

THE ANCIENT WORLD: SERIES RULES

INITIATIVE

- 4.11** Each Leader gets a number of Leader Activation Markers (LAMs) equal to his Initiative rating.
- 4.12** Roman Praetors get only 1 LAM, regardless of ratings. There is no LAM for the Praetor Urbanus.
- 4.13** While the Roman player is free to choose any Leader who holds the Office of the chosen LAM, no Leader may undertake more Campaign Phases than his Initiative would allow.

LEADERS

- 5.00** Combat units cannot do anything except defend without a Leader present.
- 5.13** Overall Commanders (OC) may activate an entire force when they Campaign. When stacked with an OC, other leaders may only activate up to half of a force, and can't take the OC with them.
- 5.13** If present, the OC's Battle Rating is used in any combat/siege regardless of which leader is active.
- 5.14** A Leader who arrives after 2 of his side's LAMS have already been drawn gets only 1 LAM placed into the pool, regardless of his rating.
- 5.24** A force Stops each time it completes an Operation. A Leader is Finished if wounded or killed.
- 5.25** Depending on the type of Operation, a Leader may roll to Continue. If the roll fails (higher than the Leader's Campaign rating), he is Finished.
- 5.42** A maximum of 2 rated subordinate Leaders may adjust a Battle roll.
- 5.44** If both Roman Counsels are present, roll a die to see who is actually in charge for that Battle.
- 5.54** Guile Points are allotted in secret and revealed simultaneously.

MOVEMENT

- 6.12** Leaders moving alone as their first Activation automatically Continue.
- 6.13** Only an OC may use one of his LAMs to activate unled Allied forces. The OC does not move with the unled Allies, and he can remain anywhere on the map. The Allies may only move, and cannot do anything else. They may try to Continue by using the OC's Campaign rating.
- 6.20** When a force Stops, for whatever reason, it must check for Attrition and if the Leader is finished.
- 6.22** A force Stops when it does anything other than Movement. When a force actually enters, not just moves through, a City it must Stop. Check for Attrition, Finished/Continuation.
- 6.24** Check dropped-off units for Attrition. Dropping-off is not a Stop for the active force.
- 6.25** A Leader must Stop to pick-up units. Check for Attrition and then Continuation.
- 6.30** Instead of expending movement points, moving forces accumulate Attrition Points
- 6.31** Mountain and Marsh hexes negate the use of Cavalry or Elephants in Battle.
- 6.33** Roads are at three levels: A, B, C. Important to note which ones exist during any given scenario.
- 6.34** When moving entirely via an existing Road within a given Province, cost is only 1 Attrition Point. Roads, if they exist, do negate the AP cost of crossing a River. Roads also reduce the Interception roll adjustment for moving through Marsh, Mountain, or a River hexside; see 6.54.
- 6.35** River control possible if 4+ SP of Cavalry or 20+ SP of Infantry. Similar to a ZOC, but control occurs only on same side of River that your force is on, and must not be separated by a River hexside (e.g., you cannot control across a River hexside, only behind it). If an enemy force moves into a controlled River hex, your Leader-led force may immediately enter the hex and attempt Same Hex Interception; see 6.54. *Note:* players may find it helpful to mark forces that exert River Control.
- 6.37** Units will be either inside or outside a City. Entering a City is a Stop. If a City is enemy controlled or Neutral, a force may not enter the City (though they may still enter or try to move through the hex, even if enemy occupied).
- 6.38** Crossing Straits doesn't require Transport but does require Naval Superiority, and is a Stop. Cannot cross a Strait from an enemy occupied hex, but may cross into an enemy occupied hex.

