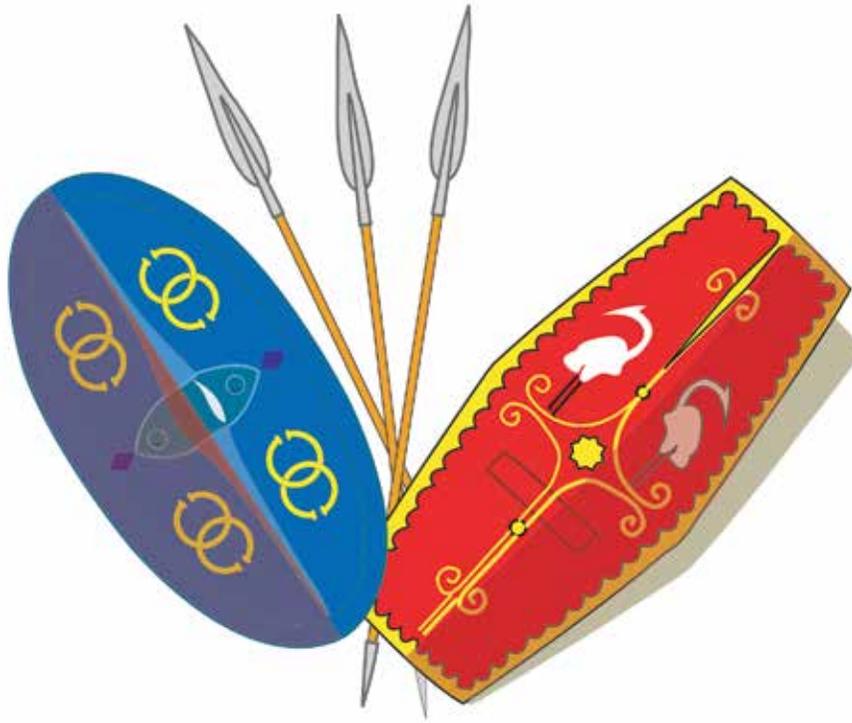


PAX • ROMANA

THE • ANCIENT • MEDITERRANEAN • WORLD



2nd Edition

PLAYBOOK

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Part I: Quick-Start Rules

Note: The numbers in parentheses refer to the full write-up of that rule in the *Pax Romana* Rulebook.

Understanding the Game

A. The Game and its Scale

Pax Romana covers 250 years of Mediterranean history, starting from the point at which the Roman Republic began its expansion in the west and, in the east, as the wars among Alexander the Great's successors were winding down. Each Game-Turn represents 25 years of empire building, maintaining, conquering, and defending, with up to four of you taking on the imperial duties of four Major Powers of the period.

Each of you gets (usually) four chances per turn, called Activations (3.4), to perform actions: move Armies and individual Units, fight Battles, recruit troops, build Cities and Towns, and conquer Provinces and Territories. None of you can ever get more than two Activations in a row, but other than that, who goes next is completely random.

The map of the ancient Mediterranean basin is divided into Territories and subdivided into Provinces (2.1). Inside each Province are a number of Spaces, which are joined either to other Spaces or Transit Points by Land or Naval Connections. You move your Land Units from Space to Space (or Land Transit Point to Land Transit Point) over Land Connections, and you move your Fleets through Port Spaces, Naval Transit Points, and Deep Sea Transit Points via Naval Connections (9.2.2).

The game's huge scale is important to keep in mind while playing it. What the game calls "Battles" are really military campaigns, with troop losses typically representing not only the losses from multiple Battles but also losses from attrition, mismanagement, local uprisings, and various other misfortunes.

B. What You're Trying to Do

Your first major goal is survival, which essentially means holding on to your Home Territory. The second goal is expansion, which you accomplish by conquering individual Provinces, entire Territories, and by building Cities and Towns. You get income from your Provinces, Territories, Cities, and Towns. You will need income to recruit Land Units and Galley Squadrons, build Cities and Towns, pay Galley Squadron maintenance, and pay for your Activations.

Ultimately, the game hinges on Victory Points (15.1). You get Victory Points for Controlling Provinces, Territories, Cities, and Towns, as well as for accomplishing long-range Opportunity Objectives. Victory Points are awarded at the end of each Game-Turn, according to how well you've done compared with the other players. The player with the most Provinces and Territories (these are called Geographical Objectives) gets 7 Victory Points, while the player with the most Cities and Towns (these are called Civilization Points) gets 5. Everyone else gets comparatively less for these.

Opportunity Objectives (15.4) usually consist of Controlling distant Territories and appear in only a few of the scenarios (3.8). Accomplishing these objectives helps you gain Geographical Objective Points every turn you satisfy the objective or, in some cases, Victory Points. In some cases Opportunity Objectives are purchased at the same time you buy new Units, and you may discard them in future turns, while in others a player draws them at the beginning of the game and gets no others. You may hold a maximum of three Opportunity Objective markers.

Another important goal is Stability (14.1–14.2). Throughout the game, your Stability Level will wax and wane. You must try to stay stable as long as possible, because as you lose more and more Stability you run the risk of infighting among your generals and even civil war.

C. How You Can Achieve These Goals

You have two major resources to work with: your military forces and your Treasury. Military forces consist of Land Units (Infantry, Cavalry, Garrisons, Mercenaries, Militia, and Elephants) and Galley Squadrons. You move these Units across the map along the lines connecting the Spaces and Transit Points. Galley Squadrons may move into only Port Spaces, Naval Transit Points, and Deep Sea Transit Points. Land Units may move into any Space or Transit Point on the map; they march from Spaces on land to other Spaces on land and they use Naval Transport (for which Galley Squadrons are helpful but not required) to move through Naval Transit Points and Deep Sea Transit Points.

Your goal is to keep Control of what you start with and gain Control of as much of the rest of the map as possible (5.0). You Control a Space the instant you have at least one of your Land Combat Units, Garrisons, Cities, or Towns in that Space and there are no other Land Combat Units, Garrisons, Cities, or Towns there (Galley Squadrons on their own do not provide Control). You Control a Province outside your Home Territory either by having the only Land Combat Units, Garrisons, Cities, or Towns in that Province, or, if there are other Land Combat Units, Garrisons, Cities, or Towns there, by occupying over half of that Province's Spaces. You Control a Home Province (a Province in your Home Territory) by ensuring no other Units Control more than half the Spaces in that Province, or, in a Home Province containing a Capital Space, by occupying the Capital Space. To Control a Territory, you have to Control all its Provinces.

It's important to note here that Independent Powers, Tribal Infantry, Tribal Counters, Barbarian Units, Slave Armies, and any other kind of Land Combat Units have Control of Spaces they occupy. In other words, you don't just have to worry about other players when it comes to Control, you have to worry about any Land Combat Units. The only exceptions are Elephants and leaders, which by themselves don't Control anything.

Your Treasury grows and shrinks as the game proceeds (6.0). You add Talents to the Treasury by collecting income, and you spend your Talents in a wide variety of ways. For example, you must pay one Talent for each Activation (and this isn't a choice—you must keep enough Talents available for all your Activations). Talents are precious, and you'll find yourself constantly scrambling for

them. The game is designed to make you consider carefully how to spend them most effectively.

Your most important expenses are Recruitment and construction (6.2, 6.3, and 7.1). Recruitment means adding Land Units or Galley Squadrons to your military forces. Construction consists of building and rebuilding Cities and Towns. You need Land Units to maintain your holdings and conquer new areas. You need Cities and Towns to provide additional income and to maintain your ability to field the Units you need.

D. What's Standing in Your Way?

Other Players

This is the big one. All players are trying to do what you're trying to do: conquer Provinces and Territories and construct Cities and Towns. Quite simply, you are in their way. At times they will attack you, at other times they will ally with you. But no matter what they do, in the end you cannot peacefully coexist.

Barbarians

The scourge of the Romans were the barbarians. These fierce and frequent fighters enter *Pax Romana* via random event, and they can quickly turn a generation's gains into so much fodder. The question is, do you spend resources guarding all your borders, or do you simply accept that they'll appear and react accordingly? Your choice.

Tribes and Independents

You don't actually have to attack tribes (unless your Units occupy the same Space with them). You can leave them alone, and they will never attack you. However, it's far easier to conquer Territories in which these tribes exist if you dispense with them first. Independents are similar in that they prevent you from gaining easy Control over a Province, but in some cases you can ally with them. But they're never your permanent friends.

Fate

Pax Romana uses random events. Some of these can be deadly: Barbarian Invasions, Civil War, Naval Ambush. Others, such as Slave Revolts, seem relatively minor but can snowball into disaster. Also unpredictable is Battle itself; small Armies with good leaders can, and do, defeat much larger Armies, and Cavalry can turn the tide in several ways. Pax is very much a game of rolling with the punches, but even then, sometimes those punches really hurt.

The Game Components

A. The Map

The map consists of Territories, Provinces, Spaces, and Transit Points. Territories are the large land masses (Rome, Greece, the Danube, Asia Minor, Gaul, Hispania, the Sicilies, etc.). Each Territory has its own unique color. Most Territories consist of several Provinces, all of which bear the color of that Territory (Rome has three Provinces, for example, while Hispania and the Sicilies each have five). Most Provinces are separated by dashed lines.

You move your Units across the map by using the Spaces and Transit Points. Spaces and Land Transit Points on land are connected by black lines; Port Spaces, Naval Transit Points, and Deep Sea Transit Points are connected by blue lines. Several Spaces have both colors of lines; these can be used by both land and naval movement.

Transit Points are shown by smaller circles than Spaces, and you can't voluntarily stop movement in these. Naval Transit Points and Deep Sea Transit Points are especially dangerous—they can delay or sink Fleets.

B. The Playing Pieces

The playing pieces consist of counters and markers. The leaders and military Units are called counters. Markers help you keep track of various details.

Here are the counters you'll be working with in the game, with their special features in parentheses.

LG: Legions (may be Reduced; available to Rome only; two full-strength legions together gain Cavalry capabilities [Turns 3 through 8]; can affect maintenance and Civilization Points; build Cities)

HI: Heavy Infantry (may be Reduced; can affect maintenance and Civilization Points; build Cities)

LI: Light Infantry

Cav: Cavalry (may grant Cavalry Superiority or Cavalry Supremacy, affecting Battle, Retreat, and Withdrawal)

EL: Elephants (counter Cavalry and sometimes Infantry)

Garr: Garrison (Control Spaces and build Towns)

Mil: Militia (available only if you lose a Battle in your Home Territory)

BI: Barbarian Infantry (appear with Rebellions or Barbarian Invasions)

TI: Tribal Infantry (placed when Tribal Counters suffer losses after being revealed)

MHI, MLI, MCv: Mercenary Heavy Infantry, Light Infantry, and Cavalry (may be raised separately from normal Units)

GS: Galley Squadrons (move by sea and fight Naval Battles; require maintenance)

Towns (built from Garrison Units; affect defense, income, and Civilization Points)

Cities (built from Towns and LG/HI; affect defense, income, and Civilization Points)

C. The Event Cards

When playing the Advanced Game, you'll use the Event cards. These cards represent a variety of good and bad happenings. At the start of the game, put all the Event cards in a deck, shuffle them, and place the deck face-down near the map. Some cards may be removed, see the scenario instructions for the Event cards.

In the Card Segment of each of your Activation Phases, you draw a card from the top of the Event Deck. If the card is marked "Play When Drawn", you must play it immediately, placing it

face-up on the Discard pile and following the card's instructions. If the card is marked "Hold in Hand", you may play the card immediately or keep it in your Hand, playing it whenever you wish. You may hold a maximum of three cards in your Hand during the Game-Turn.

Held cards may be played only during Activation Phases. You may keep one card in your Hand at the end of the Game-Turn, but all the rest must be returned to the Event Deck and the deck reshuffled (in the Victory Phase).

How to Win

To win the game, you need Victory Points (VP). These come from three sources: Geographical Objective Points (GOP), Civilization Points (CVP), and Opportunity Objectives (OOs). You calculate all three in the Victory Phase of each Game-Turn (15.0).

You get 1 GOP for each Province you Control that is not in a Barbarian Territory, and 1 GOP for each Territory (but not your Home Territory). The player with the most GOP in the Victory Phase gets 7 Victory Points, while the other players, in order of second most through least GOP, get 4, 2, and 0 VP respectively.

You get 3 CVP for each full-strength City you Control, 1 CVP for each Town, and 1 CVP for each reduced City. The player with the most CVP in the Victory Phase gets 5 Victory Points, while the other players, in order of second most through least GOP, get 3, 1, and 0 VP respectively.

In some scenarios you may purchase one OO marker each Manpower Phase. Each marker bears a letter on the reverse side, and you keep this letter secret. Consulting the Opportunity Objectives Table tells you what your OOs require; some give you GOP, others give you Victory Points straight up. Each turn that you fulfill the requirements of an OO, you gain the number of GOP points stated in the description.

Some scenarios list a Victory Point total that results in an Automatic Victory for the player who meets it. Otherwise, the player with the most Victory Points at the end of the game wins, or, in some cases, the player who holds specific geographical objectives.

How to Play

A. Setting Up the Game

1. Unfold the map and place it on the table. Next, punch out the counters and separate them according to Unit type and the Power (Rome, Carthage, etc.) they belong to.
2. Set up the scenario you wish to play. Set up all the indicated Unit counters and leaders, place City and Town markers where the scenario specifies, place the Game-Turn marker, the Stability markers, and the Talent markers in the correct positions on their respective tracks.
3. Determine how many Game-Turns you want to play (unless a number is required by the scenario).
4. (Scenario V and IX Standard Game Only) Determine the Game Type (3.8).
5. Follow the rest of the Scenario setup instructions.

6. Place the starting Activation Marker in the #1 Activation box on the map. Place the remaining Activation Markers for the first turn in the other Activation boxes, in order of how they are to be played (according to the Scenario instructions). Place the remainder of the Activation Markers into a cup.
7. For scenarios that call for Objective Opportunity Markers, place the OO markers into a cup of their own.
8. You're ready to go! Have the player with the first Activation Marker start the game, after which the remaining players get an Activation before drawing markers from the Activation Pool.

B. Playing a Game-Turn

To play a Game-Turn, go through the following Sequence of Play one phase at a time. This is an abbreviated version; the full sequence of play appears in the Rule Book.

The longest and most involved phase is the Activation Phase, when all players perform a wide variety of activities until all Activation Markers are played.

- A. Income Phase:** (Ignore for First Game-Turn). Collect your Talents (6.1).
- B. Maintenance Phase:** (Ignore for First Game-Turn) Pay for your Fleets and (possibly) Armies, and check for Stability point loss for having too many LG or HI Units (6.4 and 14.2).
- C. Removal Phase:** (Ignore for First Game-Turn) Remove leaders, Militia Units, Barbarian Units, Mercenary HI and LI, and the Soldier of Fortune Units. Convert Mercenary Cavalry to regular Cavalry (8.1, 12.3.3, 12.2.6, 12.4.6, and 13.4).
- D. Leader Selection Phase:** (Ignore for First Game-Turn) Simultaneously and secretly, all of you draw your Leaders for the Game-Turn. The first leader goes in your capital (8.1).
- E. Manpower Phase:** (Ignore for First Game-Turn). Simultaneously and secretly, all of you now raise Land Units, create Garrisons, and build Galley Squadrons (6.2 and 6.3).
- F. Activation Phase:** Whichever player's Activation Marker has been selected goes through the following steps. The first group of Activation Markers are determined by Play Order. The rest are drawn randomly from a cup (3.3 and 3.4).
 - 0. Events Segment (Standard Game Only):** If an Events Marker gets drawn, roll to see which Event has occurred. After completing the Event, pull another AM.
 - 1. Payment Segment:** Pay one Talent (1T) to use your AM (3.4.3 if you're broke or don't want to pay).
 - 2. Card Segment (Advanced Game Only):** Draw a card from the top of the Events Deck, and follow the instructions (play or hold).
 - 3. Operations Segment:** Undertake one of the following Operations:
 - a. Expansion (Major Moves and Minor Moves):**
 - **Military:** Move and/or attack (9.0-11.0)
 - **Construction:** Build or rebuild a City or Town (7.0)

b. Recruitment: Raise Land Units OR build Galley Squadrons (this differs from the Manpower Phase where you can build both Land Units and Galley Squadrons at the same time).

c. Call a Meeting (Standard Game Only—free) (4.1).

