 15 Iberian Infantry SP 19 Gallic Infantry SP 13 Elite Numidian Cavalry SP 16 Iberian Cavalry SP 4 African Elephant SP These units start outside the city. |

[a]: Randomly pick one of the three available Praetor Urbani.

**STARTING THE GAME**

As the first game turn picks up late-summer, 218 B.C., after Hannibal crossed the Alps, certain LAM limitations are in force. So, for this turn only:

- Hannibal will have only 2 LAM available, one of which is used to start play. The other Carthaginian leaders start with their allotted number of LAMs.
- The Romans receive one (1) Consul LAM which must be used to activate Longus. This of course, represents what actually happened. If you wish to ignore this, feel free to use either Longus or Scipio.

Place these LAMs along with the three Siege Attrition LAMs in the pool at start. The Augury LAM is not used. For the first game turn (218 BC), the first three phases of the Sequence of Play are ignored. The game starts with a Hannibal Campaign Phase.

The Romans may not raise new legions, or reinforce old ones, in the 218 (first) game turn.

**SPECIAL RULES**

**The following rules are not in effect during this scenario:**

- **Auguries:** Do not place Augury LAM in Pool
- **Election of Consuls:** The Roman Player will use the historical consul appearance, as given below. He can “replace” killed/wounded consuls, though.

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Consuls: There is no differentiation between Rome and Field Consul. Consuls are not assigned provinces and can operate freely in Roman Italy, the two Ligurian provinces, the Gallia provinces, and Venetia. They still must ask for Senate permission to enter Rome. They still must be placed in Rome or with an army.

Naval Rules: The Naval Rules (7.0) are not used. There is no Naval Transport.

Diplomacy: Diplomacy and Ambassadors (12.3) are not used. The Alliance Level markers are only adjusted for Major Victories and Devastation. A player may freely enter cities in a province if that province's Alliance Level marker is in his favor.

ROMAN CONSULS

217 B.C.
CONSUL: Cn. Servilius Geminus [404], C. Flaminius [405]

216 B.C.
CONSUL: C. Terentius Varro [408], L. Aemilius Paullus [409]

PROCONSUL: L. Postumius Albinus [411]

Both Servilius and Flaminius may be used as proconsuls, if needed.

>> Dictator: If a Dictator is eligible to be raised it will be Quintus Fabius Maximus Verrucosus [406]. He serves only the year he is raised. While Dictator, Fabius ignores the Roman Honor DRM on all Avoidance attempts. If a Dictator is raised, M. Minucius Rufus may be added as a Magister Equitum.

Raising other consuls: If it so happens that the Roman player has need of additional consuls to act as proconsuls—or replacement for fallen leaders—use M. Iunius Pera [410], or, for play purposes, any other consul with a ‘D’ or worse battle rating. The shortage of qualified military leaders is obviously part of the Roman problem herein.

>> Either consul may use the Manpower Operation, but not both. In all other cases where a rule or table makes the distinction, treat both consuls as Field consuls. Consuls/Proconsuls may be Prorogued and may conduct operations without restriction in Roman Italy.

MANPOWER

Romans raise legions as per standard rules.

The Carthaginians receive 10 Gallic Infantry Points for each Victory they achieve in any province in or north of Etruria and Umbria. They receive 25 Gallic Infantry if it is a Major Victory. Neither of these infusions require a Manpower Raising operation.

They can also raise manpower from any of the Italian provinces they control, as per the rules for such and the Province Table, below. The arriving allied troops are placed with any Carthaginian Force in or adjacent to the province in which they are raised.

Provincial Control

>> All Medium Cities have an IDS of ‘4’; Roma has an IDS of 10

VICTORY

To win, the Carthaginian has to do as well as Hannibal did—or better. For the Roman player to win, he has to stop that from happening.

>> The Carthaginian player wins if he controls any seven contiguous provinces in Roman Italy that begin the game with an Alliance Level in favor of Rome at the end of 216 B.C., or any five contiguous provinces plus Capua. For victory purposes, Northern and Southern Etruria are counted as separate provinces. HOWEVER, for every Major Victory Hannibal wins, he has to control one less province. For every victory the Romans garner, he has to control one more province. He also wins, of course, if he, at ANY point, occupies Roma. Failure to accomplish any of this means a Roman Player victory.

PROVINCIAL INFORMATION CHART

<table>
<thead>
<tr>
<th>Province</th>
<th>Alliance Level</th>
<th>Yearly Manpower</th>
<th>Inf/Cav Contingent</th>
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<td>Latium</td>
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<td>Campania</td>
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<tr>
<td>Etruria**</td>
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<td>2 / 0</td>
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<tr>
<td>Umbria</td>
<td>4*</td>
<td>Rome</td>
<td>1 / 0</td>
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<tr>
<td>Picenum</td>
<td>4*</td>
<td>Rome</td>
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<td>4 / 1</td>
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<td>Carthage</td>
<td>3/0</td>
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</table>

* Umbria and Picenum are Roman Allies and Diplomatically Controlled by Rome. All other provinces are Independent

