

REGULAR COMBAT TABLE								
	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	AE	AE	AE	AD	E	VMD	VMA	DD
2	AE	AE	AD	AD	VMA	DD	DD	DD
3	AE	AD	AD	E	VMA	DD	DD	DD
4	AD	AD	E	E	VMA	DD	DD	DD
5	AD	E	E	VMA	DD	DD	DD	DD
6	VMD	E	VMA	DD	DD	DE	DE	DD
7	E	VMA	VMA	DD	DD	DE	DE	DE
8	E	VMA	DD	DE	DE	DE	DE	DE

IRREGULAR COMBAT						
	1-2	1-1	2-1	3-1	4-1	5-1
1≤	AE	AD	E	DGD	DD	DD
2	AE	E	E	DGD	DD	DD
3	AD	E	DGD	DGD	DD	DD
4	AD	E	DGD	DD	DD	DD
5	AD	E	DGD	DD	DD	DD
6	E	DGD	DGD	DD	DD	DD
7	E	DGD	DD	DD	DE	DE
8	DGD	DGD	DD	DE	DE	DE
9 +	DGD	DGD	DD	DE	DE	DE

Results printed in **Red type** mean that the winner adds +1 PP (Prestige Points) to its level, the loser decreases its level by 1. When one side must lost half its units round up remainders (half of 5 is 3, etc).

Combat Results Explanation
E: Empate (Draw). Each side loses one unit. If both sides have only one unit, treat is as "No Effect".
AE: Attacker Eliminated. Eliminate all attacking units. The Defender loses one unit for every 6 attacking units eliminated. It does not loses any if there are 2 or less defending units.
AD: Attacker Defeated. Eliminate half of the attacking units. The Defender loses one unit for every 4 attacking units eliminated. It does not loses any if there are 2 or less defending units.
VMA: Attacker Marginal Victory. The Defender loses half of his units. The Attacker loses one unit for every 2 enemy units eliminated. It does not loses units if it is a one or two-unit force.
DGD: Defender Attrition. Eliminate one defending unit.
DD: Defender Defeated. Eliminate half of the defending units. The attacker loses one unit for every 4 defending units eliminated. It does not loses any if there are 2 or less defending units.
DE: Defender Eliminated. Eliminate half of the defending units. The attacker loses one unit for every 6 defending units eliminated. It does not loses any if there are 2 or less defending units.
VMD: Defender Marginal Victory. The attacker is halved. The defender loses 1 unit for every 2 enemy units eliminated. It does not loses any if it a two or one-unit force.

<i>Regular CRT Dm's</i>	
+2	If More than half of the attacking force are Roman ECs.
+1	If the attacking force is Celtiberian or Lusitani.
-1	If more than half of the attacking force are Turdetani or Bastetani.
-1	If more than half of the attacking force are 5-1 Roman ECs.
+1	If there are any Elephant unit in a force attacking tribal units .
+1	If more than half of the attacking force are 9-1 Roman ECs.
<i>Irregular CRT Dm's</i>	
+1	If the attacking force is Celtiberian or Lusitani.
+1	If the attacking force is Cantabri or Asturi.
+1	If the defenders are Roman.

SIEGE / ASSAULT TABLE									
	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1
1 -	S	S	S	S	S	S	S	SE	SE
0	S	S	S	S	SE	SE	DD	B	B
1	S	S	S	S	SE	DD	B	B	B
2	S	S	SE	SE	SE	DD	DD	DD	B
3	S	S	SE	SE	DD	DD	DD	B	B
4	DA	S	DA	DD	DD	DD	B	B	R
5	DA	SE	DA	B	B	B	B	R	R
6	SE	SE	DD	B	R	B	R	R	R
7	SE	DA	DD	R	R	R	R	R	R
8+	DD	DD	B	R	R	R	R	R	R

SE (Sortie): Eliminate 1 attacking unit. If there is a *circunvallatio* marker, it is eliminated.

DD (Defender attrition): Eliminate 1 defending unit. If there is a *circunvallatio* marker, it is eliminated.