4. New Activation Marker Segment: Pull a new Activation Marker to see who goes next. If none are left, go to G.

G. Attrition and Isolation Phase: (9.4 and 9.4.4)

1. Apply attrition to any Land Units that are Isolated (9.6).
2. Apply attrition to any Fleets not in Port (9.6.4).

H. Victory Phase:

1. Determine Victory Points and Stability Levels (14.0 and 15.0).
2. Check the scenario rules to see if there's Automatic Victory.
3. (Advanced Game Only) Return all cards to the Event Deck, except for the one card you may wish to keep. Shuffle the deck.

I. Play Order Determination Phase: Set the order of the first round of Activations for the next Game-Turn and place the rest of the AMs in the cup (3.3).

C. How to Move Land Units By Land (9.0)

Each Military Expansion Operation gives you one Major Move and two Minor Moves. With each Minor Move, you can move a single Unit, a single Unit plus a leader (but don't use his Campaign Rating), or a leader by himself. The Major Move allows you to move an entire stack of Units (or just a single Unit if you prefer). You may do your moves in any order you wish (9.1).

To move a stack or an individual Unit, roll a die. The result is the number of movement points that stack or Unit has. In a Major Move (but not a Minor Move, unless moving only a leader), if the stack includes a leader, you add the leader's Campaign Rating to the die-roll. You don't need a leader to move your Units, but it definitely helps. (9.1.2).

You move from Space to Space along the black Land Connections, paying movement point costs as you go. If there's no connection between two Spaces, you can't move directly from one to the other. If you want to move across water, you use Naval Transport (see below) or straits.

Most Spaces cost one MP to move into. However, Mountain Fortress Spaces cost 2 MP, crossing a strait costs 2 MP, crossing an Alpine Pass Connection costs 3 MP, and moving into an enemy-occupied Space costs 1 extra MP. In a Major Move (but not a Minor Move, since only 1 Unit can be active), picking up additional Units in a Space along the way costs 1 MP as well. Dropping Units off costs nothing (9.2).

D. How to Move Land Units by Sea (11.3)

Land Units move across water either by crossing a strait (which is considered land movement) or by using Naval Transport. Each strait on the map has its own requirements (9.5.3), but Naval Transport (11.3) is standard everywhere. Naval Transport works just like normal land movement (in fact, you can combine the

two in one Major or Minor Move if you have sufficient MP), except for the following. You have to start Naval Transport from a Port Space (although you can move to that Space in the same Move), and you spend 1 MP to embark, 1 MP to sail, and 1 MP to disembark, in addition to any other MP requirements for the disembarkation Space (for example, an extra MP if the Space is enemy-occupied). Naval Transporting into an enemy-occupied Space is called an Amphibious Attack.

Generally speaking, then, Naval Transport will always cost 3 MP, while Amphibious Attacks always cost 4 MP. There are a few other considerations, however. You may add Units to the Naval Transport along the way by picking them up in Port Spaces at a cost of 1 MP per Space (you may drop off single Units at no cost). You might have to Stop your Naval Transport in a Naval Transit Point (see Naval Disaster below), in which case, when you next move the transported Units, you don't pay the 1 MP to embark.

Like Galley Squadron movement, Naval Transport is subject to Naval Disasters (11.2) and to Stoppages and Continuity, as shown next. Also like Galley Squadron movement, Naval Transport is restricted to Port Spaces, Naval Transit Points, and Deep Sea Transit Points.

If your Naval Transport Fleet ends the turn in a Naval or Deep Sea Transit Point, all Units are eliminated in the Attrition and Isolation Phase (9.6.4). If a Naval Transport Fleet Stops at a Port you do not Control and fail to Continue, they must disembark in that Space (or conduct an Amphibious Attack if any enemy Land Combat Units, Garrisons, Cities, or Towns are present); if the Fleet doesn't have enough MP left to do so, the entire mission is aborted (technically, it never took place).

E. How to Move Galley Squadrons (11.1)

Galley Squadrons don't use movement points. You may move them, in one operation, anywhere on the map, using the blue Naval Connections between Port Spaces, Naval Transit Points, and Deep Sea Transit Points. They must end movement in a Port unless they're involuntarily Stopped in a Naval Transit Point (11.1).

Like Land Units, Galley Squadrons move individually in Minor Moves and as a stack in Major Moves. In a Major Move, you may include them as part of a Naval Transport Fleet, providing protection against Naval Battles and Naval Disasters.

Your Galley Squadron and Naval Transport missions stop for three reasons: (1) you want them to; (b) they enter an un-Controlled Port Space; (c) they enter a Naval or Deep Sea Transit Point. When you enter a Port Space you do not Control (5.1.4), you must Stop and roll for Continuity, using two dice. If you roll "7" or less, you succeed, and you may keep going (you subtract 1 from your roll if you have a leader with the Galley Squadrons or transported Units). If you roll higher, you Stop and must wait for a later Activation to move. When you enter a Naval or Deep Sea Transit Point, you're subject to Naval Disaster—see 11.2 (or the Naval Disaster Chart) to determine what happens.

NOTE: Always keep in mind that you must physically occupy a Port in a non-Home Province in order to Control it.

If your Galley Squadrons end the turn in a Port you do not Control, or in a Naval or Deep Sea Transit Point, they are eliminated in the Attrition and Isolation Phase (9.6.4).

F. How to Move Leaders by Themselves

Leaders move by themselves as a Major or Minor Move. Roll one die and add the result to the Campaign Rating (even with a Minor Move); the result is the number of MP. Leaders stacked with an individual Unit may be taken along with that Unit in a Minor Move, but the Campaign Ratings don't apply (8.2.3). Leaders moving by themselves double their MP.

G. Intercepting Enemy Forces (9.3)

Whenever an enemy Army moves adjacent to yours, you may attempt to intercept it. If you succeed, you initiate Battle as the Attacker. To succeed at interception, you must roll "12" or more on two dice. You add "3" to the roll if intercepting from a Space containing one of your Cities, "1" if intercepting from a Space containing one of your Towns, and "1" if intercepting into a Space containing one of your Cities. You also add the Tactical Rating of a leader, if the leader is intercepting (with or without an Army).

You may intercept any time an enemy moves adjacent, even if it is Withdrawing before Battle or Retreating after Battle (but see 10.7.7). There are no limits to the number of interception attempts you may make.

H. Withdrawing before Battle (9.4)

If enemy Units enter your Space, you must either fight or Withdraw. To Withdraw, roll one die. The result is the number of MP you may move away from the enemy Army (you may not enter the Space from which the enemy Army directly entered your Space). However, if the enemy Army contains Cavalry, the enemy may modify the die-roll: -1 for Cavalry Superiority, -3 for Cavalry Supremacy. If the result is 0 or less, you may not Withdraw. Nor may you Withdraw at any time if you are intercepted.

Withdrawal follows normal movement rules, with a few exceptions (9.4.5). Withdrawing Armies may even be intercepted by other Armies. If you Withdraw from a Space in your Home Territory, your Stability Level drops by one.

I. How to Fight Land Battles (10.0)

Whenever your Land Combat Units enter an enemy-occupied Space (which costs 1 additional MP), you initiate Battle. You also initiate Battle if you intercept an Army passing by you.

Fighting Battles

See 10.0 for the full slate of rules covering Battles. By all means try the first few Battles using only the rules presented here, but eventually you'll need the full set of rules in order to play the game to its fullest.

The sequence for Land Battles seems long and involved. In practice, it's not. Here's a brief explanation of how to fight a Battle; see the references for the full rules.

When defending in a City or Town Space (7.3), the Defender decides whether or not to use the City/Town in the combat. If the Defender does use it, it can use them to absorb losses, but Cavalry or Elephants cannot be used in the Battle and the Defender can't Retreat after combat (or be forced to Retreat 10.7.2). If the Defender doesn't use it, the Battle is conducted as if the City/Town wasn't there.

First, calculate the Battle Point totals for each side: Each LG = 4 BP, each Reduced LG = 2, each HI = 3, each Reduced HI = 1, each LI = 1, each Cav = 1, each BI = 1, each TI = 1, each Mil = 1, each City = 3-5 (number of remaining Wall Points), each Town = 1-2 (number of remaining Wall Points). Elephants have a BP of 0, but if committed to the Battle they may affect Cavalry status and strength ratios.

Next, express the BP as a ratio, with the Army with the most BP stated first. Round fractions to the nearest whole number. Example: 12 BP vs 6 BP is a 2:1 ratio, while 12 BP vs 2 BP is 6:1. A Battle of 22 BP vs 8 BP is a 3:1 ratio. See the Battle Die-Roll Shifts Tables to help you here.

Now take the higher number of the ratio; this gives you the number of Die-Roll Shifts the player with the larger Army gets. So a 2:1 Battle gives him 2 Shifts; a 12:1 Battle gives him 12 Shifts. The only unusual one here is 1.5:1, which yields 1 Shift. An even Battle (1:1) gives none. (By the way, fractions are rounded to the nearest whole number, with .5 going down).

You now figure out how many additional Die-Roll Shifts may be available. The difference between the Tactical Ratings of the opposing leaders gives that many Shifts to whoever has the better leader—so it will add to or subtract from the larger Army's Shifts. When a Battle involves a City or Town, the maximum Shifts for Tactical Ratings of involved leader(s) is 1. You can bid to use Siege Expertise (10.5) in a Battle involving a City or Town. Both of you secretly decide how many Talents you want to spend on Siege Expertise, and then reveal the amounts; if you spend more, you get 1 Die-Roll Shift in your favor. Cavalry Superiority gives 1 Shift, Cavalry Supremacy gives 3 (10.4). For the others—see the charts.

Each of you now rolls 1 die. Then, the player with the Die-Roll Shifts decides how many Shifts he will use to raise his own die-roll, and how many he will use to lower his opponent's die-roll. When all Shifts are complete, the modified die-roll results are multiplied by 10. The result is the percentage of Battle Points eliminated from the opponent's Army. For example, if you roll a 2 and there are no modifiers; your opponent would thus lose 20% of his BP. Consult the charts for help on calculating this.

Various charts and tables cover the elements of Battle. These rules and the corresponding charts should be all you need to play out the Battles once you're used to the system.

Winning and Losing (10.1)

The player whose Army suffers the lower percentage loss is the Winner of that Battle. The other player is the Loser. The number of BPs lost is irrelevant when determining the Winner/Loser; only the percentage loss is considered. If the percentage losses are equal, the Battle is a Draw.

Retreating and Regrouping (10.7)

You may Retreat only if you're the defending Army, you have lost the Battle, and you didn't include a City/Town in your BP total. Retreating lowers your Army's losses by 10%. You may Retreat one or two Spaces (your choice). In some limited cases, you may Retreat across water (10.7.5). In all cases (other than Retreat by sea per 10.7.5), Cavalry can affect Retreats, see "How to Use Special Units" below.

If you're the Attacker and you win the Battle, you can force the Defender to Retreat if he doesn't do so voluntarily, and as long as you have at least one MP left in your Major or Minor Move. You spend that MP and he conducts a Retreat (including reducing his losses by 10%), after which you may continue to move.

If your opponent Retreats, you may continue moving if you have enough MP. You may even attack the same Army again in that Major or Minor Move.

If you attack and the Defending Army still occupies the Battle Space, you must return to the Space (at no MP cost) from which you entered the Battle Space. If you have enough MP remaining, you may re-enter the Space and attack again. An attacker who continues moving after being defeated in Battle loses 1 MP. This action is known as Regrouping, and is not a Retreat (10.7.7).

J. How to Fight Naval Battles (11.4)

Only Galley Squadrons fight Naval Battles. When your Fleet containing Galley Squadrons enters a Space or Naval Transit Point containing your opponent's Galley Squadrons, he may either Withdraw or fight. If he Withdraws, he moves the Fleet to a Port Space up to three Naval Connections away, and you (the Attacker) must roll for Continuity if you want to keep moving. If he fights, you add up the BPs for each side (each Galley Squadron = 2 BP, having a leader = 1 BP— don't use Tactical Ratings). Both of you then roll one die and add your BP to your results. The player with the higher total is the Winner and his opponent is the Loser, ties result in a Draw. The Loser eliminates BP at least equal to the difference (each Galley Squadron is worth 2 BP); he must eliminate more BP if the difference is odd. He then moves the remaining Fleet to the nearest friendly Port. The Winner rolls another die; odd, he loses one Galley Squadron; even, he loses nothing. A Winning Fleet is Stopped and may then attempt to Continuity. For Draws and the effects of Naval Battles on Naval Transport Fleets, see 11.4.5 and 11.4.6 respectively.

K. How to Control Territories, Provinces, and Spaces (5.0)

In your Home Territory, you automatically Control a Space unless an enemy occupies it with a Land Combat Unit, Garrison, City, or Town. You Control a Province in your Home Territory as long as you Control at least half of the Spaces in that Province (if there's a Capital Space in the Province, you need Control only that Space).

Outside of your Home Territory, you Control a Space only if you occupy it with a Land Combat Unit, Garrison, City, or Town. You Control a Province by occupying more than half the Spaces if any other Land Combat Units, Garrisons, Cities, or Towns are present

in the Province, or by Controlling at least one Space while no one else (including Barbarians, Tribes, Slaves, or Independents) Controls any Spaces in that Province.

You Control a Territory by Controlling all of its Provinces.

When you build a City or Town, you Control it until someone else captures or destroys it.

See 5.0 for all the details surrounding Control.

L. How to Control, Build, and Destroy Cities and Towns (7.0)

When you have a Garrison in a Space, you can convert it to a Town by spending 2T and eliminating the Garrison. When you have a Town and a HI (or LG for the Romans) Unit in a Space, you can build a City by paying 3T and eliminating both the Town marker and the HI (or LG) Unit.

Cities and Towns have Wall Points that you can add to your defending Army and absorb losses. Towns add 1-2 BP to your Army when you defend in the Town's Space and choose to use the Town. Cities add 3-5 BP. Each Wall Point absorbs 2 BP, but you can use only one of a Town's Wall Points and two of a City's Wall Points for this purpose. In other words, a Town can never go below 1 Wall Point, and a City can never go below 3 Wall Points, due to Battle. Place a -1 or -2 "Walls destroyed" marker under the City/Town marker when these are reduced (also denotes lower defense).

After the Wall Points are reduced to their minimum (1 for Towns, 3 for Cities) and all defending Infantry are eliminated, the City/Town is captured. Replace the City or Town marker with one belonging to the capturing Army, but leave the "Walls destroyed" marker in place. An Army may attempt to Sack & Plunder (7.5) the Cities or Towns that it captures.

Reduced Cities count as Towns for income and civilization points; reduced Towns count as nothing for these purposes. Once you rebuild the Wall Points to full strength, the City/Town counts normally. Each Wall Point costs 1T to rebuild; this is done via a Minor Move (instead of moving a Unit).

M. How to Collect and Spend Talents (6.0)



You add Talents to your Treasury for each of your Controlled Provinces, Territories, Cities, and Towns. In the Income Phase, you get the number of Talents shown on the map (by the number of coins in the Province) for each Province you Control and 1T for each Territory you Control. Each of your full-strength Cities earns you 3T, each reduced City 1T, and each full-strength Town 1T (reduced Towns contribute no income). You can also get Talents from some Events and through negotiation with other players.

You spend Talents in a variety of ways. Each Activation Marker costs 1 Talent to use. Some Events call for payment, and building and rebuilding Cities and Towns costs you as well (see the Cities and Towns section above). You must spend 1T to maintain each Galley Squadron each Game-Turn, payable in the Maintenance Phase, and if you have more LG or HI Units than your Manpower

Maximum limits (which depend on your Stability), you must pay to maintain them as well. You also pay 1T to rebuild each Reduced LG or HI Unit.