- Check 7.3 and Strait Crossing Table for results.
- 6.41 When moving within a friendly Province in Italy, the Roman Player halves (retain fractions) APs. The Samnites receive the same benefit in Samnite controlled Provinces during their War scenario.
 - 6.41 Devastated Provinces double the AP cost of movement within that Province.
 - 6.42 When checking for Attrition, Cavalry SPs count double; see chart for other modifiers.
 - 6.44 If a force Stops inside of a City, subtract that City's IDS from Accumulated Attrition Total.
 - 6.46 Inertia Attrition applies to forces that do not move out of a province for the entire year.
Exception: Besieging forces do not have to check for Inertia Attrition.
 - 6.47 Each 7th Attrition loss point must come from cavalry. If more than 11 ALP's were accumulated, an Elephant SP may satisfy 2 Attrition Loss Points.
 - 6.48 After a force checks for Movement attrition, reset its AP level to Zero; there is no carry-over.
 - 6.50 A force must have a Leader to attempt Interception. Forces may freely move through enemy units subject to Interception. Useless or Disorganized forces may not Intercept (Disrupted has -1 drms).
 - 6.52 A non-active Leader led force has an Interception Range of 3, or 4 if they're inside of a City. Same Hex Interception only applies if the enemy force attempts to leave the non-active force's hex, not when the enemy force simply enters the hex.
 - 6.52 Same Hex Interception is automatic if the non-active force is inside a City.
 - 6.53 Interception is allowed only once per Movement Operation, unless the moving force moves out of range then later moves back into range.
 - 6.54 Roads may cancel the Mountain, Marsh and River Interception drms.
 - 6.55 Failed Interception attempts do not cause the enemy force to Stop or check Attrition.
 - 6.55 A successful Interception causes both forces to check for attrition (the moving force Stops). The Intercepting force is considered the attacker. After the Battle, if the moving player is victorious he may roll for Continuation, otherwise the Leader is Finished.
 - 6.56 The active player may Intercept an opposing Intercepting force if he has an eligible force in range. In this case, the original moving force continues its move as if nothing has happened.
 - 6.57 Double Envelopment possible if the other active player's force intercepts the Intercepting enemy force in the original target force's hex. A +4 Battle drms results from a Double Envelopment.
 - 6.58 Ambush possible by an Intercepting force that is Non-Roman; see chart for restrictions. Drms of +3 to Ambush attempt, but if successful Ambush provides a +4 drms in Battle.
 - 6.61 Overrun is considered part of movement, and may occur at 9-1 odds + Cavalry Superiority.
 - 6.62 Can't Overrun a force inside a City, Mountain, or Marsh, and can't directly cross a River either (even if Road present). Units using Naval Movement may not Overrun in their landing hex.
 - 6.63 Opposing force is simply eliminated in an Overrun. Overrunning Leaders do not have to check for casualties. An Overrun is not a Stop, but a force that Overruns checks 1 Column down when it finally does check for Attrition.
 - 6.71 Devastation may occur via an attempt in the Devastation Phase, or when a besieging army forages.
 - 6.72 Need an army with at least 25 SP in a Province to Devastate, and the enemy may not have any army with 25 SP in the same Province. The devastating army must not have moved outside the Province during the year. Check Devastation Chart for success probability.
 - 6.74 Devastation doubles the Province's Attrition rating, and also increases Road cost to 2 AP.
 - 6.75 Recovery from Devastation may occur during the End-Turn Phase. Add up the SPs (from both sides) that are not inside a City and then check the Devastation Chart, remembering to subtract the Province's printed Attrition Value from the roll. Higher, and the Province recovers.
 - 6.77 The opposing player receives a 4 Box Diplomatic shift in that Province when Devastated.
 - 6.82 It's OK for two opposing forces to occupy the same hex.

