ACTION POINTS

D6	AP available
1	3
2-3	4
4-5	5
6	6

You may also buy AP with Booty, 1 Booty marker = 1 AP.
You may not have more than 9 AP per turn.

LAND MOVEMENT TABLE (5.1)

D6	Region
1	Opponent's choice
2	northernmost
3	easternmost
4	southernmost
5	westernmost
6	Your choice

MOVEMENT ALLOWANCES TABLE (5.1)

Unit Type	MP
Leader	4*
Cavalry	2
Infantry	1
Artillery	0
Impedimenta	1**
Booty Wagon	1**
Bridge of Boats	0
Fleet	4

* 4 MP per season (including forced march)
** 1 MP per season (2 if forced march)

ATTRITION TABLE (6.1)

Modified result	SP Out of Action [HDC]
2+	0
1, 0, or -1	1
-2	2
-3	3
-4	...

The Attrition Table gives the number of SP which are put Out of Action.
If he so desires, a player is free to convert 2 SP Out of Action into 1 SP eliminated. All losses must be applied.

Each Booty marker expended by the leader of the stack adds +1 to the D6.

Attrition Penalties (all penalties are cumulative)

Cause	Penalty
Winter season	-2 (-1 if barbarian)
Stack of more than 10/15/etc. SP	-1/-2/etc.
A unit in this army has already moved 1/2/X times this season	-1/-2/-X
Forced March	-1
Attack an enemy in enemy territory	-1
Cross a major river (the Danube)	-2
Cross a minor river or marsh	-1
Along a path/trade road	-2/-1
SP is in or has moved through a Pillaged region	-1
SP is in a marsh	-1
Barbarian south of the Danube in summer	-1
Roman in forest or mountain	-1
Roman without impedimenta and outside of the Empire	-2

TACTICAL MATRIX (8.2)

Winner's Tactic	Loser's Tactic			
	Frontal	General	Dissuasion	Envelopment
Frontal	P	LD	P	P
General	P	P	LD	P
Dissuasion	P	P	TT	P
Envelopment	LD	P	P	P

SACKING TABLE (11.3)

Modified	SP put Out of Action OR Garrison Value of the inhabited region				
D6	1-5	6-10	11-14	15-20	21+
0 or less	-	-	-	-	-
1	-	-	-	1	2
2	-	-	1	2	3
3	-	1	2	3	4
4	1	2	3	4	5
5	2	3	4	5	6
6+	3	4	5	6	7

Modifiers
Defeated army was Germans -1
Enemy army annihilated +1
Per Praetorian or Legion unit eliminated +1
Per leader killed or captured +1
Supreme leader killed or captured +2
Per impedimenta counter destroyed +1
Garrison eliminated just before the assault +1

HARVEST TABLE (12.3.2)

D6	Plains	Inhabited Region	Other
1	Revolt	Revolt	Revolt
2-4	-	-	-
5	1	1	-
6	1	1	1
7	2	2	1
8+	2	3	2

Modifiers
-1 Winter (rural harvest prohibited)
+2 Foraging
+2 Roman region
+1 Inhabited region with Garrison Value > 10

REINFORCEMENTS TABLE (13.2)

DR	SPs
2 or less	0
3-4	1
5-6	2
7+	3

Modifiers
+1 Won the most recent battle
+1 per Booty marker spent
+1 Supreme leader recruiting
+1 Captured eagle in the barbarian inhabited region

STRATAGEMS TABLE (14)

Stratagem	Faction	AP	Effects
Artillery deployed	Roman	2	At a cost of 2 AP per artillery, the Roman (in defense only) transforms his legions into artillery.
Night battle	All	1	This combat has neither missile phase nor pursuit. [Designer clarifies that if used during an Assault, this stratagem annuls both phase 0 and phase 1.]
Spy	All	3	Lets you know what troops a leader commands. Flip the target unit. [The army must be in territory enemy to it, i.e. a Roman army in non-Roman territory.]
Infiltration	Barbarians	4	One barbarian army may use 1 additional MP into the region of its choice (even if from one enemy inhabited region to another).
Forced March*	All	1	One army may use 1 additional MP [note that there is a penalty for this on the attrition table].
Evil Omens	All	1	-1 to the D6 for one battle for one enemy unit.
Fording	All	2	No attrition penalty for crossing a river.
Good Omens	All	1	+1 to the D6 for one battle for one friendly unit.
Precautions	All	2	+1 to the D6 to attempt an orderly retreat. Works for the entire battle. The army must be in friendly territory.
Night Falls	All	1	There is no pursuit after this combat and [neither] army can be destroyed through a tactics choice.
Suicide	All	1	The captured leader commits suicide, there is no bonus to the booty roll.
Pro-Roman Tribe	Roman	3	-1 to barbarian recruitment for one people for the entire season.
Pillagers	Barbarian	1	+2 to recruitment die roll, for one recruitment only

* Each player may play this stratagem multiple times, but only once per season.

ACTION COSTS TABLE (3)

Action	AP Cost	Effect
Buy Stratagem	?	The player buys a stratagem which he may play immediately or hold for later use (see §14).
Coronation	1	Costs the Roman player 4 AP if the future princeps (emperor) is not in Rome
Assault	1	The besieger attempts to reduce the enemy garrison
Artillery	1	Each AP spent transforms one legion/"transfuges" [deserters] SP into artillery [Scorpio counters] or vice versa
Begin siege	1	Leader + SP > Garrison Value
Prosecute siege	1	Besieging army may roll a Siege D6, provided its SP > Garrison Value
Sortie	1	[see 9.6]
Invasion	1	Defense Value + D6 = # invader's SP out of action; if SP > Garrison Value, inhabited region is taken
Harvest	2	Once per region and per season. Only in summer and autumn.
Impose Tribute	2	Once per inhabited region and per season.
Pillage	1	Pillage an inhabited region.
Forage	1	Pillage a rural region.
Taxation	0	Costs 1 Leader AP, the supreme leader must be in a friendly inhabited region [gains 1 Booty marker, see 5.1.4].
Rally	1	1 Booty marker restores 1 HDC SP to normal
Recruit	1	In an off-map box or with a leader in a inhabited region. Roll 1D6 on the Reinforcements Table. +1 to the D6 per Booty marker spent.
Land Move	1	Allows you to move a leader and the units which he commands, or a single unit. An army makes an attrition roll at the end of its movement.
River Move*	2	A boat has 4 MP. No attrition at the end of move.
Bridge of Boats*	6	Transforms 1 fleet SP into a bridge (3 AP to return it to being a fleet) + requires the presence of a leader.
Rebuild Defenses	1	Costs 3 Booty markers, restores the Defense Value of its inhabited region [but see 9.10.1 and 9.10.2].
Build Wooden Walls	1	Leader + 1 SP + 1 Booty marker = +1 Defence Value for the region [see 9.10.3]
Build Stone Walls	1	Leader + 1 SP + 1 Booty marker +1 Wooden Walls = +2 Defence Value for the region [see 9.10.3]
Build Legion Camp*	1	Cannot move.

*Only the Romans may use these actions