

CAESAR

Current Strength (III)
 Number of die rolls used for combat (3d6)
 Legio / Auxilia / Equitatus Number
 For Legions, the city name where the block must be recruited from the Levy Pool

Step Reduction Rotate block of highest strength for each hit received
 Combat Rating: Initiative (ABCD) / Firepower (1-4)
 Initiative: Battle turn sequence in alphabetical order /
 Firepower: For each die, roll firepower rating or less to score a hit
 Name / Legion City
 For Legions, the city name where the block must be recruited from the Levy Pool



legio parati!

A3 A2 A1

B3 B2 B1

II B4
BALLISTA DEFENSE

C4 C3 C2

IV C1
CLEOPATRA

D3 D2

II D4
BALLISTA ATTACK

Fire - Retreat - Pass

pugnatum est

A

B

C

D

Losses: Leaders are eliminated -- Units return to Levy Pool -- Cleopatra joins other side for next battle

BATTLE RESERVES (keep hidden)

(Reserves arrive after Round 1)

BATTLE ROUNDS

I: FIRE / PASS

HITS APPLIED TO STRONGEST UNIT

II-III-IV: FIRE / PASS / RETREAT

ROLL I/II/III/IV d6:
 FIREPOWER OR LESS = HIT

RESERVES

RESERVES ARRIVE IN ROUND 2 OF BATTLE
 MAY REINFORCE FROM UP TO 2 DIFFERENT ROADS

IV: ATTACKER RETREAT

TO ADJACENT FRIENDLY OR VACANT CITIES/SEAS
 (May not retreat along roads that were used by enemy player to enter the battle)

DEFENDER ROLLS FOR HITS ON RETREATING UNITS

4 Blocks
 2 Blocks
 2 Blocks (1 if attacking)

POMPEY

Current Strength (III)
Number of die rolls used for combat (3d6)

Legio / Auxilia / Equitatus Number
For Legions, the city name where the block must be recruited from the Levy Pool

Step Reduction Rotate block of highest strength for each hit received

Combat Rating: Initiative (ABCD) / Firepower (1-4)

Initiative: Battle turn sequence in alphabetical order /

Firepower: For each die, Roll firepower rating or less to score a hit

Name / Legion City

For Legions, the city name where the block must be recruited from the Levy Pool



legio parati!

A3 A2 A1

B3 B2 B1

C4 C3 C2

D3 D2

Fire - Retreat - Pass

pugnatum est

Losses: Leaders are eliminated -- Units return to Levy Pool -- Cleopatra joins other side for next battle

BATTLE RESERVES (keep hidden)

(Reserves arrive after Round 1)

BATTLE ROUNDS

I: FIRE / PASS

HITS APPLIED TO STRONGEST UNIT

II-III-IV: FIRE / PASS / RETREAT

ROLL I/II/III/IV d6:
FIREPOWER OR LESS = HIT

4 Blocks
2 Blocks
2 Blocks (1 if attacking)

RESERVES

RESERVES ARRIVE IN ROUND 2 OF BATTLE
MAY REINFORCE FROM UP TO 2 DIFFERENT ROADS

IV: ATTACKER RETREAT TO ADJACENT FRIENDLY OR VACANT CITIES/SEAS
(May not retreat along roads that were used by enemy player to enter the battle)

DEFENDER ROLLS FOR HITS ON RETREATING UNITS

Ver. 1.0