



Sequence of Play (2.)

A. Strategems

- All available strategem counters are placed in a cup.
- Each player draws one strategem, keeping it secret.

B. Initiative

The CAESARIAN player rolls 1d6. If the result is lower than the PC of the CAESARIAN faction's leader (the leader with the higher PC rating if there are two), he wins the initiative and will play first in Phases C and E. Otherwise the REPUBLICAN player wins the initiative. *Exception:* If a player has the *Initiative* strategem, he can annul and reverse the result in his favor by playing that strategem immediately (see **6.1 Strategems available in Phase B**).

C. Geostrategy

Players perform geostrategic operations in the order determined in Phase B (initiative player first). The possible operations are as follows:

- **Leaders.** Place Roman leaders entering the game in accordance with the restrictions listed in **3.3.2. Entry during play**, and non-Roman leaders entering or returning to the game, on any combat unit belonging to their faction.
- **Activation of non-Roman Peoples.** Players put in a cup the markers bearing the names of each of the major non-Roman Peoples not under allegiance to one of the players. Also put the 3 *Leurres* (dummy) counters in the cup. One player blindly draws a counter from the cup:
 - If it is a dummy or the marker of an already-activated People (with its leaders already on their normal side on the map), no new People is activated.
 - If it is the marker of a People not yet activated (its leader still on its PAX ROMANA side on the map), that People is immediately activated (see **4.2.2**) and is controlled by one of the two players who places it under allegiance to him (see **4.4.1** and **4.4.2**).
- **Strategems.** The CAESARIAN and the REPUBLICAN player can play one or more strategems usable in Phase C (see **6.2**) or make a diplomatic attempt at Allegiance (see **4.4.2**).

D. Administration

- **Determine the number of Movement/Combat Sequences (SMCs) for the game turn:** The players add together the CAESARIAN faction leader's SR (the leader with the higher SR if there are two) and the REPUBLICAN Faction Leader's SR (again, the leader with the higher SR if there are two). The sum obtained is the total number of SMCs (**Phase E**) for that turn. *Example:* In 48 B.C., the CAESARIAN Faction Leader is Caesar (SR=6) and the REPUBLICAN Faction Leader is Pompeius (SR=5). Thus we have 6+5 = 11 SMCs.
- **Assign SMCs:** Each player's number of SMCs is shown by placing his SMC marker on the track provided.
 - If the total number of SMCs is even on a turn, each player gets half of them.
 - If the total number of SMCs is odd, the initiative player gets the extra one.*Example:* In the example above, if the CAESARIAN player has the initiative, he gets 6 SMCs and the REPUBLICAN player gets 5.

- **Determine random event:** One player rolls 1d6 and 1d10, adds them together, and consults the **Events Table** to find out which event occurs.
- **Leaders:** Possible designation of a second Faction Leader (see **3.5.1 Restrictions and designation**). Check for natural death of each leader on the map as needed, referring to the **Table of Entry and Death of Leaders**.
- **Reinforcements:** Place reinforcements on the map as appropriate. Players are also free to disband legions and remove their counters from the map.

E. Movement and combat

Starting with the initiative player, the two players alternate their movement/combat sequences, up to the limit determined in **Phase D. Each SMC is organized as follows:**

- **E.1 Movement:** The player moves his units in accordance with the restrictions outlined in **3.4** or **4.3** and in **7**.
- **E.2 Combat:** The player resolves all of his combats in accordance with the restrictions outlined in **8**.
- **E.3 Record SMC:** The player reduces his SMC by one space on the SMC track.

The opposing player then executes his SMC (E1, E2 and E3) in the same way, and the process is repeated until all SMCs allowed for this turn have been completed.

Example: Using the example above for the year 48 B.C., where the SMC number was 11 for the turn, if the CAESARIAN player gained the initiative he would perform 6 SMCs and his opponent would perform 5. The players would take turns performing an SMC, starting with the player who had the initiative (in this case the CAESARIAN player, who has Caesar), until all 11 SMCs have been completed.

Strategems: At any point in Phase E, either player can play one of his strategem counters, if it is one that can be used in this phase (see **6.3 Strategems available in Phase E**).