Mostly, though, you spend your Talents on recruitment (6.2 and 6.3). This happens during the Manpower Phase and, in the Activation Phase, as part of a Recruitment Operation. You may raise new Units in any Province you Control—find the Province on the Income and Manpower Tables to see what Units are available in that Province, and pay the cost per Unit outlined below:

LG: 2T	Cav: 2T	EL: 1T
HI: 2T	LI: 1T	GS: 2T

Other Units, such as Mercenaries and Militia, are raised differently; see Special Units below. Note that leaders are not purchased; they are randomly selected in the Leader Selection Phase of each Game-Turn.

N. How to Use Special Units

Cavalry (10.4) has several functions, all of them dependent on whether or not one side has Cavalry Superiority or Cavalry Supremacy in each particular encounter (10.4.1). You have Cavalry Superiority if you have more Cavalry Units in your Army than your opponent has in his. You have Cavalry Supremacy if you have at least three times as many Cavalry Units as your opponent, or you have at least two Cavalry Units when he has none.

In Battle, Cavalry Superiority gives you one Die-Roll Shift (or takes away a Die-Roll Shift from your opponent). Cavalry Supremacy gives (or takes away) three Die-Roll Shifts.

Cavalry affects the ability of an Army to Withdraw or Retreat. Subtract one from the Withdrawal roll of your Army if your opponent's Army has Cavalry Superiority; subtract three if it has Cavalry Supremacy. If you attack an Army and it wants to Retreat, you can pin it in place with a die-roll of 1 if you have Cavalry Superiority and 3 or less if you have Cavalry Supremacy (10.7.6).

Elephants (12.8) are unpredictable. Before rolling the die for Battle, both of you declare if you want to use your Elephants—you have to declare how many you'll use before seeing what they do (and you can't back out). Each Elephant gets its own die-roll on the Elephants chart—apply the results (10.4.6).

Garrisons (12.1) are created by breaking down LG, HI, or LI Units. You get 2 Garrisons for each LI Unit you eliminate, and 3 Garrisons for each LG or HI Unit. Creating Garrisons costs 1 MP when done during a Major Move or the whole Minor Move when done as a Minor Move (12.1.4).

Militia (12.3) are available when you lose a Battle in your Home Territory; they cost no money, but raising them lowers your Stability Level by one. Roll one die and halve the result; you get that many Militia if your Power is Stable; -1 Militia if in Unrest, and you can't recruit Militia at all if you are in Turmoil. They can also be raised by playing a specific Event card in the Advanced Game.

Mercenaries (12.2) are raised by Event card play only in the Advanced Game, whereas in the Standard Game they are raised in the Manpower Phase or as a Minor Move. Mercenary HI and Cav

cost 2T, while Mercenary LI cost 1T. In the Standard Game, only Mercenary HI may be raised. Rome cannot recruit Mercenaries.

The Soldier of Fortune (12.4) Army results from the play of a card. It appears in your Home Territory and can be used as if it were your own separate Army.

Barbarian Units (13.2) appear as the result of Events; see rule 13.2-13.4 to determine how to handle each type of Barbarian. This holds true for both Barbarian Invasions and Rebellions.

Independent Powers (12.5) are either on the map to begin the scenario or appear as the result of Events.

That's it—go forth and conquer. The ancient world awaits you!

Part II: The Scenarios

Scenario I

(Standard Game Only)

The Pyrrhic War—*Pyrrhus Against Rome*

This scenario covers the conflict between the Roman Republic and Pyrrhus, King of Epirus. In 281 B.C., the Greek city of Tarentum, on the south coast of the Italian peninsula (in Bruttium Province in Pax Romana) fell under Roman threat, and arranged for Pyrrhus to intervene. Pyrrhus defeated the Romans in battle at Heraclea in 280, and again at Asculum in 279. The latter battle saw Pyrrhus lose far too many men for him to sustain—hence the term “Pyrrhic Victory”. This scenario pits the Greek player against the Roman player, with the fate of Tarentum on the line.

Players: Rome and Greece, or either Power solitaire.

Start and End: The scenario begins with the Operations Segment (F.3) of Game-Turn I and lasts until the end of Game-Turn I.

Activation Markers: Rome (3), Greece (3)

How to Win: At the end of Game-Turn I, the Roman player wins if he has captured or destroyed the City in Tarentum. The Greek player wins if Rome's Stability Level reaches 1 or he has achieved all of the following:

- The City in Tarentum remains at full strength and is in Greek Controlled.
- Rome has lost at least one Battle.
- Pyrrhus is alive and in charge of a Soldier of Fortune Army of at least 5 Battle Points.

Any other result is a Draw.

Events: This scenario does not use Events. Remove the Event markers from play.

Event Cards: None

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Tribal Units: None

Map Restrictions: Only the Territory of Rome and the Space of Corcyra in Attica (used only as the launching pad for Pyrrhus's Naval Transport) are in play. Pyrrhus must be Activated for a Major Move and move with his entire Army to leave Corcyra.

Leaders: All leaders are specified in the initial deployment.

Initial Play Order: Greece, Rome

ROME

Rome (Italia) 4 LG; a 2-4 Leader; Rome is a City
Placentia (Cisalpinia) 2 LG; a 1-5 Leader
Capua (Italia) Capua is a Town

Garrisons: The Roman player may place one Garrison Unit in any Space in Cisalpinia, and one Garrison Unit in any Space in Italia. The Garrison Units may be placed with the Armies if desired.

Treasury: N/A

Stability Level: +6

Initial Control: The Roman player Controls the following:

- **Territories:** None*
- **Home Provinces:** Italia and Cisalpinia*
- **Other Provinces:** None
- **Cities:** Rome
- **Towns:** Capua

* Because Greece Controls Bruttium, Rome is denied both Provincial Control of Bruttium and Territorial Control of Rome.

GREECE

Tarentum (Bruttium) 1 LI, 1 Cav; Tarentum is a City
Corcyra (Attica) 1 Greek Galley Squadron; Soldier
of Fortune Units: 3-4 Leader; 4 HI,
2 LI, 1 Cav, 1 EL

DESIGN NOTE: The SoF leader represents Pyrrhus, King of Epirus.

PLAY NOTE: The restrictions of 12.4.4 do indeed apply to Pyrrhus and his SoF Army (the Greek land Units are that player's "Home" Units).

Garrisons: Venusia (Italia), Paestum and Brundisium (Bruttium)

Treasury: N/A

Stability Level: N/A

Initial Control: The Greek player Controls the following:

- **Territories:** None
- **Home Provinces:** None
- **Other Provinces:** Bruttium
- **Cities:** Tarentum
- **Towns:** None

Special Rules: Treasuries are not used. Rome may use one (and only one) Activation for a Recruitment operation, in which it may add two Legions anywhere in Territory of Rome (these may

be placed together or in separate locations). For this reason the Talent value of initially Controlled Provinces, etc. has not been included in the setup.

Scenario II

(Standard Game Only)

The Punic Wars—*The Fall of Carthage*

This scenario allows two players to game the Punic Wars, with Rome and Carthage vying for Control of the Western Mediterranean, using the Standard Game (which is best suited for this), including the Events rule (16.0).

Players: Rome and Carthage

Start and End: The scenario begins with the Operations Segment (Phase F.3) of Game-Turn II and lasts for 3 turns, through the Victory Phase (Phase H) of Game-Turn IV.

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Rome is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: Rome (4), Carthage (4)

How to Win: The Roman player wins an Automatic Victory the instant he destroys (not captures) the City in the Carthago Space. The Carthaginian player wins an Automatic Victory the instant he Controls the Rome Space. Failing either event, at the end of Game-Turn IV, the player with the most VP wins.

VP awards are different from those in 15.1, however. In the Victory Point phase, the player with the most GOP gets 2 VP, the other player none. The player with the most Civilization Points gets 1 VP, the other player none.

Events: The Events below (not those in 16.0) are used in this scenario, along with both Event markers, unless players choose to use fewer (3.8.1). The use of Events is recommended.

Event Cards: None

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces ('?'), "? side up, for all Tribal Spaces in Hispania, Gaul (but not Britannia), and Dalmatia (in The Danube) ... nowhere else. (That means some counters will not be drawn.)

Map Restrictions: No Units may enter any land Space in Britannia, Germania, or The Danube (other than Dalmatia), nor any Space or Naval/Deep Sea Transit Point from Cyrenaica and Greece eastward. However, Greece may become active as an Event (see below).

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Rome, Carthage.

INDEPENDENTS

Syracuse

Syracuse (East Sicily) 2 HI, 1 Cav; 1 Galley Squadron; a 2-5 Leader; Syracuse is a City

Mamertines

Massena (East Sicily)..... 1 HI

Greek Garrisons (Greek Colonies): Emporiae (Terraconensis), Massilia (Narbonensis)

ROME

Rome (Italia) 1 LG; Rome is a City

Rhegium (Bruttium)..... 2 LG; a 1-4 Leader; Rhegium is a Town

Arretium (Italia) 2 LG; a 2-4 Leader

Capua (Italia) Capua is a City

Tarentum (Bruttium) Tarentum is a City

Placentia (Cisalpina) Placentia is a Town

Ariminium (Italia)..... Ariminum is a Town

Garrisons: Parma (Cisalpina), Croton (Bruttium), Neapolis and Pisae (Italia),

Treasury: 15T

Stability Level: +8

Initial Control: The Roman player Controls the following:

- **Territories:** Italy (1T)
- **Home Provinces:** All three: Cisalpina, Italia, Bruttium (4T total)
- **Other Provinces:** None
- **Cities:** Rome, Capua, Tarentum (9T total)
- **Towns:** Placentia, Ariminum, Rhegium (3T total)

CARTHAGE

Carthago (Africa) 2 HI, 1 Cav; 2 Galley Squadrons; a 2-5 Leader; Carthago is a City

Utica (Africa)..... 1 LI; 1 Galley Squadron; Utica is a Town

Cirta (Numidia) 2 LI

Gades (Baetica)..... 1 LI; 1 Galley Squadron

Lilybaeum (West Sicily) 1 HI, 1 LI; 1 Galley Squadron; a 1-4 Leader; Lilybaeum is a Town

Caralis (Sardinia) 1 LI; 1 Galley Squadron

Garrisons: Malaca (Hispania), Aleria (Corsica), Olbia (Sardinia), Panormus (West Sicily)

Treasury: 8T

Stability Level: +5

Initial Control: The Carthaginian player Controls the following:

- **Territories:** Carthage (1T)
- **Home Provinces:** All four: Africa, Libya, Numidia, Mauretania (4T total)

- **Other Provinces:** Baetica, Sardinia, Corsica, West Sicily (4T total)
- **Cities:** Carthago (3T)
- **Towns:** Utica and Lilybaeum (2T total)

Greece as a Carthaginian Ally

Unless and until the Greece Event occurs, Greece is not part of the game and no Unit may enter any Space in the Territory of Greece. None of the Greek Units listed as Independents may be moved at any time in the scenario, even if Greece allies with the Carthaginians. Independent Units do not suffer attrition.

If the GREECE BECOMES ACTIVE Event does occur, and Carthage decides to ally with her, the following occurs:

- Macedonia and Attica, are now open to movement into, through, etc. No other Provinces are open.
- Greece is still not a separate Major Power; they are allied to and Controlled by Carthage. They do not build Greek Units, Greek Cities/Towns, etc.
- The Greeks get 4 HI, 1 Cav, and a 2-4 Leader in Pella, plus 1 Galley Squadron in Dyrrachium. These Units may suffer attrition if they do not have a LOC.
- Carthage may use this Greek Army/Navy as its own. It may even count that Army's conquests outside of the Territory of Greece towards his own GOP, Civilization Points, Income, etc.
- No new Activation Markers are brought into play. Greek Units are treated as Carthaginian Units and conduct Major and Minor Moves via Carthaginian AMs.
- Rome (and only Rome) may get GOP and VP for Controlling Macedonia and/or Attica (1 VP per Province).
- The Greek leader is removed in the Removal Phase and another then drawn in the Leader Selection Phase of each turn that Greece is allied to Carthage.

Event Markers

Use two Event markers, as per 16.0. This means that not all Events listed below have a chance of occurring, and that other Events may reoccur (unless noted otherwise, then reroll).

The Events

The Events that may occur, and how they affect play, are as follows:

CONQUEROR: See 16.2.

DISEASE: See 16.2.

GALLEY TECHNOLOGY: See 16.2.

GALLIC INVASION: The Gauls invade Italy. Place a 1-5 Barbarian Leader and 8 BI in any unoccupied Space in the Roman Home Province of Cisalpina. The Gallic Army may be moved by the Carthaginian player as a Minor Move once per AM while the Army is on the map. They may never be split up; they always stay together. These Units may not Withdraw nor Retreat (voluntary or by force) and are removed in the Removal Phase of the next turn.

GREECE BECOMES ACTIVE: Regardless who rolls this Event, it provides the Carthaginian player the opportunity of allying with Greece (with the two-edged sword possibility of providing Rome with additional Victory Points; 1 VP per Greek Province Rome Controls). Carthage rolls the die; that result, halved (and rounded up) is the number of Talents Carthage must pay to enlist Greece as an ally.

- If Carthage does pay; see the rules on “Greece as a Carthaginian Ally”, above.
- If not, this is No Event.

If Greece is already allied to Carthage, roll again.

HISPANIC REVOLT: All Garrisons (both players) in Hispania are eliminated (this does not affect the Independent Greek garrison in Emporiae, if it is still in play). If this has already occurred in the game (i.e., actually removed at least one Garrison), roll again.

REVENUES AND STABILITY: See 16.2.

MERCENARY REVOLT: This affects the Carthaginian player only. If he has Mercenaries in play, he must pay each Mercenary HI Unit in Africa and/or Libya 1 Talent each. If he fails to do so, each unpaid Unit:

- Is replaced with a BI and takes Control of the Space it is in, unless that Space contains Carthaginian Units of any kind.
- If the Space is occupied by Carthaginian Land Combat Units there is a Battle between the latter and all the new BI in the Space.

These “Mercenary BI” remain in place until removed by force, Controlling any Space they are in (and therefore denying Control to Carthage).

If this has already occurred (i.e., has actually replaced Mercenaries with BI), roll again.

NAVAL MUTINY: The Samnite crews manning one of Rome’s Fleets mutinies. The Carthaginian player may remove 1 Roman Galley Squadron, regardless of where it is. If this has already occurred in the game (i.e., has actually removed a Galley Squadron), roll again.

NUMIDIAN REVOLT: The Numidians, chafing at Carthaginian Control, revolt. Eliminate all Carthaginian garrisons in Numidia, and the Carthaginian player may not raise any Land Units in Numidia of any kind while the revolt continues. If this is rolled again in the same Game-Turn, the revolt has ended. The revolt ends, otherwise, by the end of the following Game-Turn.

STABILITY CHECK: See 16.2, except Carthage does not remove an allied Greek leader in any Civil War.

Punic Wars Events Table

DR	Event
2	Disease
3	Stability Check
4	Hispanic Revolt
5	Naval Mutiny
6	Conqueror
7	Greece Becomes Active
8	Galley Technology
9	Numidian Revolt
10	Mercenary Revolt
11	Revenues & Stability
12	Gallic Invasion

Scenario III

(Standard Game Only)

Seleucus in Asia Minor

Seleucus I, one of Alexander the Great’s generals, became governor of Syria in 312 BC and ruler of Babylonia soon afterwards, establishing the cities of Seleucia and Antioch, along with the Seleucid dynasty. In 301 he defeated Antigonos at the famous battle of Ipsus, after which the winners split up the remains of Alexander’s conquests among them. Seleucus took Syria and Mesopotamia, had himself crowned King of Syria, and spent the next 20 years taking over more and more of Asia Minor. In 282 he became the de factor ruler of Asia Minor after initiating a war against Lysimachus, defeating his army and killing him near Sardis. The next year, Seleucus’ plans to cross into Thrace and take over Macedonia itself ended when he was stabbed to death by a Ptolemaic rival.