** Includes both Northern and Southern Etruria

a = Only if Capua is controlled by the Carthaginians, otherwise 0
## CONSUL HISTORICAL INFORMATION TABLE

<table>
<thead>
<tr>
<th>ID #</th>
<th>Full Name*</th>
<th>Offices Held and Years**</th>
<th>Notes</th>
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<td>101</td>
<td>Caius Poetelius Libo</td>
<td>C326</td>
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<td>102</td>
<td>L. Furius Camillus</td>
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<td>D. Junius Brutus Scaeva</td>
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<td>104</td>
<td>L. Papirius Cursor</td>
<td>C326, D325, D324, C320, C319, C315, C313, D310, D309</td>
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<td>C323, C314, D312</td>
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<td>Q. Aulius Cerretanus</td>
<td>C323, C319</td>
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<td>M. Folius Flaccinator</td>
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<td>P. Cornelius Dolabella</td>
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<td>Q. Fabius Maximus Gurges</td>
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<td>213</td>
<td>L. Cornelius Lentulus Caudinus</td>
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<td>214</td>
<td>Ser. Cornelius Merenda</td>
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<td>215</td>
<td>C. Fabius Licinus</td>
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<td>216</td>
<td>C. Claudius Canina</td>
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<td>217</td>
<td>L. Papirius Cursor</td>
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<tr>
<td>218</td>
<td>Sp. Carvilius Maximus</td>
<td>C272</td>
<td></td>
</tr>
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</table>

* = Papirius Cursor appears to have been elected Consul two years in succession, an exception to the “law” against doing so; there is little indication as to why/how this occurred. He was also a two year Dictator (325–4), and there were no consuls for 324. There is some doubt as to whether this Papirius is the right Papirius, although recent research seems to so indicate.

** = Fabius Maximus’ stint as ME (Magister Equituum, or Master of the Horse) was essentially as a second Dictator!! There were no consuls that year (324); maybe they were giving the Two Dictator system a try-out.

c = Curius Dentatus—he of the bucked teeth—was re-elected off of his “victory” over Pyrrhus at Malventum. Malventum, a key Samnite city, was named Beneventum when occupied by the Romans.

d = Fabricius was a busy fellow, previously consul in 282 and wounded at Ausculum, where he was a legate. He is also the fellow who informed Pyrrhus of the plot against his life. Fabricius, Aemilius Papus and Dolabella were also ambassadors to Pyrrhus after Heraclea.

e = Dolabella included herein because we needed a few more patri- cians for the pool and he was fairly active during this era, albeit not at the consul/proconsul level. He was consul in 283, though.

f = Rufinus is the fellow who got tossed out of the job—and the Sen- ate—because he was hoarding silver.

g = Actually, the consul for 271 was L. Genucius Ceslina, but since “C” was also consul in 270, we figured it would be a bit of overkill to provide counters for both. Tangentially, note the almost complete ab- sence of proconsuls of any type—praetors, etc.—in the Pyrrhus era. Even with Pyrrhus and the Samnites causing all sorts of problems, the Roman army remained fairly small ... rarely more than 8 legions total.

h = The father of Scipio Africanus, and most noted for his extended proconsulship in Spain from 217 BC until his death in 211 BC. Same applies to his brother, Cnaeus.

i = The leader of the “Fabian” party in the Senate, and purveyor of the strategy of delay and deny, for which he was awarded the cognomen “Cunctator”. A very powerful man, politically. His son of the same name served towards the end of the war as a proconsul (#346). His political, military and philosophical opposite was M. Minucius Rufus, and old “cavalry” type who believed in meeting all problems with a headlong charge. In an instance of political dopiness never repeated,
the two rival men, Fabius and Minucius, were both elected Dictator in the same year! Didn’t work. Fabius also served as Consul Suffectus (sort of a replacement consul) in the Postumius fiasco; see ‘n’.

j = Here’s a good one; follow this closely ... it’s hard to believe. Seems Postumius was very aptly named, as he was killed at Cannae in 216. So what was he doing as consul in 215? Well, while taking a Gallic sword to the neck on the banks of the Ofanto, it appears he was Consul Designate for 215. This still entitled him to “hold” the office of Consul, if only on the rolls. Anyway, Claudius Marcellus appears to have been appointed to take his place but, instead, abdicated when such “election” was declared invalid. In game terms it means nothing, but the Italian method of electing dead guys seems to have carried over to Chicago.

l = #403, Cn. Cornelius Scipio will appear in the full Punic Wars scenarios. He did not hold office in the Thunderbolt scenario.

* = Within Reason

** = Office Abbreviations: D = Dictator; C = Consul; PC = Proconsul, an office that includes Provincial Praetor; PU = Praetor Urabus; PP = Praetor Peregrinus

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k = His son, of the same name, was the ME for 315 BC, but has been left off the list.

Sources

Books

Bath, Tony, Hannibal’s Campaigns (Barnes & Noble, NY, 1992) A reprint of a 1981 work by a wargamer, this is an unexpectedly good military view of all three Punic wars, with most of the emphasis on Hannibal, to whom Bath is quite partial (as are we!). Good analysis, good naval info, and lots of well-backed opinion.