DA (Attacker attrition): Eliminate 1 attacking unit for every 4 defending units.

B (Breach): Solve a second assault without counting the defensive factors of the city.

R (Surrender): Eliminate all defenders. The defender side pays a tribute of 1 PT.

Die Roll Modifiers
Circunvallatio: Move the odds two columns to the right (a 3/1 becomes a 5/1). Siege Train (machinamenti): +2 column to the right +1 drm: if the PP level of the attacker is 2 or higher, AND if he is attacking a city defended ONLY by tribal Add or decrease to the die roll the tactical factors of any leaders involved.

OPERATION COSTS TABLE (Ops)	
Operation	Costs
Combat (12.)	1
Assault city (13.2.1)	1
Pillage (17.3)	2
Movement (11.)	1
Diplomacy (6.1)	2
Assassination of Enemy leader (18.7)	3
Recruiting (16.)	1
Interception (12.2)	0
Naval Move (14.1)	2

	ATTRITION TABLE				
	Number of Units in the Area				
	1-6	7-10	11-15	16-20	20 +
1<	E2	E2	E2	E2	E2
2	E2	E2	E2	E2	E2
3	E1	E1	E2	E2	E2
4	A	E1	E1	E2	E2
5	A	A	E1	E1	E2
6	A	A	E1	E1	E1
7	A	A	A	E1	E1
8	A	A	A	A	E1
9>	A	A	A	A	A

+1 Excellent crop event rolled during last Event phase.

-1 Bad crop event rolled during last Event phase.

-3 Pillage marker in Area.

+/- wealth factor of the Area.

-2 City under siege.

+1 if are 5 or more units (any type) in a Besieged city.

+2 if are 10 or more units (any type) in a Besieged city.

E2: Eliminates half the units of the Force (round up remainders).

E1: Eliminates 25% the units of the Force (round up remainders).

A: (Abastecido)Supplied. The Force is supplied and suffer No Attrition.

Interception Table	
<i>Die Roll (modified)</i>	<i>RESULTS</i>
0	NO
1	NO
2	NO
3	NO
4	B
5	B
6	E
7	E
8	E
9 +	E

Results:

NO: No Interception

B: Interception resolved as Battle , (tact superiority, etc.

E: The intercepted force suffers an ambush.

Die Roll Modifiers:

+ 1 if intercepting units are Tribal in own territory.

+ ? Leader Tactical Value

+ 1 if intercepting units are Tribal in own territory.

+ 1 if more than 10 steps of intercepted units OR included Siege machines OR Impedimenta.

+ 1 if intercepted units enter across mountain or river side.

Treasury Points Cost Table	
ACTION	COSTS
Recruit Mercenary LT	1 PT x LT
Maintain EC	1 PT x EC
Maintain Mercenary LT	1 PT x LT
Build bridge or Supply Train	3 PT x Unit
Maintain LT	1 PT x 2 LT
Build Colony	4 PT
Build Colony with Port	5 PT
Build Colony in a 0 or lower wealth factor area.	10 PT
Build Colony in a 0 or lower wealth factor area adjacent to area that includes a friendly colony.	6 PT
Maintain Elephants	1 PT x unit
Assassination of Enemy Leader	1 PT
Maintain Supply/Siege train	1 PT x unit

- Round Up remainders. Ex: the maintenance costs of 3 LT units is 2 PTs
- Tribal forces that includes mercenaries must pay 1 PT per LT. It should not pay to maintain its own units.

Diplomacy Table	
Die roll result	Efects
1	NO
2	NO
3	NO
4	NO
5	A
6	A
7	A
8	A
9	REX

DRM:

+ / - The diplomacy factor of the leader performing Diplomaty action.

+ 1 if the PP is 2 or higher

+ 1 if the player permorming Diplomacy expends 2 Treasury Points PT

Results

NO: No event.Nothing happens.

A: Alliance. The area is now controlledby the side performing diplomacy.

REX: The leader performing diplomacy is proclaimed REX by the tribe inhabiting the area.

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