This two-player scenario pits Greece against The East, with the Army of Seleucus poised to enter the fray.

Players: Greece and The East, or either Power solitaire.

Start and End: The scenario begins with the Operations Segment (F.3) of Game-Turn I and lasts until the end of Game-Turn II.

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn’t pay again).

Activation Markers: Greece (4), The East (4)

How to Win: Victory is assessed at the end of Game-Turn II. There are two levels of victory for each player: Historical and Legendary. The East gains a Historical Victory by Controlling the Territory of Asia Minor, and a Legendary Victory by Controlling Asia Minor as well as both Greek Capital Spaces. Greece wins a Historical Victory by Controlling the Territory of Greece, and a Legendary Victory by Controlling both the Territory of Greece and the Province of Ionia. Notice that it is entirely possible for both players to win Historical Victories, and that it is also possible (and more likely) for one player to win a Historical Victory while the other achieves no Victory level at all.

Events: This scenario does not use Events. Remove the Event markers from play.

Event Cards: None

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces (“?”), “?” side up, for all Tribal Spaces in Dalmatia, Moesia Superior, and Moesia Inferior (all in The Danube) ... nowhere else. (That means some counters will not be drawn.)

Map Restrictions: No Unit may enter any Space north or west of Dalmatia, Moesia Superior, Moesia Inferior, or Sarmatia, nor any Space west of Greece or Cyrenaica (in Africa). The western-most Deep Sea Naval Transit Point in play is the one immediately west of Crete.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Greece, The East. This is true for both Game-Turns.

GREECE

Athens (Attica)..... 3 HI; 2 Galley Squadrons; a 2-5 Leader; Athens is a City
 Pella (Macedonia) 2 HI; a 2-4 Leader; Pella is a Town
 Corinth (Peloponnes) 2 HI; Corinth is a Town
 Thessalonice (Macedonia) ... 1 Galley Squadron
 Nicomedia (Pontus) 2 HI
 Abydos (Ionia) 1 HI; 1 Galley Squadron
 Celenae (Ionia)..... 1 HI
 Sardis (Ionia)..... 1 LI; Sardis is a Town
 Salamis (Cyprus)..... 1 Galley Squadron
 Sidon (Syria) 1 Galley Squadron
 Iconium (Galatia) 1 LI

Garrisons: Cyzicus (Ionia), Ancyra (Galatia), Tyre (Syria), Lesbos/Chios (The Aegean)

Treasury: 13T

Stability Level: +1

Initial Control: The Greek player Controls the following:

- **Territories:** Greece (1T)
- **Home Provinces:** All five: Attica, Thrace, Macedonia, Peloponnesus, The Aegean Islands (5T total)
- **Other Provinces:** Pontus, Galatia, Ionia (4T total)
- **Cities:** Athens (3T)
- **Towns:** Pella, Corinth, Sardis (3T total)

THE EAST

Antioch (Syria)..... 1 HI; Antioch is a Town
 Damascus (Syria) 1 LI
 Alexandria (Egypt)..... 3 HI, 1 LI; 2 Galley Squadrons^[a]; a 2-5 Leader^[b]; Alexandria is a City
 Pelusium (Egypt) 1 LI; 1 Galley Squadron
 Memphis (Egypt) 3 LI
 Jerusalem (Judea) Jerusalem is a Town

Treasury: 6T

Stability Level: +4

Reinforcements: When The East player plays his first AM (i.e., the second AM of the game, after Greece’s opening AM), he may place the Seleucid Army —6 HI, 2 LI, 1 Cav, 3 EL and a 2-6 Leader^[c]—in Edessa, Palmyra, or Damascus. They are now available to be moved using Major or Minor Moves. As soon as the 2-6 Leader is moved using a Major or Minor Move, place 5T in The East’s Treasury. If all three deployment Spaces are enemy-occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be moved using a Major Move immediately, expend 1 MP, and attack the occupants of that Space.

Initial Control: The East player Controls the following:

- **Territories:** The East (1T)
- **Home Provinces:** All five: Egypt, Syria, Judea, Cyprus, Cyrenaica (7T total)
- **Other Provinces:** None
- **Cities:** Alexandria (3T)
- **Towns:** Jerusalem and Antioch (2T total)

Note: The Greek squadrons in Salamis and Sidon do not deny Control of Cyprus or Syria.

^[a] Ptolemy’s Fleet was still rebuilding from the major defeat suffered at the hands of Demetrius at Salamis (306 BC).

^[b] Ptolemy I, Macedonian Pharaoh of Egypt

^[c] Seleucus, the Johnny-come-lately victor at Ipsus, moving west to claim his portion of the land-grab spoils.

Babylon Booty Call

On Game-Turn II, after The East collects income, The East player must roll one die (1d6) on the Babylon Booty Call Table to see what events to the east—in Persia and beyond—have on The East player. Some die-rolls represent peace and prosperity, some represent hard times, corruption and, occasionally, yet another outbreak of warfare between the Seleucids and the Ptolemaic Egyptians. Whatever the result, it is applied immediately.

Babylon Booty Call Table (Standard Game Only)

DR	Result
1	Add 4T to Treasury; Successor Wars disrupt operations. Remove one East AM from the AM Pool (The East player gets one less Activation this Game-Turn).
2	Add 2T to Treasury.
3	The Successor Wars disrupt operations. Remove one East AM from the AM Pool (The East player gets one less Activation this Game-Turn).
4	Subtract 1T from Treasury.
5	Subtract 2T from Treasury.
6	Subtract 4T from Treasury.

Scenario IV

(Advanced Game Only)

Carthago Delenda Est—The Western Mediterranean

HISTORICAL NOTE: “Carthago delenda est”, Latin for “Carthage must be destroyed”, was the motto and frequent utterance of Marcus Portius Cato, a Roman Senator during and after the Second Punic War (the quotation is also recorded as “Censeo Carthaginem esse delendam”). Carthage and Rome had concluded a peace, but Cato saw the danger of Carthage rising again, and he wanted to eliminate the Roman opponent for good. His persistence won out—the city of Carthage was demolished in 146 BC.

The Punic Wars scenario (above) examines the conflict between Rome and Carthage from the moment of the first showdown, corresponding to Turn II of this game, as a fast-playing game with lots of action, using the Standard Rules. The Carthago Delenda Est scenario carries that conflict several steps further, beginning the game a full turn earlier and using the full suite of Advanced Game rules, including the Event cards. It begins in the historical period before the Rome-Carthage tensions flared up, and it allows players to get a stronger sense of why the Western Mediterranean became such a hotbed of military activity in the period represented by the early turns of Pax Romana. The scenario begins with Rome under threat from Pyrrhus of Epirus (Controlled here by the Carthaginian player), and it ends if—and this is a big “if”—the City of Carthage is destroyed.

This scenario is an excellent introduction to the full Pax Romana scenarios (Scenarios V, VI, IX, and X). Essentially, it takes the full campaign game and compresses it into only the western half. It provides a full range of strategy challenges and introduces you to the numerous decision points that crop up in Pax repeatedly.

Players: Rome and Carthage.

Start and End: The scenario starts with Phase F.1 of Turn I (300-275 BC). It concludes at the end of the Victory Phase of Turn VII (150-125 BC), or at the moment the City of Carthago is destroyed (not captured), whichever comes first.

Activation Markers: Rome (4), Carthage (4)

How to Win: If the Roman player destroys the City of Carthago, Rome wins. If Carthago survives, even as a reduced City under Carthaginian Control, Carthage wins. It’s as simple as that. Note that Rome must destroy the City to win, not just reduce or capture it.

Events: This scenario does not use Event markers, remove them from play.

Event Cards: Place the SOLDIER OF FORTUNE card (#45) in the Discard Pile. Remove the following cards from the Event Deck: #1, #2, #3, #4, #11, #12, #17, #23, #26, #27, #28, #29, #33, #35, #36, #43, #44, #47, #49, #50. Shuffle the remaining cards and place them face down on the map.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces (“?”), “?” side up, in the Provinces and Territories listed in the “Map Restrictions” section below, until all Tribal Spaces are covered.

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Map Restrictions: The following full Territories are in play: Rome, Germania, Gaul, Hispania, Carthage, The Sicilies. Everything else is out of play, except for Raetia and Noricum in the Territory of The Danube. In addition, Corcyra in Attica is in play only as a launching pad for the Soldier of Fortune Army (i.e., until this Army Naval Transports to Italy), after which all of the Territory of Greece is out of play. Pyrrhus must be Activated for a Major Move and move with his entire Army to leave Corcyra. Any die-rolls on Event cards that result in actions being taken in locations outside these map restrictions (the BARBARIAN INVASION card, for example) are treated as No Effect and the card simply discarded.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Carthage, Rome (and see Special Rules below).

INDEPENDENTS

Syracuse

Syracuse (East Sicily) 2 HI; 1 Galley Squadron; Syracuse is a City

Greece

Tarentum (Bruttium) 1 LI, 1 Cav; Tarentum is a City

Garrisons: Emporiae (Hispania), Massilia (Gaul), Venusia (Italia), Paestum and Brundisum (Bruttium).

Mamertines

Massena (East Sicily)..... 1 HI

ROME

Rome (Italia) 4 LG; a 2-4 Leader; Rome is a City

Placentia (Cisalpinia) 2 LG; a 1-5 Leader

Capua (Italia) Capua is a Town

Garrisons: The Roman player may place one Garrison Unit in any Space in Cisalpina, and one Garrison Unit in any Space in Italia. The Garrison Units may be placed with the Armies if desired.

Treasury: 18T

Stability Level: +6

Initial Control: The Roman player Controls the following:

- **Territories:** None*
- **Home Provinces:** Italia and Cisalpina (3T total)*
- **Other Provinces:** None
- **Cities:** Rome (3T)
- **Towns:** Capua (1T)

* Because Greece Controls Bruttium, Rome is denied both Provincial Control of Bruttium and Territorial Control of Rome.

CARTHAGE

Carthago (Africa)..... 1 HI, 1 Cav, 1 EL; 3 Galley Squadrons; a 2-5 Leader; Carthago is a City

Utica (Africa)..... 1 LI; Utica is a Town

Thevestis (Numidia)..... 1 Cav

Cirta (Numidia)..... 1 LI

Gades (Baetica)..... 1 LI; 1 Galley Squadron

Lilybaeum (West Sicily) 1 HI, 2 LI; 1 Galley Squadron; a 1-4 Leader; Lilybaeum is a Town

Caralis (Sardinia) 1 LI

Garrisons: Malaca (Hispania), Aleria (Corsica), Olbia (Sardinia), Panormus (West Sicily)

Treasury: 13T

Stability Level: +5

Initial Control: The Carthaginian player Controls the following:

- **Territories:** Carthage (1T)
- **Home Provinces:** All four: Africa, Libya, Numidia, Mauretania (4T total)
- **Other Provinces:** Baetica, Sardinia, Corsica, West Sicily (4T total)
- **Cities:** Carthago (3T)
- **Towns:** Utica and Lilybaeum (2T total)

Pyrrhus, King of Epirus (Controlled by Carthage)

Corcyra (Attica): 1 Greek Galley Squadron; Soldier of Fortune Units: 3-4 Leader; 4 HI, 2 LI, 1 Cav, 1 EL

Pyrrhus Special Rules

1. Carthage begins the game with the Soldier of Fortune Army (Pyrrhus of Epirus), which starts in Greece, under its Control. Before Carthage's first Activation, the Carthage player makes a Major Move with the SoF Army. Carthage does not use an Activation Marker to command it. Furthermore, the SOLDIER OF FORTUNE card remains in the Event Deck, and there are no Minor Moves associated with the SoF Major Move. Carthage must

immediately Naval Transport the SoF Army to Italy in order to protect Tarentum and, if the Carthaginian player wishes, to even attack the Romans. Essentially, Carthage pretends, in part, to be the historical Greece for this Game-Turn, protecting the Greek possessions in Italy as long as possible-and nicely for the Carthaginians, protecting Tarentum can mean attacking Romans. After the SoF move, Carthage uses the first AM of the game (according to the Play Order) and play proceeds from there. From that point on, the SoF Army is moved according to the normal rules (12.4), except that it may operate only in the Territory of Rome or The Sicilies.

2. If Pyrrhus captures a City or Town, it becomes Independent, and neither player may trace through the Space for Line of Communication purposes. Furthermore, Pyrrhus never uses Sack and Plunder, nor may he destroy Cities/Towns (he just wasn't that kind of guy). Soldier of Fortune Armies moved by future cards operate according to the normal SoF rules.

(Optional): If Pyrrhus fights a Battle in which both he and his opponent lose at least 40% of their Armies, roll 1d6. On a roll of 5 or 6, Control of the SoF Army immediately switches to the other player and, if the Battle took place during a Major Move by the SoF, that Major Move is finished. If Control switches to Rome, the Roman player places the SoF Army, without actually moving it, in Syracuse (which is considered Greek-and thus accessible to Pyrrhus-only for this purpose), and he may now use the SoF Army (as one of his Major Moves) to threaten Carthaginian interests in Sicily (only). If Control switches back, the Carthaginian player places the SoF Army (again without actually moving it) back in Tarentum or, if Tarentum has fallen to Rome, on any Port Space in Italy. This rule does not apply to future Soldier of Fortune Armies.

PLAY NOTE: This optional rule reflects the fact that Pyrrhus campaigned in both Italy and Sicily, turning away from attacking Rome after suffering extensive losses even in victory. The rule is optional, but it proved a lot of fun in playtesting. Bullet #2 reflects Pyrrhus' historical reluctance to sack and destroy cities.

Scenario V

(Standard or Advanced Game)

Pax Romana—*The Rise of Rome*

The Pax Romana scenario covers the history of the Mediterranean world and beyond from the days following the Successor Wars in Asia Minor, at the end of the 3rd Century BC, to the end of the Roman Republic in the middle of the 1st Century BC. If you play the entire thing with the Advanced Game rules, it will take roughly 15-25 hours. Using the Standard Game rules, you can cut that number to 12-18 hours. Either way, it's a long game, but its rewards, we believe, are many.

The deployment used here allows you to start with as historical a situation as we could muster at this level of gaming. It reflects the remarkably muddled and unstable situation in the eastern Mediterranean. The First Successor War has just ended (with

Seleucus' defeat of Antigonus and Demetrius at Ipsus, off-map to the east), and most of the players therein—meaning Greece, Asia and Mideast Powers—are in a rather amorphous state of flux and turmoil, reflecting the results of that Battle:

- Demetrius and his huge “Asian” Fleet Controlled Sidon, Tyre and Cyprus. He had only 9000+ land troops, or 2 HI, at Ephesus. However, Demetrius had taken the opportunity to, once again, insinuate himself into Greek politics by getting himself re-appointed to run Athens. (Don't ask how or why.)
- “Greece” (Lysimachus [in Thrace] and Cassander) had taken that opportunity to grab much of “Asia”, except for the coastal cities.
- As usual, Ptolemy (in Egypt) is sitting and watching events unfold, waiting to see where best to go. And Seleucus is on the way. Luckily for The East player, Seleucus is on his side (in game terms).

Players: Rome, Greece, Carthage, The East.

Start and End: The scenario starts with Phase F.3 (Activation Phase, Operations Segment) of Turn I (300-275 BC). It concludes at the end of the Victory Phase of Turn X (75-50 BC), or at the end of the Victory Phase of the Game-Turn designated by the players before the game begins (3.8), or whenever a player achieves an Automatic Victory (see “How to Win”).

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: Rome (4), Carthage (4), Greece (4), The East (4)

How to Win: At the end of any Game-Turn, if one player has 80 or more VP, he achieves an Automatic Victory. Failing that, at the end of the last selected Game-Turn, the player with the most VP wins.