F. Apply results of the campaign

Resolve in the following order:

- **Death of the Republic (and possible end of game):** Players check the SPQR track, which has the two-sided marker *Cicero* (front) / *Princeps* (back). If the marker is in space 5, the game ends immediately and final Victory Points are tallied (see **5.1**).
- **Change sides (factions):** The players change sides if conditions have been met during the turn (see **5.2**).
- **Assassination of Caesar (Scenario 1 only):** As long as the Caesar counter is in play, check for the possibility that he has been assassinated. Once he has been assassinated, check the status of his Assassins and the consequences for them. This segment of the sequence of play is skipped after all of Caesar's Assassins have been eliminated (see **3.5.3 The assassination of Caesar**).
- **Roma and Regions:** Control of Roma and of each region of the Roman Republic is checked, and control markers are placed as needed (see **3.7.3**). Control of non-Roman Peoples is determined (see **4.4.1**).
- **Victory Points:** Victory conditions are checked and victory points (VP) scored are marked, using the appropriate track and markers for each faction. *Note:* certain VP are scored during play, outside of Phase F (see **10. Victory**).
- **Adjustments:** Adjustments are made (placement of units, status of non-Roman Peoples) (see **9. Adjustments**).
- **Markers and strategems:** Each player can keep only a maximum of 3 strategem counters and must put any extras back in the cup. Advance the Turn marker one space.
- Return to **Phase A** unless this is the last turn of the game.

Stratagems (6.)

Stratagems available in Phase B

- *2x Initiative*: Permits the player to reverse the result of an initiative die roll in his favor.
- *1x Janus*: Prohibits all combat between Roman units of the two factions during that turn.

Stratagems available in Phase C

- *3x Coup d'état*: The player designates a Pretender and rolls 1d6, applying the modifier on the stratagem counter (0, -1 or -2). The coup d'état is validated if the modified result is lower than or equal to the designated Pretender's PC. See **3.6 Pretenders and Triumviri** to find the detailed procedure for a coup d'état if it is validated.
- *3x Soulèvement d'un Peuple mineur* (Uprising of a Minor People): The player chooses a Minor People currently at peace with Rome and causes it to be immediately at war, as described in **4.2.2 Activation**. The player can even choose a People which will be controlled by his opponent. This is also true of the two following stratagems.
- *1x Soulèvement de deux Peuples mineurs* (Uprising of two Minor Peoples): the same, but with two Minor Peoples.
- *1x Soulèvement d'un Peuple majeur* (Uprising of a Major People): the same, with a Major People.
- *1x Allégeance d'un Peuple majeur* (Allegiance of a Major People): the player selects a Major People (but not the Parthi) which will immediately and automatically come under allegiance to his faction (see **4.4.2 Allegiance**).

Stratagems available in Phase E

- *2x Fuite opportune* (opportune flight): This stratagem can be played before any combat. It allows the player to avoid combat by moving his force to a zone free of enemy combat units. Stacking and movement restrictions must be obeyed. This « flight » takes place after all enemy movement is completed and just before resolution of combat. For that reason, the attacking player cannot pursue the fleeing force.
- *1x Faveur divine* (divine favor): This stratagem allows a player to choose the result of any die roll he makes or to cancel the result of one of his opponent's die rolls and replace it with the result he wants. Any die roll modifiers, however, are not cancelled. They must be applied to the final result.
- *2x Assassinat* (assassination): This stratagem allows an assassination attempt against any Roman leader except Caesar. Roll 1d10: if the result is 8 or 9, the enemy leader is killed and removed from play. (*Exception*: Octavianus and M. Antonius are only killed on a roll of 9.)
- *1x Foyer de peste* (outbreak of plague): The owner places this stratagem on any zone of the map that contains a port. All combat units present in that zone are immediately reduced (already-reduced units are eliminated). Every leader present must check for survival by rolling 1d10. If the result is 9, the leader dies and is removed from play. The zone is infested by the plague for the entire turn. Every combat unit or leader that enters it must make the same check for survival by rolling 1d10 (units failing the check are reduced, or eliminated if already reduced). The plague stratagem is removed from the map at the end of Phase E, just before starting Phase F. It is returned to the cup on the following turn.
- *1x Désertion* (desertion): This stratagem is used against Legio units. The marker is placed in a zone, and the Legio units of the opposing player in that zone are immediately reduced, while those already reduced are eliminated. No more than 5 Legio units in a zone can be affected.
- *1x Transfuges* (turncoats): This stratagem is played before the resolution of combat. The player chooses 2 Roman combat units belonging to his opponent: they change over to his faction before resolution of the combat. The player can choose