NAVAL SYSTEM

- 7.13 When units Transport via Sea, use the least friendly NS Sea Zone drms that's moved through.
- 7.15 During the Naval Phase, both players may Re-Allot their Naval assets. Can relocate a max of 1

- NS from each Sea Zone per turn. Can place any/all of the relocated assets in any/same Zone.
- 7.16** May both Re-Allot and Construct in the same Naval Phase. Roll to see who transfers first.
- 7.21** Elephants and Cavalry are land units, and may be Transported by Sea. The loss requirements of 7.34 also apply to losses suffered in Sea Transport.
- 7.21** To Naval Transport, Leader must start his Campaign Phase inside a Port City, or move inside the Port City and Stop (check Attrition), then roll for Continuation and proceed with Transport if successful. Check Naval Transport Table for Transport results.
- 7.24** Modifiers for Naval Transport include path length (per 20), Deep Sea (per 5 or less), and NS.
- 7.25** Major Ports have no Transport restrictions; Secondary and Minor Ports do; see Port Chart.
- 7.26** Transported units may Stop in a Coastal (not all Sea) hex, but do not have to Debark. Cannot Stop in an enemy occupied or adjacent garrisoned City hex unless they are going to land. Upon Stopping, the player checks the Naval Transport Table for results, and then may roll for Continuation. Scattered results occur immediately.
- 7.27** As soon as a Force lands, it Stops. There is no Attrition Roll made when a force lands (already handled via the Transport Table). There is a -3 Battle attack drm if it lands into enemy occupied hex, or +3 Battle drm to opponent if he attacks the landing force before it moves out.
- 7.28** A Scattered Force checks for Leader Casualties and becomes Useless. It takes 1 LAM to reform.
- 7.29** Any force that hasn't landed by the end of the Turn auto Scatters in the coastal hex it occupies.
- 7.31** Straight Crossings may be opposed unless the transporting player has Naval Supremacy (+4) in the Sea Zone. Check Strait Crossing Table for results.
- 7.34** Cavalry or Elephants, if present, must take 1/3 of Strait crossing losses.

LAND COMBAT

- 8.13** Each Legion is limited to 9 Infantry SP and 1 Cavalry SP (Roman) or 3 Cavalry SP (Allied).
- 8.15** All Roman Legions (RL, not Allied AL Legions) have two levels of training: Veteran and Recruit. As they are raised, all Legions begin as Recruit.
- 8.16** If the Roman achieves a Major Victory (8.5), he may raise two participating RL to Veteran status. If the Roman achieves any Victory other than Major, elevate one participating RL to Veteran. If the Roman suffers a Major Defeat, any RL that has been reduced to 5 SP or less is Recruit. If the Roman suffers any Defeat other than Major, the Veteran suffering the most losses is Recruit.
- 8.17** Certain non-Roman units may be designated as Elite. They retain Elite status regardless of losses. Elite units may detach SPs, but use non-Elite units to do so. Elite units may never receive SPS.
- 8.20** Note that Continuation is needed to proceed with an attack after moving into the defender's hex. If start hex in hex, then simply declare the attack.
- 8.21** Once battle is joined, both attacker and defender may make a Coordination attempt.
- 8.22** Battle Avoidance possible only if a Leader is present. Force that was Intercepted, is surrounded, or is being Overrun may not Avoid.
- 8.22** Forces inside a City may attempt Avoidance to leave the hex when the Siege is announced.
- 8.23** An Avoiding force stays in same hex or moves up to 2 hexes away and suffers 1 Loss Point per Flat or Rough hex, and 2 Loss Points for every Mtn or Marsh hex. Max loss is 10%, and there is no loss if Avoiding units move inside a friendly City, regardless of size.
- 8.23** Failed Avoidance helps the attacker by granting a +2drm in the ensuing Battle.
- 8.24** If the defender successfully avoided Battle, the moving force may roll for Continuation.
- 8.25** Coordinated Battle may be tried (by both attacker and/or defender) after Avoidance is attempted and after the attacking player makes his Continuation roll to launch the Battle. Coordinating force must be within 3 hexes of the Battle site. Player with closest force checks for Coordination first, or if equidistant the Defender first. Only 1 force may per side may try to Coordinate; whether success or failure, the player may not try for Coordination again with another eligible force. Note that if a force already successfully Avoided, it cannot then Coordinate.
- 8.26** Forces that successfully Coordinate move to the Battle hex and check for Attrition. One attempt