Events (Standard Game Only): Zero to two Event markers are used in this scenario, along with the Events in 16.0, depending on the option chosen by the players (3.8.1).

Event Cards (Advanced Game Only): All Cards are in play. Remember to remove the SOLDIER OF FORTUNE card to the discard pile. Shuffle the remaining cards (The Deck) and place them face down.

Opportunity Objectives: All Opportunity Objectives are in play.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces (“?”), “?” side up, until all Tribal Spaces are covered.

Map Restrictions: None.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Greece, The East, Carthage, Rome.

Greece is considered to have played the SOLDIER OF FORTUNE card before the game begins. This means that the Greek player begins with the SoF rules in play (12.4), and that the Greek player must use the Major Move of its first Activation to move the Soldier of Fortune Army.

INDEPENDENT POWERS

Pergamum

Pergamum (Ionia) 3 HI
Ephesus (Ionia) 2 HI; 1 Galley Squadron
Miletus (Ionia) 1 LI; Miletus is a City

Rhodes

Rhodes (Rhodes)..... 2 HI; 3 Galley Squadrons; Rhodes is a City

Syracuse

Syracuse (East Sicily) 2 HI; 1 Galley Squadron; Syracuse is a City

Mamertines

Massena (East Sicily)..... 1 HI

ROME

Rome (Italia) 4 LG; a 2-4 Leader; Rome is a City
Placentia (Cisalpinia) 2 LG; a 1-5 Leader
Capua (Italia) Capua is a Town.

Garrisons: The Roman player may place one Garrison Unit in any Space in Cisalpinia, and one Garrison Unit in any Space in Italia. The Garrison Units may be placed with the Armies if desired.

Treasury: 18T

Stability Level: +6

Initial Control: The Roman player Controls the following:

- **Territories:** None*
- **Home Provinces:** Italia and Cisalpinia (3T total)*
- **Other Provinces:** None
- **Cities:** Rome (3T)
- **Towns:** Capua (1T)

* Because Greece Controls Bruttium, Rome is denied both Provincial Control of Bruttium and Territorial Control of Rome.

CARTHAGE

Carthago (Africa) 1 HI, 1 Cav, 1 EL; 3 Galley Squadrons; a 2-5 Leader; Carthago is a City

Utica (Africa)..... 1 LI; Utica is a Town

Thevestis (Numidia)..... 1 Cav

Cirta (Numidia)..... 1 LI

Gades (Baetica/Hispania)..... 1 LI; 1 Galley Squadron

Lilybaeum (West Sicily) 1 HI, 2 LI; 1 Galley Squadron; a 1-4 Leader; Lilybaeum is a Town

Caralis (Sardinia) 1 LI

Garrisons: Malaca (Hispania), Aleria (Corsica), Olbia (Sardinia), Panormus (West Sicily)

Treasury: 13T

Stability Level: +5

Initial Control: The Carthaginian player Controls the following:

- **Territories:** Carthage (1T)
- **Home Provinces:** All four: Africa, Libya, Numidia, Mauretania (4T)
- **Other Provinces:** Baetica, Sardinia, Corsica, West Sicily (4T total)
- **Cities:** Carthago (3T)
- **Towns:** Utica and Lilybaeum (2T total)

GREECE

PLAY NOTE: Greece starts the game with an initial position—especially in Asia Minor—that appears to be far better than the other players. Most of this is the positive side of the power of the Greece-oriented Successors. The downside is that the position is one of vulnerability, because of the low Stability level and the threat of losing Asia Minor to the large Army ready to enter for The East.

Athens (Attica).....	3 HI; 2 Galley Squadrons; a 2-5 Leader; Athens is a City
Pella (Macedonia).....	2 HI; a 2-4 Leader; Pella is a Town
Corinth (Peloponnes).....	1 HI; Corinth is a Town
Thessalonice (Macedonia) ...	1 Galley Squadron
Tarentum (Bruttium).....	1 LI; 1 Cav; Tarentum is a City
Nicomedia (Pontus).....	2 HI
Abydos (Ionia).....	1 HI; 1 Galley Squadron
Celenae (Ionia).....	1 HI
Sardis (Ionia).....	1 LI; Sardis is a Town
Iconium (Galatia).....	1 LI
Salamis (Cyprus).....	1 Galley Squadron ^[a]
Sidon (Syria).....	1 Galley Squadron ^[a]

Garrisons: Emporiae (Hispania), Massilia (Gaul), Venusia (Italia), Paestum and Brundisum (Bruttium), Cyzicus (Ionia), Ancyra (Galatia), Tyre (Syria), Lesbos/Chios (The Aegean).

Special Instructions (Standard Game Only): If players have chosen a game in which Events are used (3.8 and 16.0), the game begins with Greece having drawn the Event marker (or one of the two if using both) and rolled the Soldier of Fortune Event. Remove the Event marker (or one of the two Event markers) from the Activation Pool for this Game-Turn only. The Soldier of Fortune is set up as stated below. See 12.4 for details on what the Soldier of Fortune and his Army may and may not do.

Special Instructions (Advanced Game Only): Greece begins the game having drawn the SOLDIER OF FORTUNE card (17.2) before play starts. Remove the SOLDIER OF FORTUNE card from the Events Deck and set up the Soldier of Fortune Units as stated below. See 12.4 for details on what the Soldier of Fortune and his Army may and may not do.

Corcyra (Attica): 1 Greek Galley Squadron, plus the following Soldier of Fortune Units: 3-4 Leader; 4 HI, 2 LI, 1 Cav, 1 EL.

DESIGN NOTE: The SoF leader represents Pyrrhus, King of Epirus, who made life difficult for the Romans in Italy and for the Carthaginians in Sicily. The Greek player may, of course, send him wherever he wishes.

Treasury: 15T

Stability Level: +1

Initial Control: The Greek player Controls the following:

- **Territories:** Greece (1T)
- **Home Provinces:** All five: Attica, Thrace, Macedonia, Peloponnesus, The Aegean Islands (5T total)
- **Other Provinces:** Bruttium, Pontus, Galatia, Ionia (5T total)
- **Cities:** Athens, Tarentum (6T total)
- **Towns:** Pella, Corinth, Sardis (3T total)

^[a]These galleys—plus the small Garrison in Tyre—are what is left of the Asian Fleet of the Greek-based diadochi.

THE EAST

DESIGN NOTE: For play purposes we have combined two “kingdoms”—the Seleucids (Syria) and the Ptolemids (Egypt)—into one. Historically, they rarely cooperated to any extent. However, if played separately, neither stands a chance of winning the game.

Antioch (Syria).....	1 HI; Antioch is a Town
Damascus (Syria).....	1 LI
Alexandria (Egypt).....	3 HI, 1 LI; 2 Galley Squadrons ^[a] ; a 2-5 Leader ^[b] ; Alexandria is a City
Pelusium (Egypt).....	1 LI; 1 Galley Squadron
Memphis (Egypt).....	3 LI
Jerusalem (Judea).....	Jerusalem is a Town

Treasury: 6T

Stability Level: +4

Reinforcements: When The East player plays his first AM (i.e., the second AM of the game, after Greece’s opening AM), he may place the Seleucid Army—6 HI, 2 LI, 1 Cav, 3 EL and a 2-6 Leader^[c]—in Edessa, Palmyra, or Damascus. They are now available to be moved using Major or Minor Moves. As soon as the 2-6 Leader is moved using a Major or Minor Move, place 5T in The East’s Treasury. If all three deployment Spaces are enemy-occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be moved using a Major Move immediately, expend 1 MP, and attack the occupants of that Space.

Initial Control: The East player Controls the following:

- **Territories:** The East (1T)
- **Home Provinces:** All five: Egypt, Syria, Judea, Cyprus, Cyrenaica (7T total)
- **Other Provinces:** None
- **Cities:** Alexandria (3T)
- **Towns:** Jerusalem, Antioch (2T total)

Note: The Greek Squadrons in Salamis and Sidon do not deny Control of Cyprus or Syria, nor does the Greek Garrison in Tyre.

^[a] Ptolemy's Fleet was still rebuilding from the major defeat suffered at the hands of Demetrius at Salamis (306 BC).

^[b] Ptolemy I, Macedonian Pharaoh of Egypt

^[d] Seleucus, the johnny-come-lately victor at Ipsus, moving west to claim his portion of the land-grab spoils.

Babylon Booty Call

Each Turn, after The East collects income, The East player must roll one die (1d6) on the Babylon Booty Call Table to see what events to the east—in Persia and beyond—have on The East player. Some die-rolls represent peace and prosperity, some represent hard times, corruption and, occasionally, yet another outbreak of warfare between the Seleucids and the Ptolemaic Egyptians. Whatever the result, it is applied immediately.

Each time the Babylon Booty Call die-roll result does not result in the outbreak of the Successor Wars, The East player adds one (+1) to the die-roll the next time he rolls on the Babylon Booty Call Table. For example, if neither the Game-Turn II or the Game-Turn III die-rolls result in the Successor Wars Event, The East player would modify the Game-Turn IV roll by +2. Eventually, of course, the Successor Wars will happen, and possibly several times over the course of an entire game.

Babylon Booty Call Table (Standard Game Only)

DR	Result
1	Add 6T to Treasury; Successor Wars disrupt operations. Remove one East AM from the AM Pool (The East player gets one less Activation this Game-Turn).
2	Add 4T to Treasury.
3	Add 2T to Treasury.
4	Subtract 2T from Treasury.
5	Subtract 4T from Treasury.
6	Successor Wars disrupt operations. Remove one East AM from the AM Pool (The East player gets one less Activation this Game-Turn).



Babylon Booty Call Table (Advanced Game Only)

DR	Result
1	Add 5T to Treasury; outbreak of Successor Wars in the east.*
2	Add 3T to Treasury.
3	Add 1T to Treasury.
4	Subtract 2T from Treasury.
5	Subtract 4T from Treasury.
6	Outbreak of Successor Wars in the east.*

* Conducted as follows:

1. The East gets only three Activation Markers (instead of the usual four) for the upcoming Operations Phase.
2. The Greek player (yes, the *Greek* player) must immediately—even though this is not the Operations Phase—conduct a Major Move with the stack (which may include Galley Squadrons) commanded by any one Leader in The East (remember, the Leaders aren't removed until Phase C), attacking the Army belonging to the other Leader in The East, if the latter is within movement range (after rolling the die for MP). If it turns out such Army is not, the campaign must be against any other Army or Garrison that is at least 3 Land Connections distant, but within movement range (after rolling the die for MP). If none of these conditions can be met, The East player lowers his Stability level by 2 instead.
3. If the two leaders for The East are in the same Space when this occurs, things get especially exciting. Choose a leader and roll a die for each Unit; on a 1-3, that Unit is under the command of that leader; on a 4-6, the other. Do this for each Unit until no more remain in the Army. The Greek player now takes command of one of the Armies (his choice), rolls the die for a Major Move, and proceeds to attack the other, which is commanded by the player for The East.
4. In all Battles fought during this Event, no Army may Withdraw at any point, and no Army may voluntarily Retreat after combat until it contains fewer than half as many Battle Points as the other.
5. If Greece and The East are allied when a Successor War in the east occurs, one of the other players takes control of the attacking Army for this Event.

Scenario VI

(Advanced Game Only)

Mare Nostrum—*The Ultra-Historical Scenario*

For players who want even greater historical detail, this scenario does it all. The major change is the separation of The East into two separate Powers—the Seleucids and the Ptolemaids (Egypt). The Seleucids are a player Power, played by whoever would have taken The East in Scenario V. Egypt is an Independent Power governed by the rules below. The less major change is that a set of restrictions and special rules governs the play of Soldier of

Fortune Army Controlled by the Greek player at the beginning of the scenario.

PLAY NOTE: The Seleucid player uses the counters for The East; Egypt has its own counters, used for this scenario and scenario X.

Scenario Setup: Follow all setup instructions for Scenario V (Pax Romana—The Rise of Rome) as far as the end of the setup instructions for Greece. Then follow the instructions below.

Players: Rome, Greece, Carthage, The East.

Start and End: The scenario starts with Phase F.3 (Activation Phase, Operations Segment) of Turn I (300-275 BC). It concludes at the end of the Victory Phase of Turn X (75-50 BC), or at the end of the Victory Phase of the Game-Turn designated by the players before the game begins (3.8), or whenever a player achieves an Automatic Victory (see “How to Win”).

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn’t pay again).

Activation Markers: Rome (4), Carthage (4), Greece (4), The East (4)

How to Win: At the end of any Game-Turn, if one player has 80 or more VP, he achieves an Automatic Victory. Failing that, at the end of the last selected Game-Turn, the player with the most VP wins.

Events: This scenario does not use Event markers, remove them from play.

Event Cards: All Cards are in play. Remember to remove the SOLDIER OF FORTUNE card to the discard pile. Shuffle the remaining cards (The Deck) and place them face down.

Opportunity Objectives: All Opportunity Objectives are in play.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces (“?”), “?” side up, until all Tribal Spaces are covered.

Map Restrictions: None.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Greece, The East, Carthage, Rome.

Greece is considered to have played the SOLDIER OF FORTUNE card before the game begins. This means that the Greek player begins with the SoF rules in play (12.4), and that the Greek player must use the Major Move of its first Activation to move the Soldier of Fortune Army. The Soldier of Fortune Army Controlled by Greece at the beginning of the game (representing Pyrrhus of Epirus) is confined to the Territories of Rome, The Sicilies, Germania, The Danube, and Gaul.

Changes to Home Territories: (1) Home Territory for The East consists of Syria, Judea, and Cyprus; (2) Home Territory for Egypt consists of Egypt and Cyraenica.

DESIGN NOTE: This scenario places The East player in a far more difficult position than does Scenario V. He has significantly fewer resources to work with and a substantially more precarious geographical situation to monitor. It’s for this reason, in fact (along with historical events), that we have placed restrictions on the use of Greece’s initial Soldier of Fortune Army; without these restrictions, the Greeks might very well consider sending the Soldier of Fortune Army eastwards to knock out The East before Seleucus even enters the game. On the other hand, The East has more options available to him, and splitting the Seleucids and the Ptoleuids unquestionably makes the scenario historically satisfying.

PTOLEMAIC EGYPT (INDEPENDENT)

Alexandria (Egypt)..... 3 HI, 2 LI, 1 Cav, 1 EL; 2 Galley Squadrons ^[a]; a 2-5 Leader ^[b]; Alexandria is a City
 Pelusium (Egypt) 2 LI; 1 Galley Squadron
 Memphis (Egypt) 3 LI; a 1-4 Leader.

^[a] Ptolemy’s Fleet was still rebuilding from the major defeat suffered at the hands of Demetrius at Salamis (306 BC).

^[b] Ptolemy I, Macedonian Pharaoh of Egypt

THE EAST

Antioch (Syria)..... 1 HI; 1 LI; a 1-4 Leader; Antioch is a City
 Damascus (Syria) 1 LI
 Jerusalem (Judea)..... 1 LI; Jerusalem is a Town

Treasury: 6T

Stability Level: +4

Reinforcements: When The East player plays his first AM (i.e., the second AM of the game, after Greece’s opening AM), he may place the Seleucid Army—6 HI, 4 LI, 2 Cav, 3 EL, and a 2-6 Leader ^[a]—in Edessa, Palmyra, or Damascus. They are now available to be moved using Major or Minor Moves. As soon as the 2-6 Leader is moved using a Major or Minor Move, place 10T in The East’s Treasury. If all three deployment Spaces are enemy-occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be moved using a Major Move immediately, expend 1 MP, and attack the occupants of that Space.

Initial Control: The East player Controls the following:

- Territories: The East (1T) ^[b]
- Home Provinces: All three: Syria (2T) ^[c], Judea, Cyprus (4T total)
- Other Provinces: None
- Cities: Antioch (3T)
- Towns: Jerusalem (1T)

Note: The Greek squadrons in Salamis and Sidon do not deny Control of Cyprus or Syria.