Bradford, Ernle, Hannibal (Dorset Press, NY, 1991) Highly readable general history of the Big Barca—and very pro-Carthaginian! But he has good grasp of the sources, provides numbers, discusses reasons, etc.

Broughton, T. Robert S., The Magistrates of the Roman Republic (American Philological Association, NY 1951) This book lists every consul, dictator, magistrate, praetor, legate, and what have you in the history of Republican Rome! (You think we made up all those names?!) The footnotes also provide some insight, albeit cursory, as to their military capabilities. Also has some interesting sidelight information, such as cashiered consuls and vagrant Vestal Virgins.

Caven, Brian, The Punic Wars (Barnes & Noble, NY, 1992; reprint of 1980 edition). Another excellent book on not only Hannibal, but the entire relationship between Carthage and Rome. Delves extensively into areas other modern sources completely ignore, such as the 3rd Punic War and lots of details about Sicily, etc. If you want to read only one book on the Punic Wars, this is it.

Cornell, Tim and Matthews, John, Atlas of the Roman World (Facts On File, NY 1982) These F-o-F atlases are really spiffy stuff .. lots of maps, lots of information. And the supporting text, while surface, is quite good. Good source for what cities/towns started when, especially in early Rome.

Kiepert, Dr. Henry, Atlas Antiquus, 12 Maps of the Ancient World (Leach, Shewell & Sanborn, New York ?) This “undated” volume contains very detailed maps of Rome, Sicily, Hispania, etc., during the Classical Period. Just when during that period is a good question—as is the publication date of this book (I would guess about 1900). But very informative and a much-used—if eyeball-smashing—source.

Livy (Titus Livius); transltd by Betty Radice, Rome and Italy (Penguin Books, NY, 1982) The main (available) primary source for the Samnite Wars, this edition covers Books VI-X of Livy’s major work on early Rome. Rather rambling, and Salmon swears its full of mistakes. I wouldn’t know; I wasn’t there ... but some of the stuff does seem a bit improbable, though. What is really interesting is how much of a snob Livy was.

Motta, Giuseppe (Dir. de Cartografica), Atlante Storico Illustrato (Istituto Geografica de Agostini, Novara 1974) Italian atlas that pretty much concentrates on “Italian” history.

Nofi, Al, Imperium Romanum II (West End Games, NY, 1985) This massive simulation of the history of Imperial Rome is still one of the cornerstones of wargaming, even if it is a bit overcrowded in spots. Nofi’s research—with the help of some very good friends—is always exhaustive, and we used many of his provincial and city ratings. The game also includes a very handy bibliography. And, since I got two lines in Al’s bibliography, I thought I’d give him a (well-deserved) credit here.


Salmon, E.T., Samnium and the Samnites (Cambridge Univ Press, NY, 1967) No, it’s not a rap group. It’s your basic “modern” source on the Samnites ... at least until someone writes another book. Good detail—at least what detail there is—good source, good book. He does spend a lot of time saying what we don’t know ... and refuting many of the primary sources, about which he is probably right.


Additional sources can be found in GMT’s S.P.Q.R. game. Lots of books listed there ... including all our Pyrrhic sources.
# Rise of the Roman Republic Gazetteer

<table>
<thead>
<tr>
<th></th>
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<td>Secondary Port **</td>
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<td>All other cities are small</td>
<td>Major Port ***</td>
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| Olbia *              | Marianium * |              |        | 3126 |
| Tubula *             | Aleria **  |              |        | 2823 |
| Nura                 | Urcinum *  |              |        | 2826 |
|                      | Marian *   |              |        | 2622 |

| Southern Sardinia [3] |                      |                      |        |      |
| Olbia *              | Melita [1]          |                        |        |      |
| Tubula *             | Melita *            |                        |        | 6725 |
| Nura                 |                      |                        |        |      |

| East Sicilia [3]     |                      |                      |        |      |
| Messana (M)**        | East Sicilia [3]     |                        |        |      |
| Mylae                |                      |                        |        |      |
| Taurorenium          |                      |                        |        |      |
| Tyndaris             |                      |                        |        |      |
| Catana *             |                      |                        |        |      |
| Leontini             |                      |                        |        |      |
| Enna                 |                      |                        |        |      |

| West Sicilia [3]     |                      |                      |        |      |
| Agrigentum (M)       |                      |                        |        | 5923 |
| Heraclea Minoa       |                      |                        |        | 5825 |
| Cephaloaidum         |                      |                        |        | 5720 |
| Thermae              |                      |                        |        | 5522 |
| Panormus (M)**       |                      |                        |        | 5423 |
| Segesta              |                      |                        |        | 5425 |
| Drepanum (M)**       |                      |                        |        | 5326 |
| Lilybaeum (M)**      |                      |                        |        | 5526 |

| Lipara               |                      |                      |        |      |
| Lipar                 |                      |                        |        |      |

| Lipara               |                      |                      |        |      |

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