only one Legio or Naves (thus in land combat he must choose at least 1 Eques unit or 1 Auxilia unit, while in naval combat he must be satisfied with only a single Naves unit).

- *1x Veni, Vidi, Vici* (« I came, I saw, I conquered »): Can be played instead of rolling the die to resolve a battle if the friendly force is led by a Faction Leader and the opposing force consists solely of non-Roman units. The result on the appropriate column of the **Combat Table** is an automatic 9 or + if the friendly force is attacking, or -2 or lower if it is defending (taking into account any column shifts).
- *2x Poliorcétique* (Poliorcetes or « taker of cities »): Playable by the attacker before resolution of a battle in a zone containing a city or port. It applies the die roll modifier shown on the stratagem counter (+1 or +2).
- *2x Muraille* (defensive wall): Playable by the defender before resolution of a battle in a zone containing a city or port. It applies the die roll modifier shown on the stratagem counter (-1 or -2).
- *1x La flèche du Parthe* (Parthian shot): Playable after any battle's results are applied, if a Parthian combat unit was involved. It allows the player to eliminate one Roman unit of his choice, no matter which side won the battle.
- *2x Intrigue au Sénat* (Senatorial intrigue): When played, this stratagem is placed in the zone of Roma. The player who controls Italia must bring to Roma a Faction Leader and at least 3 Legio units in order to remove the stratagem (automatically). During each Phase F in which the stratagem is still deployed in the zone of Roma, the player who does not control Italia scores 3 VP (+3VP or -3VP according to whether he is the CAESARIAN or the REPUBLICAN player; see **10.1**).
- *1x Pacification d'un Peuple mineur* (pacification of a Minor People): This stratagem allows a player to immediately pacify any one Minor People (his choice). That People's units are instantaneously returned to their information box (see **9.3**).
- *1x Pacification d'un Peuple majeur* (pacification of a Major People): Same as for a Minor People. The leaders of this People are flipped to their Pax Romana side and placed in their zones of origin, along with all of their combat units (even those previously eliminated or currently located in a zone of the Roman Republic). (See **9.3**).
- *1x Pacification d'une Nationalité* (pacification of a Nationality): Same as above, but applies to ALL Peoples, Major and Minor, belonging to a Nationality (player's choice) at war with Rome (thus including any Peoples of that Nationality which happen to belong to his own faction...).
- *1x Pax Romana* (Roman Peace): Same as above, but with all non-Roman Peoples at war with Rome (including any Peoples which happen to belong to his own faction...). It can be used to pacify a single People (Major or Minor). This stratagem can be played only a single time per scenario. Once played, it is not returned to the cup.

Stratagems available in Phase F

- *1x Idus Martias* (Ides of March): This stratagem allows the REPUBLICAN player to make an attempt to assassinate Caesar with a modifier of +2 to the die roll (see **3.5.3 The assassination of Caesar**).
- *1x Imperium*: The player moves the Cicero/Principate marker one space toward 0.
- *2x Ralliement d'un Triumvir* (Rallying a Triumvir): This stratagem allows leaders and units belonging to a Triumvir to return to play when control of regions is checked: the player who plays this stratagem removes the Triumvir marker and flips all leaders and units in the region to his faction's side. *Note*: if a leader does not have a side representing that faction (e.g., Sextus Pompeius cannot be a CAESARIAN), he is eliminated and permanently removed from play.
- *2x Triomphus* (Triumph): The player scores the VPs shown on the marker (+1 VP or +2 VP / -1 or -2 VP, depending on whether he is the CAESARIAN or REPUBLICAN player; see **10.1**).