- per side per battle, only. There is no penalty to a force that fails to Coordinate.
- 8.27** Two friendly forces that are in the same hex auto Coordinate, unless one of those forces are inside a City. In that case, make a Coordination roll at range 0.
- 8.31** See chart for variety of Battle modifiers.
- 8.34** Combat losses apply separately to each type of unit for each different Contingent. Cavalry takes their losses together, regardless of Contingent, with strongest unit losing first SP. Romans apply losses as if their entire Legionary force is one Contingent (but Cav is still separate). Roman losses distributed as evenly as possible amongst the Legions. If a legion loses its last SP, it is eliminated.
- 8.35** For every SP of Cavalry a player voluntarily loses, he may reduce Infantry losses by two per.
- 8.36** Elephants roll on the War Elephant Table for each and every SP in the Battle. Commit 1 SP of Elephants at a time (attacker first), and may stop at any time and leave the rest uncommitted. Elephants may not be used in Mountain or Marsh. Elephant commitment may affect odds ratio.
- 8.37** Retreats are up to three hexes in length. May Retreat into friendly city in the same hex. Retreating force must stay together; cannot drop off SPs or retreat to different hexes. Retreating forces may not be Intercepted. After the first hex, incur 1 Loss point per hex (2 per Mtn/Marsh), plus 1 LP per non-Road River hex crossed.
- 8.38** Check remaining Cavalry Superiority for Pursuit & Butchery (min. of 1 LP if any superiority) of a force that must Retreat.. Multiply 1d10 times the Pursuit factor to get the percentage (max 50%) of SPS lost. Does not affect ABS (8.54), but may affect victory determination (8.5).
- 8.40** Both the attacker (1st) and defender may expend Guile Points to influence Unpredictable Results.
- 8.51** Victory belongs to player whose army remains in the hex. This includes victory in a Siege of a Small City concluded by Attrition or Assault; Major victory if Large or Medium City.
- 8.52** Major Victory for player who defeats an army of 20+ SP and opponent lost at least 2x SPs. Note that Elephant losses don't count, but Pursuit & Butchery losses do.
- 8.53** Roman Leader may apply for a Triumph the same turn (only) it's earned if:
- Wins any battle or a Siege by Attrition or Assault.
 - Causes at least 10 Infantry SP Casualties.
 - Returns to Rome, moving and leaving his army in an adjacent space. Once in Rome, the Leader is finished.
- 8.53** The Senate may refuse to grant a Triumph if Roman casualties were 15%+ . Magistrate may use Guile Points to reduce the 1d10, and if that roll is greater than his Campaign Rating, no Triumph.
- 8.54** After Battle Status only applies where one side started with 20 or more SP in the Battle, and ABS never applies to Sieges.
- 8.55** Forces that are Useless may not Detach SPS.
- 8.56** Units recover from ABS either in the Recovery Phase, or by spending their entire Campaign Phase inside of a Large/Medium City (that is not Under Siege) with the Active Leader.
- 8.61** Leaders make casualty checks against their Mortality Rating. Losing Leader adds +1. Roll Lower? Leader OK. Roll Same or Higher? Roll again with no adjustment. Lower and Leader is Wounded, and cannot Campaign any more this turn. Same or Higher, and Leader is Dead.
- 8.62** Killed Leaders are removed from the game. Wounded Romans go back into the Pool.
- 8.64** Leave a Wounded/Killed Leader's LAMs in the Pool. When pulled, that LAM is solely used to bring on a Replacement Leader. An OC may also use a Guile Point to bring in a Replacement Leader as a Manpower Operation.
- 8.65** Replacement Leaders are placed in the former Leader's hex, or in Rome for Romans. A non-Roman may also place the Replacement Leader with his own OC.
- 8.67** *Non-Roman arriving Replacement Leader LAMs:*
If the replaced Leader still has LAMs in the Pool, remove and give the Replacement Leader one. If the replaced Leader has no LAMs in the Pool, the Replacement Leader doesn't get any LAMs.
Roman arriving Leader LAMs: No effect on LAMs in the Pool; keep as is.