^[a] Seleucus, the johnny-come-lately victor at Ipsus, moving west to claim his portion of the land-grab spoils.

^[b] The East Territory consists of Syria, Cyprus, and Judea for this scenario.

^[c] Syria has an income of 2T for this scenario.

Babylon Booty Call

Each Turn, after The East collects Income, The East player must roll one die (1d6) on the Babylon Booty Call Table to see what events to the east—in Persia and beyond—have on The East player. Some die-rolls represent peace and prosperity, some represent hard times, corruption and, occasionally, yet another outbreak of warfare between the Seleucids and the Ptolemaic Egyptians. Whatever the result, it is applied immediately.

Babylon Booty Call Table (Advanced Game Only)

DR	Result
1	Add 7T to Treasury; Successor Wars erupt. †
2	Add 4T to Treasury.
3	Add 2T to Treasury.
4	Add 2T to Treasury; Successor Wars erupt. †
5	Subtract 2T from Treasury.
6	Subtract 4T from Treasury.

† See following “Controlling the Ptolemaic Egyptians” section for instructions about Successor Wars erupting.

Controlling the Ptolemaic Egyptians

The Ptolemaic Egyptians take an active part in the game in three ways: through play of the SUCCESSOR WARS ROLL ON card (see below), as a result of a die-roll of “1” or “4” on the Babylon Booty Call Table (see above), and as a result of a player entering (i.e., invading) Egypt or Cyraenica. The following rules cover who actually controls the Ptolemaic forces and what that player may or may not do with them. That player is called the Ptolemaic player.

1. When non-Ptolemaic Units enter Ptolemaic Provinces (Egypt or Cyraenica) for the first time during a Game-Turn, and the Egyptians are not already active, two Egypt AMs are immediately placed in the AM Pool. When one of these AMs is drawn, the Ptolemaic Units are controlled by the player with the most Victory Points, unless that player is the one entering the Ptolemaic Provinces or currently allied with that player. In such case, the player with the next highest Victory Points that is not entering the Ptolemaic Provinces or currently allies with that player has control, and so on until a player is chosen to control the Ptolemies. The Egypt AMs remain part of the AM Pool until all non-Egyptian Units have left the Ptolemaic Provinces, although the Ptolemaic player might change from turn to turn if the Victory Point situation changes.

2. When the SUCCESSOR WARS ROLL ON card is played, the player who played the card takes control of the Egyptian forces and chooses either Option A or B from card description below (see following section, “Change to SUCCESSOR WARS ROLL ON Event Card”).

3. When the Successor Wars result from a die-roll on the Babylon Booty Call Table, the player with the first AM in the upcoming Activation Phase becomes the Ptolemaic player, unless that Power is either The East player or allied with The East player (if either is true, control of the Ptolemaic forces passes to the player with the second AM, and so on). That player must immediately follow the instructions in Option B of the card description below (see “Change to SUCCESSOR WARS ROLL ON Event Card”).

4. If the Ptolemaic Egyptians are active for any reason, the Ptolemaic player rolls 1d6; the result is the number of additional BP of Units placed in the Ptolemaic Provinces (wherever the Ptolemaic player wishes). Should the conditions for activation persist (presence of non-Egyptian Armies in Egypt or Cyraenica) across multiple Game-Turns, the Ptolemaic player receives 8T to spend on Ptolemaic Units (all 8T must be spent recruiting) at the end of the Game-Turn and the two AMs are placed in the AM Pool to begin the next Game-Turn.

5. Guidelines for the Ptolemaic player include the following:

- The Ptolemaic player must always defend Egypt Province at all costs.
- At no time will the Ptolemaic Egyptians allow Alexandria to be defended by fewer than 3 BP of Land Combat Units (in addition to the City itself).
- The Ptolemaic Units must attempt to retain Control over both Home Provinces at all times.
- The Ptolemaic player must not attack if the defending enemy Army has a BP total greater than two higher than the Ptolemaic Army doing the attacking.
- The Ptolemaic Units are free to leave Egypt or Cyraenica in order to conduct Military Expansion Operations, including those specified in Option B of the SUCCESSOR WARS ROLL ON card description below, but their first priority is defense.

6. The instant there are no non-Egyptian Units in Egypt or Cyraenica or after finishing a SUCCESSOR WARS ROLL ON Event or Successor Wars roll on the Babylon Booty Call Table, the Ptolemaic Army and leader is replenished to its original strength (according to the setup instructions above); if it is currently higher than its original strength, it retains the extra Units. It is redeployed by the Ptolemaic player so that Alexandria has at least half of the total Land Combat Unit BP and the rest of Egypt at least half of the remainder. This does not count as movement; they’re just picked up and placed in their new deployment Spaces.

7. Ptolemaic Egypt is considered conquered when all Ptolemaic Land Units are eliminated *and* when the Alexandria Space and the Provinces of Egypt and Cyraenica are Controlled by another Power. At that instant, Option B on the SUCCESSOR WARS ROLL ON card no longer exists, the Successor Wars result on the Babylon Booty Call Table no longer applies, and all Egyptian Units (including Galley Squadrons) are removed from the game permanently.

8. It is entirely possible for a SUCCESSOR WARS ROLL ON card or Babylon Booty Call Table result to occur while a player is controlling Ptolemaic Egypt because they have been invaded, in which case they remain in Control.

Change to SUCCESSOR WARS ROLL ON Event Card: When the SUCCESSOR WARS ROLL ON card is drawn, use the following instructions in place of those in 17.2.

SUCCESSOR WARS ROLL ON (1): Little, it appears, kept the descendants of the “Successors” of Alexander the Great from continuing their efforts to be rulers of the Hellenistic World. The player who draws this card must do either of the following (not both):

- **Option A: Greeks Against Greeks.** The player who plays this card must immediately (before proceeding to his Operations Segment) conduct a Major Move with any one Army (but not Fleet) of Greek Units that are in Greece, or start within 3 Land or Naval Connections of Greece (if in play, the Soldier of Fortune Army may not be used). The Army must (move to and) stay within Greece; it cannot go elsewhere. Other than that, it may do anything a normal moving Army would, including (and especially) attacking other Greek Units, Armies, Cities, and Towns. It may pick up Units as it moves, but not those in Cities or Towns. However, it may attack Units in Cities or Towns in order to destroy the location (but it may not engage in Sack and Plunder). Militia may not be recruited from Battles resulting from this card being played. If the Greek player chooses Option A (which probably means that Option B no longer exists because the Egyptians have been eliminated), he does none of the above, but instead reduces his Stability two levels (–2).
- **Option B: Ptoleuids Against Seleucids.** Prior to his own Operations Segment, the player must conduct a Major Move with any one Egyptian Army. The Army must attempt to attack an Army of The East (i.e., a Seleucid Army) and/or destroy Cities/Towns Controlled by The East. It will head for the nearest Seleucid Army or City/Town that it can legally attack (per the fourth bullet in #5 “Controlling the Ptolemaic Egyptians” above), and will attempt to take Seleucid Cities or Towns even if the latter are occupied as a result of Slave Revolts. See #6 in “Controlling the Ptolemaic Egyptians” for what happens at the end of this Operation. Note that Option B may not be chosen if Ptolemaic Egypt has been conquered (see #7 “Controlling the Ptolemaic Egyptians” above).

This card must be played when drawn.

Optional Rules for the Ultra-Historical Scenario

The following optional rules are designed to help with play balance and to satisfy the desire for greater historical detail that several playtesters (and other people with an interest in the game) expressed. All of them have a strong historical basis, and each of them have the potential to affect the game significantly. In playtesting, all of them proved useful and simple to implement, but we won’t pretend that they received as much playtesting as the rest of the game. Use them if you wish, and especially if you see that one Power needs to be cut down to size in order to keep the game fun for the others, but beware that they could have unexpected effects.

A. The Quarreling Greeks (Optional Rule)

DESIGN NOTE: When it comes right down to it, only Rome and Carthage were in any sense unified during the years represented by this game. This scenario splits The East into its two historical enemies, so for the purpose of balance it seems only logical to represent Greece as the fragmented region it was as well. However, Greece doesn’t split nearly as easily into separate Powers as does The East; the region consisted of several separate city-states and kingdoms and numerous alliances. To reflect the quarreling, lack of cooperation, and sometimes outright war among the Greek powers throughout the period covered by this game, we’ve included the following simple optional rule.

At the end of the Income Phase, after adding his income to his Treasury, the Greek player rolls one die (1d6). The result is the number of Talents deducted from the Greek Treasury.

B. The Carthaginian Council (Optional Rule)

Keep track of the net number of Stability Points gained by the Carthaginian player each Game-Turn (i.e., the number at the start of the turn subtracted from the number at the end of the turn). At the end of the Income Phase, after adding his income to his Treasury, the Carthaginian player rolls one die (1d6) for every Stability Point gained. For each roll of 1 or 6, he loses 1T from his Treasury.

DESIGN NOTE: Carthage was primarily a trading power, not a military power. Although the Romans interpreted their presence in Sicily as a military threat to the Italian mainland, most sources agree that there was virtually no chance that Carthage had any interest in war with Rome. And even when the wars occurred, the Carthaginian Council seemed reluctant to reward military expansion, although historians disagree as to why. The preceding optional rule reflects Carthage’s rather strange stance.

C. Civil War, Type 2 (Optional Rule)

The instant a Power gains Control of four or more Territories at one time (this includes his Home Territory), its success has placed it in danger of Civil War. Immediately, and then afterwards upon drawing his first AM each Game-Turn, the player Controlling that Power rolls two dice (2d6). He adds the number of Territories he Controls to the roll. If the result is 12 or lower, the game proceeds normally. If the result is higher than 12, Civil War has broken out and the player immediately:

- Subtracts two (–2) from his Stability Level.
- Rolls 1d6 for the allegiance of each Space occupied by the Power, including Galley Squadrons. If the result is odd, he removes at least half of the Land Units and half the Galley Squadrons, rounded up in both cases. For any Space that is made vacant by such a removal, he places a Garrison Unit therein. If the die-roll result is even, there is no effect on that Space.
- Removes all leaders he has; replace with only one, newly drawn leader, who starts in his Capital Space (either Capital Space if the Power has two).

DESIGN NOTE: The Event cards provide the possibility of Civil War occurring to a thoroughly destabilized power. However, as the Romans so convincingly demonstrated in the 1st Century BC, having too much success could also lead to Civil War. The preceding rule reflects this possibility.

Scenario VII

(Standard or Advanced Game)

The Early Going—*Pax Romana First-Turn Scenario*

This scenario gives you an Advanced Pax Romana scenario consisting of only one Game-Turn of six (rather than four) Activation Markers. The scenario is playable in roughly two hours (experienced players will finish it in 90 minutes or so), and gives you an excellent look at the nature of the four-player game.

PLAY NOTE: This scenario originated from a desire by play-testers to play a four-player game of Pax Romana in about two hours. It has an even earlier genesis, however—the comments by several testers stating that each Game-Turn of Pax Romana is almost like a new game. This scenario is simply the first turn of Scenario V or VI, albeit with some extra Activation markers to keep things rolling a little longer than usual.

Scenario Setup: Follow all setup instructions for Scenario V or VI (your choice), except for the changes shown in Special Rule #1 (below).

Players: Rome, Greece, Carthage, The East.

Start and End: The scenario starts with Phase F.3 (Activation Phase, Operations Segment) of Turn I (300-275 BC). It concludes at the end of the Victory Phase of the same Game-Turn.

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: Rome (4), Carthage (4), Greece (4), The East (4). See Overtime rule below.

How to Win: At the end of the Game-Turn, the player with the most VP wins.

Events (Standard Game Only): The Events in 16.0 are used in this scenario, along with both Event markers (however, if the “Soldier of Fortune” Event is rolled, treat it as No Event). Place both Event markers in the AM pool at the start of the game.

Event Cards (Advanced Game Only): All Event cards are in play, except for CONQUEROR (#13) and SOLDIER OF FORTUNE (#45). Shuffle the remaining cards (the Event Deck) and place them face down.

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces (“?”), “?” side up, until all Tribal Spaces are covered.

Map Restrictions: None.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Greece, The East, Carthage, Rome.

Setup Changes: The following changes from Scenario V are in effect for the setup of this scenario:

- Greece does not get the Soldier of Fortune Army at the start of the game. Nor does it come into the game at any time.
- Rome Controls Tarentum, which bears a Town marker and a single LG Unit.
- The Greek LI and Cav Units placed at Tarentum in Scenario V are now in Brundisium, along with a Greek HI Unit.

Overtime

After playing through the AMs listed in the initial play order and the three remaining AMs for each player in the AM Pool (plus the Event markers if playing the Standard Game), place two AMs for each player (plus one Event marker if playing the Standard Game) back into the AM Pool. Before restarting play, however, replace each player's worst on-map leader with his best Elite leader in the Leader Pool, then have each player roll the die, adding 6 to the result. The total is the number of Talents each player receives immediately, with which to conduct a Manpower Phase (he may spend as many or as few as he wishes at this time), and with which he pays for his two remaining AMs. After completing the Manpower Phase, draw the next AM.

Walk Like an Egyptian

If playing the one-turn version of Scenario VI, use all the rules for the Ptolemaic Egyptians.

Scenario VIII

(Standard Game)

Magna Graecia—*The Western Greek's Last Stand*

By Dan Fournie

This scenario allows three gamers to play out the final stages of the Western Greeks struggles with their traditional foe, Carthage, and the rising power of Rome. From about 800-600 BC, the Greeks had colonized a large swath of territory from Italy to Hispania and from Sicily to Gaul. The densely settled area of southern Italy and eastern Sicily became known as Magna Graecia (Greater Greece). The leading cities of Magna Graecia were Syracuse and Tarentum. Unfortunately for the Greeks, Syracuse and Tarentum, along with most of the other western cities, rarely cooperated and most often fought against each other. Meanwhile, Carthage unified the Phoenician colonies of Africa, Iberia, Sardinia and western Sicily into an empire. The Greeks and Carthaginians then waged an inconclusive struggle for domination of the western Mediterranean beginning around 550 BC. Starting around 330 BC, Rome launched a series of campaigns that eventually drove the Greeks from Italy, while Carthage overran most of Greek Sicily. But before Magna Graecia was squeezed into submission, two great Greek generals arose to stem the tide.

Players: Greece, Carthage, and Rome

Start and End: The scenario begins with the Operations Segment (Phase E3) of Game-Turn 1 and lasts for one (extended) turn, through the Victory Phase of the same Turn. The time period represented is 315-270 BC.

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: At start Carthage (3), Rome (3), Greece (2, + 1 for The East); additional Carthage (4), Rome (4), Greece (4). See Extra Time rule below.

How to Win: Victory is assessed at the end of Game-Turn I. There are two levels of victory for each player, Historical and Legendary. While it's possible for any two players to win Historical Victories, only one may win a Legendary Victory. If no one achieves a Historical Victory, the game is a draw:

Carthage:

Historical Victory (all of the following):

- Control both the Territories of Carthage and The Sicilies.
- Control the Province of East Sicily.

Legendary Victory (all of the following):

- Control both the Territories of Carthage and The Sicilies.
- Control the Province of East Sicily.
- Control either the Space of Tarentum or Rome.

Rome:

Historical Victory: Control the Territory of Rome and the Province of Bruttium.

Legendary Victory (all of the following):

- Control the Territory of Rome.
- Control the Province of Bruttium.
- Control either the Provinces of East Sicily and West Sicily or the Provinces of Sardinia and Corsica.

Greece:

Historical Victory (any one of the following):

- Control the Territory of Magna Graecia and the Province of West Sicily.
- Control the Provinces of East Sicily and West Sicily, and capture the Space of Carthago or Rome.
- Control the Province of Bruttium and capture the Space of Carthago or Rome.

Legendary Victory (All of the following):

- Control the Territory of Magna Graecia.
- Control the Province of West Sicily.
- Capture the Space of Carthago or Rome.

Events: The Events below are used in this scenario, along with one Event marker.

Event Cards: None.

Opportunity Objectives: Opportunity Objectives are not in play for this scenario.

Tribal Units: Place the Tribal Counters numbered 4 and below in a cup. Twelve Tribal Counters are drawn blindly and placed, one each, placed, one each, in the Initial Tribal Spaces ('?'), "'?' side up, until all Tribal Spaces are covered. the following spaces (not marked as Initial Tribal Spaces):

Gauls (5): Taurinorum, Mediolanum, Placentia, Aquileia, Albintimilitum (Cisaplina)

Samnites (3): Barium, Venusia (Italia); Paestum (Bruttium)

Numidians (3): Cirta, Thevesa, Lambaesis (Numidia)

Sards (1): Tharros (Sardinia)

Map Restrictions: Only the three (original) Territories of Rome, the Sicilies, and Carthage (minus Mauretania), and the connecting Naval/Deep Sea Transit Points, are in play (the center of the map). In addition, Arsinol in Cyrenaica is in play only as a launching pad for Ophellas' Army. Corcyra in Attica is in play only as a launching pad for Pyrrhus' Army. After the named leader and his Army leave the Space, the Space in question is out of play; except that both Arsinol and Corcyra can be used by the Greek player as sources for LOC. The named leader must be Activated for a Major Move and move with his entire Army to leave the launching pad Space.

Leaders: All leaders are selected as per the initial deployment.

Initial Play Order: Greece, Carthage, Rome

GREECE

Syracuse (East Sicily) 3 HI, 2 LI, 1 Cav; 1 Galley Squadron; Agathocles (2-6); Syracuse is a City, one of two Greek capitols

Messana (East Sicily)..... 1 LI; Messana is a Town

Agrigentum (West Sicily) 1 LI, 1 Cav; Agrigentum is a Town

Tarentum (Bruttium) 1 HI, 1 LI, 1 Cav; 1 Galley Squadron; Philocharis (1-4); Tarentum is a City, one of two Greek capitols

Rhegium (Bruttium)..... 1 HI, 1 Cav; Rhegium is a Town

Croton (Bruttium) 1 LI

Brindisium (Bruttium) 1 LI

Arsinol (Cyrenaica)*..... 2 HI, 1 LI, 1 Cav; 1 Galley Squadron; Ophellas (1-5)

* Ophellas' Army may not be used until 'The East' AM is drawn. After that it may be used normally (the Greek player is not required to move this Army when 'The East' AM is drawn, it just becomes available).

Garrisons: None

Treasury: 7T

Stability Level: N/A

Initial Control: The Greek player Controls the following:

- **Territories:** Magna Graecia
- **Home Provinces:** Bruttium and East Sicily
- **Other Provinces:** None
- **Cities:** Syracuse, Tarentum
- **Towns:** Agrigentum, Messana, Rhegium

CARTHAGE

Carthago (Africa)..... 1 Sacred Band HI, 1 Merc HI, 3 LI, 1 Cav; 2 Galley Squadrons; Bomilcar (1-3); Carthago is a City and Capital
 Utica (Africa)..... 1 LI; Utica is a Town
 Thapsus (Africa) 1 LI, 1 Cav
 Hippo Regius (Numidia)..... 2 LI, 1 Cav
 Caralis (Sardinia) 1 LI; Caralis is a Town
 Lilybaeum (West Sicily) 1 Merc HI, 3 LI, 1 Cav; 1 Galley Squadron; Hamilcar Gisgo (1-5); Lilybaeum is a Town
 Panormus (West Sicily)..... 2 LI, 1 Cav

Garrisons: Aleria (Corsica), Olbia (Sardinia)

Treasury: 10T

Stability Level: N/A

Initial Control: The Carthaginian player Controls the following:

- **Territories:** None
- **Home Provinces:** Africa and Libya
- **Other Provinces:** Sardinia, Corsica, West Sicily
- **Cities:** Carthago
- **Towns:** Utica, Lilybaeum, Caralis

ROME

Rome (Italia) 3 LG; Fabius R. (2-4 leader); Rome is a City and Capital
 Parma (Cisalpina)..... 2 LG; Decius Mus (1-5 leader); Parma is a Town
 Neopolis (Italia) Neopolis is a Town
 Arretium (Italia)..... Arretium is a Town

Garrisons: None

Treasury: 12T

Stability Level: N/A

Initial Control: The Roman player Controls the following:

- **Territories:** None
- **Home Provinces:** Italia
- **Other Provinces:** None
- **Cities:** Rome
- **Towns:** Capua, Neapolis, Arretium, Parma

No Income Phase

For this reason the Talent value of initially Controlled Provinces, etc. has not been included in the setup.

Changes to Territories and Manpower

The Province of Bruttium is removed from the Territory of Rome and East Sicily is removed from Territory of The Sicilies to form a new Territory of Magna Graecia, the Home Territory for the Greek player. Syracuse (East Sicily) and Tarentum (Bruttium) are both Greek Capitals. *See chart below.*

Extra Time

After playing through the three Activation markers per player listed in the Activation Markers section:

- a) Place four AMs for each player and one Event marker back into the AM Pool.
- b) Remove all remaining leaders and place new leaders and units as follows:

Greece

Hiketas (1-3) in Syracuse (or with any Greek Unit if Syracuse has fallen)

Pyrrhus* (3-5E) in Corcyra (Attica) with 4HI, 2 LI, 1 Cav, 1 EL; 1 Galley Squadron (Greek, not SoF units)

* In this scenario Pyrrhus is a regular Greek leader, *not* a Soldier of Fortune. None of the rules of 12.4 apply to him or his units.

Changes to Territories and Manpower		
<i>Territory</i>	<i>Provinces</i>	<i>Units Available</i>
Carthage Capital: Carthago	Africa [Eleph]* Libya Numidia	Sacred Band HI [2T]—Carthage player only. Light Infantry [1T] Cavalry [2T] Elephants [1T] in Africa only
Rome Capital: Rome	Italia Cisalpina	Legions [2T]—Legions available to Roman player only. Heavy Infantry [2T]—available to non-Roman players recruiting in Roman Home Provinces. Not available to Roman player.
Magna Graecia Capitals: Syracuse and Tarentum	Bruttium East Sicily	Heavy Infantry [2T] Cavalry [2T]
The Sicilies	West Sicily Sardinia Corsica Melita*	Light Infantry [1T]

* No recruitment possible from Melita

Carthage

Himilco (2-4) in Carthago (or with any Carthaginian Unit if Carthago has fallen)

Mago (1-5) with any Carthaginian Unit

Rome

Select leaders as usual (Decius and Fabius are not available).

- c) All players roll a die. The Roman and Carthaginian players add 6 to the result; the Greek player adds 3 to the result. The total is the number of Talents each player receives immediately, with which to conduct a Manpower Phase (he may spend as many or as few as he wishes at this time), and with which he pays for his four remaining AMs.
- d) Draw the next AM and continue play.

The Sacred Band

The HI Unit that starts in Carthago is the Sacred Band, an elite Heavy Infantry Unit composed of Carthaginian citizens. This HI Unit has 4 BP instead of the usual 3 BP and 2 BP when Reduced. If destroyed or Reduced, it may be raised for 2T or rebuilt for 1T. The Sacred Band may never move outside the Carthage Territory.

Libyan Rebellion

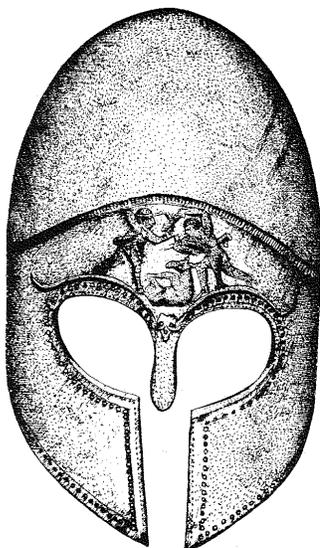
A Libyan rebellion will be triggered the first time Carthage loses a Battle, or Withdraws from battle, in the Africa or Libya Provinces. The Greek/Roman victor rolls one die, and adds that number of BI to his Army, plus one Barbarian Cav Unit. These units may only move/attack when stacked with Greek/Roman Units. The Libyan BI may be used to satisfy any losses.

Stability Levels

In this scenario, Stability Levels are not tracked, and have no effects. Due to this, players will not be able to raise Militia.

Event Markers

Use one Event marker at start, and again in the second pool. Upon drawing the Event marker trigger an Event, there are only two Events, one per AM Pool, no dice are rolled.



First Event: Coalition Army

This represents all the nations of Italy putting aside their petty differences to resist Rome. The brilliant Samnite general, Gellius Egnatius, rallied a huge coalition army of Gauls, Samnites, Etruscans, and Umbrians in 296 BC. This is simulated as follows: When the Event marker is drawn, the Greek player puts the following Army in play:

- 10 BI, 2 Barbarian Cav; Egnatius (2-5).
- The number of BI in the Army is reduced by 2 BI for every Tribal Counter completely eliminated (including any resultant TI placed if the Tribal Counter is not eliminated in one Battle). Once 3 Tribal Counters are completely eliminated (see above), reduce the number of Barbarian Cav by 1. If all 5 Tribal Counters are completely eliminated (see above) Egnatius and the Coalition Army do not enter play.
- Place in any Tribal occupied Space in Cisalpina.
- The Greek player may immediately employ the Coalition Army with a Major Move; but No Minor Moves at no cost in Talents.
- The Coalition Army remains available for operations by either the Greek or Carthaginian player, either by a Major Move (for multiple Units), or by a Minor Move (for a single Unit) for the remainder of the game.
- The Coalition Army may only attack Roman Units, Town, or Cities.
- The Coalition Army is Controlled as a normal Greek/Carthage Army, except that the Coalition Army does not Control Spaces for Greece or Carthage. Neither Greece nor Carthage may bid for Siege Expertise with the Coalition Army.
- The Greek or Carthaginian player may not conduct Recruitment Operations for this Army, nor stack Greek/Carthage units with the Coalition Army.
- Special Movement: The Coalition Army may freely move through/stack with Tribal Infantry or Tribal Counters in Cisalpina, Italia, and Bruttium (their tribal allies). However, if the Coalition Army is attacked while stacked with Tribal Infantry or Tribal Counters, the Tribal Infantry or Tribal Counters are removed and only the Coalition Army defends.

Second Event: Mamertines

During this unsettled period, Campanian soldiers in the service of both Syracuse and Rome mutinied and established bandit kingdoms in Messana and Rhegium. To simulate these events:

- When the Event marker is drawn, the Carthaginian player places the Mamertine HI Unit in any Greek or Roman occupied Space in Bruttium, East Sicily, or West Sicily; except for Syracuse and Tarentum.
- Any Greek or Roman units in the selected Space are transferred to the nearest friendly City or Town.
- Any City or Town in the selected Space is captured and becomes Independent.
- No one controls or moves the Mamertines; they will not Withdraw or Retreat. Their sole fate is elimination (as per 12.5.2).

Scenario IX

(Standard or Advanced Game)

Diadochi—*The Hellenistic Kingdoms at War*

By Dan Fournie

This scenario allows three gamers to play out the long struggle between the Antigonids, Seleucids, and Ptolemies for dominance in the eastern Mediterranean. Who will reunite the empire of Alexander the Great?

PLAY NOTE: The Ptolemaic Egyptian player uses the counters for Carthage; the Seleucid player uses the counters for The East.

Players: Greece (Antigonids), The East (Seleucids), and Egypt (Ptolemies)

Start and End: The scenario begins with the Operations Segment (Phase F.3) of Game-Turn 1 (300-275 BC) and lasts until the end of Game-Turn VI (175-150 BC). The game can be extended longer (VII-X turns) if all players desire. (The Hellenistic powers continued with their petty wars, long after Rome had established itself as the only superpower.)

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Greece is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: Greece (4), The East (4), Egypt (4), Rome (1—beginning on Game-Turn III)

How to Win: At the end of any Game-Turn, if one player has 40 or more VP, he achieves an Automatic Victory. Failing that, at the end of the last selected Game-Turn, the player with the most VP wins.

Events (Standard Game Only): Zero to two Event markers are used in this scenario, along with the events in 16.0, depending on the option chosen by the players (3.8.1). Using events is recommended.

Event Cards (Advanced Game Only): All Cards are in play.

Opportunity Objectives: Disregard the Opportunity Objectives (OOs) from 15.4.9. New OOs are listed in the table below.

Tribal Units: Place the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces in the Territory of The Danube, “?” side up, until all Tribal Spaces in the Territory of The Danube are covered. (That means some counters will not be drawn.)

Map Restrictions: Only the eastern half of the map is in play: the Territories of Asia Minor, The (original) East, Greece, The Danube, The Chersonese, Rhodes, Sarmatia, Scythia, Armenia, German Tribes, and Crete. Everything else is out of play. In addition Brindisium in Bruttium, Ravenna in Cisalpina, and Lepcis Magna in Libya are in play only as launching pads for Roman invasions, but otherwise are not in play. Play the two DSTP off the west and east coast of Crete as NTPs.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Greece, The East, Egypt

INDEPENDENTS

Rome

One AM for Rome is placed in the AM Pool on turn III and beyond. When the Rome AM is drawn, a Roman invasion is triggered. The Roman Army is Controlled by the designated player for one Major Move (free of charge). At the end of this move, all surviving Roman Units will remain in place until eliminated. The invasion has different results over time, as follows:

Turn I-II (300-250 BC) No invasion: Rome is occupied conquering Bruttium from the Greeks and Sicily from Carthage.

Turn III (250-225 BC) Illyrian Wars: Rome crossed the Adriatic twice to suppress the Illyrian pirates. The Egypt player places the following Roman Army in Ravenna (Cisalpina): 2 LG; 2 Galley Squadrons; a 1-4 Leader. This Army must first attack Coricum (Dalmatia) and will then move down the coast attempting to Control the Ports of Salome (Dalmatia) and Lissa (Dalmatia). As each Space is Controlled, place a Roman Garrison in that Space.

Turn IV (225-200 BC) First Macedonian War: Rome crossed the Adriatic again to counter Philip V—but her real focus was on a guy named Hannibal. The Egypt player places the following Roman Army in Brindisium (Bruttium): 1 LG; 2 Galley Squadrons; a 1-5 Leader. This Army must first attack Dyrrachium (Macedonia) and will then move down the coast attempting to Control the Ports of Corcyra (Attica) and Actium (Attica). As each Space is Controlled, place a Roman Garrison in that Space.

Turn V-VI (and beyond) (200-150 BC) Rome Strikes East—Rome has conquered all of the west, but she's still hungry. The player with the lowest VP total takes Control of the Roman Army. (Historically, Rome attacked to prevent any one Hellenistic Kingdom from becoming a threat—the weaker kingdoms were ignored.) He receives an Army as follows: 4 LG, 2 LI, 1 EL; 4 Galley Squadrons; a 2-5 Leader. The Army is deployed according to one of the following three options:

War with Greece: The Controlling player may have Rome declare war on Greece. In this case the Roman Army is placed in Brindisium (Bruttium) and may only attack Greek Units, Cities, and Towns.

War with Egypt: The Controlling player may have Rome declare war on Egypt. In this case the Roman Army is placed in Lepcis Magna (Libya) and may only attack Egyptian Units, Cities, and Towns.

War with The East: The Controlling player may have Rome declare war on The East, and alliance with Greece and Egypt. In this case, the Roman Army is placed in any Greek or Egyptian Controlled Space. The Army may freely pass through allied Greek, Egyptian, Pergamum, and Rhodes occupied Spaces, and may only attack The East (and Pontic) forces.