CITIES AND SIEGES

- 9.11** Each City has an Intrinsic Defense Strength depending on size: Large 7, Medium 3 or 4, Small 1.
- 9.12** A City's Siege Defense Strength is the # of Infantry SP inside the City times its current IDS.
- 9.13** A garrisoned City has a minimum Siege Defense of 2.
- 9.14** When reducing a City, any Infantry garrison SPS are lost first before lowering the IDS.
- 9.21** Placing a City under Siege is a Siege Operation, and the Leader is Finished after doing so.
- 9.22** To place a City under Siege, force must be at least ½ of Inf SP inside, or 1/3 size if Siege Engine. Cavalry and Elephants don't count in a Siege (though they still will count for the force's Attrition). Naval Superiority is not required to Siege a Port City.
- 9.23** If the besieged force sallies forth for an attack, the besieging force may not Avoid.
- 9.24** If the requirements of 9.22 (or no Leader present) are no longer met, the Siege is considered lifted.
- 9.26** Once captured, Cities immediately regain their regular IDS.
- 9.32** Though they're no use in a Siege, still count Cavalry (2x) and Elephants for Siege Attrition.
- 9.33** Prior to rolling for Siege Attrition, the besieging army may Forage if they control the Province, the besieged City is in Flat or Rough, and the Province is not already Devastated. Roll on Chart.
- 9.34** Siege Attrition losses usually apply to Infantry. If none inside, IDS is reduced. Two Cavalry SPS or one Elephant SP (besieger only, not defender) lost may satisfy one SP loss of Infantry. Every time the Siege LAM is drawn, besieged defender loses 1 Elephant in addition to other loss.
- 9.42** Only Infantry may Assault a besieged City. Useless Infantry doesn't count. Only 1 Siege Engine may be used per Assault.
- 9.45** Assault losses do not affect a City's IDS; only Attrition and Sacking (via size reduction) do.
- 9.46** Leaders involved in the Siege Assault, both outside and inside, must check for casualties.
- 9.47** Forces that are suffering ABS have reduced siege capabilities; see chart (8.45).
- 9.52** Involuntary Surrender is an Operation. Must have 10x Infantry SP as the Siege Defense Strength.
- 9.53** Only 1 Involuntary Surrender may be tried per Campaign Phase. Can try again with another LAM.
- 9.54** Besieging force auto enters the city after a Surrender. Cities that Surrender may not be Sacked, so no SP are eliminated (relocated instead). Leaders in a Surrendered City may still be executed.
- 9.61** Unoccupied Cities may not be taken by Treachery. Treachery is an Operation that requires that the City already having been placed Under Siege. Leader auto Finished after a Treachery attempt.
- 9.63** Roman Leaders are restricted in their Treachery attempts; see chart.
- 9.71** Cities that Voluntarily Surrender may not be Sacked; Siege Attrition, Assault, or Treachery may.
- 9.72** Sacking reduces the City one level in size, and thus correspondingly lowers its IDS.
- 9.73** If Sacked, all remaining defenders are eliminated. If not, winner distributes survivors per 9.54.
- 9.74** Sacking may effect Diplomacy (see chart), and a player's troops may Loot.
- 9.75** Looting occurs only after a City is Sacked. Roll higher than Leader's Campaign rating and his troops become Disrupted (or Disorganized if already Disrupted).
- 9.76** During the Rebuild Phase of each turn, Sacked Cities that aren't in a Devastated Province rebuild.
- 9.82** There is no stacking limit; any number of SPs may stack in a hex or city.
- 9.84** Romans may not use Auxiliaries to garrison a city unless there are an equal number of legion SP.
- 9.92** Siege Engines may not enter Marsh, Mountain, nor cross a River except by road. Forces with Siege Engine may not Avoid battle unless they destroy the Siege Engine. Forces with Siege Engine may not Coordinate or Intercept unless the Siege Engine is left behind. You may Naval Transport a Siege Engine, but if 10%+ of Force lost, so is the Siege Engine.
- 9.93** If a force with a Siege Engine attacks, and loses the battle, the Siege Engine is destroyed. If overrun, Siege Engines may be captured (and used) by the enemy player.
- 9.94** If a Siege Assault is unsuccessful, and the roll was an 8, 9, or 0, Siege Engine is destroyed.

MANPOWER

- 10.0** Raising troops or replenishing units is an Operation. Leader can do only once per Campaign Phase, but can use a subsequent drawn LAM to raise Manpower again. See game-specific rules.

MILITARY CONTROL

- 11.0** Military Control always takes precedence over Diplomatic Control.
- 11.12** Each player automatically has Military Control over his Home Province (if any).
Control of a captured Province reverts back to its original owner when his opponent fails to meet the requirements for Military Control.
- 11.13** *Province with Large/Medium Cities:* player must occupy (not simply be the last to move through, with at least 1 Inf SP) every Large/Medium City in that Province, plus any 1 Small City therein.
Note: this means that captured (as opposed to those that initially start out controlled) Large/Medium cities must be garrisoned to maintain control.
Province with no Large/Medium Cities: be the last to occupy 2/3 (round down, but never less than half) of the Small Cities therein.
Note: this rule does not apply to Provinces the player originally controlled since 11.12 applies.
Note: recall that Sacked Cities are one level less than normal, and that they can recover during
- 11.15** Just because a Province is Allied to a player, it does not mean that he Militarily Controls it.
- 11.23** Players may indeed make agreements to transfer control of Cities (relocate garrison, if any).
At any time, a player may voluntarily relinquish control of any friendly unoccupied city.

DIPLOMATIC CONTROL

- 12.11** A player may never Diplomatically Control his opponent's Home Province.
- 12.12** Tribes/Unallied forces that start the game on the map may not move until Province controlled.
- 12.13** Most Provinces do not have troops themselves, but instead may provide troops as levies (per the Manpower rules) to the side that controls it.
- 12.21** Provinces, even Allied ones may still be controlled Militarily by either player.
- 12.22** To Diplomatically Control a Province, must be at the 4' level on the track (now your allies).
Note: Provinces less than 4' level are considered Independent.
- 12.24** To Diplomatically take away a 4' level Allied Province from your opponent, you must swing the track all the way to 4' in your favor. *Note:* remember, Military Control always overrules.
- 12.31** Certain events trigger Diplomatic changes (see box). Ambassadors and Augury may also effect.
- 12.32** When his LAM is drawn, the OC (only) may use a Diplomacy Operation to send an Ambassador at a cost of 1 Guile Point. *Note:* For the Roman player, this means that only the Consul of Rome, or Dictator if in play, can send Ambassadors. *Roman:* Ambassadors are chosen from the Magistrate Pool. *Non-Roman:* As available as listed per individual scenario

GUILE REFERENCE CHART

OC only

- Adjust the Battle Avoidance die roll in that Leader's favor (8.23) -1/+1 *drm per Guile spent*
- Bring in a Replacement Leader for a killed Subordinate Leader (8.64) *Manpower Operation/cost 1 Guile*
- Influence Alliances by sending Ambassadors (12.32) *Diplomacy Operation/cost 1 Guile*
- Adjust Senate Triumph Refusal die roll (8.53) -1 *drm per Guile spent*
- Adjust Senate Request/Legion-Raising die roll (RRR 10.22) +1 *drm per Guile spent*

Any Leader (including OC)

- Attempt to take an occupied City via Treachery (9.6) +1/-1 *per Guile spent*
(only Roman Consuls, Dictators, or Magister Equitum may try Treachery; Proconsuls and Praetors cannot)
- Adjust Unpredictable Battle result die roll (8.4) +1/-1 *per Guile spent*
- Adjust Senatorial Permission die roll (RRR 5.45) -1 *per Guile spent*
- Adjust Censure die roll (RRR 5.46) -1 *per Guile spent*