Pergamum

Pergamum (Ionia) 3 HI; Pergamum is a City

Ephesus (Ionia) 2 HI; 1 Galley Squadron; Ephesus is a Town

Miletus (Ionia) 1 LI

Rhodes

Rhodes (Rhodes) 2 HI; 3 Galley Squadrons; Rhodes is a City

GREECE (ANTIGONIDS)

Athens (Attica)..... 1HI; 1 Galley Squadron; Athens is a Town

Pella (Macedonia)..... 4 HI, 1 Cav, 1 EL; Cassander (2-5); Pella is a City

Corinth (Peloponnes) 1 HI; Corinth is a Town

Thessalonice (Macedonia) ... 1 Galley Squadron

Abdyos (Ionia) 2 HI, 2 LI, 1 Cav; 1 Galley Squadron; a 2-4 leader

Celenae (Ionia)..... 1 LI

Sardis (Ionia)..... 1 HI; Sardis is a Town

Iconium (Galatia) 1 LI

Salamis (Cyprus)..... SoF Units: Demetrius I (3-5); 4 HI, 2 LI, 1 Cav, 1 EL; 3 Greek Galley Squadrons

Garrisons: Cyzicus (Ionia); Ancyra (Galatia); Side, Zanthus (Lycia)

Treasury: 12T

Stability Level: +1

Initial Control: The Greek player Controls the following:

- **Territories:** Greece (1T)
- **Home Provinces:** All five: Attica, Thrace, Macedonia, Peloponnesus, The Aegean Islands (5T total)
- **Other Provinces:** Ionia (2T), Galatia (1T), Lycia (1T)
- **Cities:** Pella (3T)
- **Towns:** Athens, Corinth, Sardis (3T total)

THE EAST (SELEUCIDS)

Antioch (Syria)..... 5 HI, 2 LI, 1 Cav, 3 EL; 1 Galley Squadron; Seleucus I (2-6); Antioch is a City

Damascus (Syria)..... 2 HI, 1LI, 1 Cav, 1 EL; a 1-4 Leader; Damascus is a Town

Tyre (Syria) 2 LI; 1 Galley Squadron

Seleucia (Cilicia)..... 2 LI; Seleucia is a Town

Sebastia (Cappadocia)..... 2 LI, 1 Cav, 1 EL

Gaza (Judea)..... 1 HI

Dyrrhachium (Macedonia) ... SoF Units: Pyrrhus (3-5), 4 HI, 2 LI, 1 Cav, 1 EL (use Egypt Units); 1 Galley Squadron

Garrisons: Trapezus (Cappadocia); Tarsus (Cilicia)

Treasury: 11T

Stability Level: +4

Initial Control: The East player Controls the following:

- **Territories:** The East (1T)
- **Home Provinces:** Syria (2T) ^[a]
- **Other Provinces:** Cilicia and Cappadocia (2T total)
- **Cities:** Antioch (3T)
- **Towns:** Damascus and Seleucia (2T total)

^[a] Syria has an income of 2T for this scenario.

EGYPT (PTOLEMIES)

(use Carthaginian units)

Alexandria (Egypt)..... 3 HI, 2 LI, 1 Cav, 1 EL; 2 Galley Squadrons; Ptolemy I (2-5); Alexandria is a City

Memphis (Egypt) 1 LI; Memphis is a Town

Pelusium (Egypt) 1 HI, 1 LI

Cyrene (Cyrenaica) 2 LI; Cyrene is a Town

Cnossus (Crete)..... 2 HI, 2 LI, 1 Cav; 1 Galley Squadron; a 1-4 leader

Jerusalem (Judea)..... 1 HI, 2 LI; Jerusalem is a Town

Byzantium (Thrace) SoF Units: Lysimachus (3-5); 4 HI, 2 LI, 1 Cav, 1 EL (use Egypt Units); 1 Galley Squadron

Garrisons: Gortyn (Crete), Raphia (Judea)

Treasury: 15T

Stability Level: +6

Initial Control: The Egypt player Controls the following:

- **Territories:** Egypt (IT)
- **Home Provinces:** Egypt (3T) and Cyrenaica (IT)
- **Other Provinces:** Crete and Judea (2T total)
- **Cities:** Alexandria (3T)
- **Towns:** Memphis, Cyrene, Jerusalem (3T total)

Changes to Territories and Manpower

The Home Territory for The East (Seleucids) consists of the Province of Syria. (Most of the Seleucid homeland would be off map to the east, and is represented by the Babylon Booty Call.) The Home Territory for Egypt (Ptolemies) consists of the Province of Egypt and Cyrenaica. A new Territory, the Territory of The Levant, is composed of the Provinces of Judea and Cyprus. Units available to be raised in the Levant are LI (only). Pella in Macedonia is the only Greek Capital; Athens in Attica is not a Capital. Antioch in Syria is the only The East Capital. Alexandria in Egypt is the only Egypt Capital.

Major Powers Income and Manpower Table (6.2)

<i>Territory</i>	<i>Provinces [Income]</i>	<i>Units Available [Cost]</i>
Greece [1T] Capital: Pella	Macedonia [1T] Attica [1T] Peloponnesus [1T] Thrace [1T] Aegean Islands [1T]	All provinces: Heavy Infantry [2T] May not raise units in the Aegean Islands
The East [1T] Capital: Antioch	Syria [1T] [Eleph]*	All provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T]
Egypt [1T] Capital: Alexandria	Egypt [3T] [Eleph]* Cyrenaica [1T]	All provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T] in Egypt only

Minor Territories Income and Manpower Table (6.2)

<i>Provinces [Income]</i>	<i>Units Available [Cost]</i>
Asia Minor [1T] Ionia [2T] Pontus [1T] Cappadocia [1T] Lycia [1T] Galatia [1T] Cilicia [1T]	Heavy Infantry [2T] Light Infantry [1T]
The Levant [1T] Judea [1T] Cyprus [1T]	Light Infantry [1T]
The Danube [1T] Pannonia [1T] Moesia Superior [1T] Moesia Inferior [1T] Noricum [1T] Raetia [1T] Dacia [1T] Dalmatia [1T]	Heavy Infantry [2T] Light Infantry [1T]
Crete [0T] Crete [1T]	Light Infantry [1T]
Rhodes [0T] Rhodes [1T]	None
The Chersonese [0T] The Chersonese [1T]	Light Infantry [1T]
Barbarians [0T] Armenia [1T] Scythia [1T] Sarmatia [1T] German Tribes [1T]	No recruitment possible

Babylon Booty Call

Each Turn, after The East collects income, The East player must roll one die (1d6) on the Babylon Booty Call Table (see below) to see what events in the east—in Mesopotamia and beyond—have on The East player. Some die-rolls represent peace and prosperity, some represent hard times, corruption and occasionally, yet another outbreak of rebellions in the east. Whatever the result, it applies immediately.

Eastern Rebellion: If a result calling for outbreak of Eastern Rebellion is rolled, remove one East AM from the AM Pool (East gets one less Activation that Game-Turn; and he must remove his unnamed leader for this Game-Turn (this leader is back east suppressing the rebellion).

Babylon Booty Call Table (Stan. & Adv. Game)

<i>DR</i>	<i>Result</i>
1	Add 7T to Treasury; outbreak of Eastern Rebellion.
2	Add 5T to Treasury; outbreak of Eastern Rebellion.
3	Add 3T to Treasury.
4	Add 2T to Treasury.
5	Subtract 1T from Treasury.
6	Subtract 2T from Treasury.

Soldiers of Fortune Run Amok

Game-Turn I (300-275 BC) was a period of great chaos in the Hellenistic world. To simulate the wild adventures of these Hellenistic warlords, all three players begin Turn 1 with a Soldier of Fortune Army.

Special Instructions (Standard Game Only):

The game begins as if all three players have drawn an Event Marker and rolled the Soldier of Fortune Event. Remove the Event Marker(s) for this Game-Turn only. The Soldiers of Fortune are set up as per player set up instructions. See 12.4 for details on what each Soldier of Fortune and his Army may and may not do. Play order for Soldier of Fortune Armies is Greece, The East, Egypt.

Special Instructions (Advanced Game Only):

Play as if all three players have drawn the SOLDIER OF FORTUNE card (17.2) before play starts. (The players have also already paid 1T for the Activation.) Remove the SOLDIER OF FORTUNE card from the Events deck. The Soldiers of Fortune are set up as per player set up instructions. See 12.4 for details on what he and his Army may and may not do. Play order for Soldier of Fortune Armies is Greece, The East, Egypt.

Rebellions and Invasions

Since only the Eastern half of the Map is in play; use the Tables below instead of those on the Map. Instructions for new types of rebellions are as follows:

- **Naval Mutiny:** Results of Naval Mutiny or Rebellions in The Danube, Cyprus, or Judea are resolved normally according to 13.3.

- **Aetolian League:** An Aetolian Rebellion breaks out in Province of Attica. All Garrisons in Attica are removed and an Army of 3 BI (with no leader) is placed in any one unoccupied Space in Attica. No one Controls the Province of Attica until that Army is eliminated.
- **Achaean League:** An Achaean Rebellion occurs in the Province of Peloponnes. All Garrisons in Peloponnes are removed and 1 HI (with no leader) is placed in any one unoccupied Space in Peloponnes (use Mamertime unit). No one Controls the Province of Peloponnes until that Unit is eliminated.

Rebellion Table (13.3)	
<i>1d6</i>	<i>Territory/Provinces</i>
1	Naval Mutiny
2	Danube
3	Cyprus
4	Judea
5	Aetolian League
6	Achaean League

Barbarian Invasions are resolved normally according to 13.4.

Invasion Table (13.4)	
<i>1d6</i>	<i>Who's Invading</i>
1-2	Germans
3-4	Eastern Gauls
5-6	Armenians

Manpower Maximums Table (6.4.2)

The *new* Manpower Maximums Table below is used instead of the table on Player Aid Card #1. This table lists the HI Units allowed before maintenance, per faction, depending on Stability.

Manpower Maximums Table (6.4.2)			
<i>Stability</i>	<i>Greece</i>	<i>The East</i>	<i>Egypt</i>
Stable	18	15	12
Unrest	15	12	10
Turmoil	10	8	6

Harvest/Famine Table (16.0/17.0)

Since only the eastern half of the Map is in play; use the new Harvest/Famine Table below instead of the table on Player Aid Card #1.

Harvest/Famine Table	
<i>1d6</i>	<i>Affected Territory</i>
1	Asia Minor
2	Greece
3	The East
4	Egypt
5	The Levant
6	Roll again

Changes to Earning Victory Points (VP)

Geographic Objective Point (GOP) and Civilization Point (CVP) scoring 15.2.3 and 15.3.3 are changed for this scenario.

Victory Points for Geographic Objective Points (GOP) are awarded on the following scale:

- 6 VP for the player with the most GOP
- 3 VP for the player with the second most GOP
- 0 VP for the player with the lowest GOP total

Victory Points for Civilization Points (CVP) are awarded on the following scale:

- 4 VP for the player with the most CVP
- 2 VP for the player with the second most CVP
- 0 VP for the player with the lowest CVP total

Changes to Opportunity Objectives (15.4)

The OOs in 15.4.9 are not used. New OOs for this scenario are listed below.

The following OOs are now available (note that markers H, I, and J are removed from play):

- A. Control Asia Minor.** [2] The player must Control all Asia Minor Provinces with a Port (which means all except Galatia). 8 GOP; 4 GOP for Greece or The East.
- B. Control the Eastern Mediterranean.** [2] The player must Control Create, Cyprus, and Cilicia. 6 GOP; 3 GOP for Egypt or The East.
- C. Control the Aegean Sea.** [2] The player must Control the ports of Chios, Naxos, Cnossus, and Miletus. 6 GOP. *This Objective may not be used by Greece.*
- D. Control the Black Sea.** [1] The player must Control Thrace, Ionia, Pontus, and The Chersonese. 8 GOP for Egypt; 6 GOP for The East; 4 GOP for Greece.
- E. Control the Danube.** [2] 4 GOP; 8 GOP for Egypt or The East.
- F. Control Western Trade.** [1] The player must Control Arsinol, Gythium, and Corcyra. 8 GOP; 4 GOP for Greece or Egypt.
- G. Thalassocracy.** [1] The player must Control Rhodes, Naxos, Lesbos & Chios, Samos, and one Port each on Cyprus and Crete. 8 GOP.
- H.** Remove these two markers from play.
- I.** Remove this marker from play.
- J.** Remove this marker from play.
- K. Have a Town or City in two different Territories, other than the player's Home Territory.** [2] 4 GOP.

The following OOs earn actual Victory Points in the Game-Turn in which they are used (and must be returned to the OO pool after use):

- L. Be the Richest Player in the Game.** [1] This is determined at the end of the Income Phase and is measured solely in Talents the players have. If this is a tie, no VP are awarded. **3 VP.**

- M. Control One Home Province of any Other Player.** [1]
During the Victory Phase. **3 VP.**
- N. Control Any of the Following Independent Territories.** [1]
The Cheronese or Rhodes plus Crete. **2 VP** for each of these Controlled during the Victory Phase.

Named Leaders

Game-Turn I leaders are placed as per scenario set-up. During the Leader Selection Phase of all succeeding Game-Turns, the leaders named in the table below are used. Named leaders are placed in the player's Capital or with any friendly Units. The second leader for each player is selected and placed normally. Named leaders are not placed in the pool to be selected, they are only used on the Game-Turn indicated.

Turn of Play for Named Leaders				
Turn	Year	Greece (Antigonid)	The East (Selucid)	Egypt (Ptolemaic)
II	275-250	Antigonus II Gonatus	Antiochus I Soter	Ptolemy II Philadelphus
III	250-225	Demetrius II Aitolikos	Seleucus II Callinicus	Ptolemy III Eurgetes ^[E]
IV	225-200	Philip V ^[E]	Antiochus III 'the Great' ^[E]	Ptolemy IV Philopater
V	200-175	Philip V ^[E] (2nd)	Antiochus III 'the Great' ^[E] (2nd)*	Ptolemy V Epiphanes
VI	175-150	Perseus	Antiochus IV Epiphanes	Ptolemy VI Philometer
VII-X	150-125	None	None	None

^[E] Indicates an Elite leader. As per rule 8.3, if a named Elite leader is in play, the second unnamed leader cannot be Elite.

* As an exception to rule 8.3, the elite leaders Philip V and Antiochus III the following be in play for two consecutive Game-Turns (IV and V), unless they are killed in Turn IV.

Scenario X

(Advanced Game)

Chaos in the Aegean—Greece in Turmoil

By Michael Gouker

This three-player scenario is based on Scenario VI and represents Greece as a cluster of belligerent city states that are difficult to Control. The East is the divided entity where Ptolemaic Egypt presents an additional challenge. Romans live in fear of invasions both from Greece as well as from across the Alps, but the East is not safe either. While Carthage loses their natural ally, they can be comforted with Control over the Soldier of Fortune.

Play Note: The Seleucid player uses the counters for The East; Egypt has its own counters, used in this scenario and scenario VI.

Scenario Setup: Follow all setup instructions for Scenario VI (Mare Mostrum-The Ultra-Historical Scenario) with the changes noted below.

Players: Rome, Carthage, The East.

Start and End: The scenario starts with Phase F.3 (Activation Phase, Operations Segment) of Turn I (300-275 BC). It concludes at the end of the Victory Phase of Turn X (75-50 BC), or at the end of the Victory Phase of the Game-Turn designated by the players before the game begins (3.8.1), or whenever a player achieves an Automatic Victory (see "How to Win").

PLAY NOTE: Since the scenario starts with Phase F.3, which is after the Payment Segment, Carthage is presumed to have already paid 1T for its first AM of the game (it doesn't pay again).

Activation Markers: Rome (3), Carthage (3), The East (3), Greece (1).

Each turn, one AM is placed in the cup for Greece—this may be used only by Carthage to Control Greek Units.

How to Win: At the end of any Game-Turn, if one player has 80 or more VP, he achieves an Automatic Victory. Failing that, at the end of the last selected Game-Turn, the player with the most VP wins.

Events: This scenario does not use Event markers, remove them from play.

Event Cards: All Cards are in play. Remember to remove the SOLDIER OF FORTUNE card to the discard pile. Shuffle the remaining cards (The Deck) and place them face down. There are changes to some cards, see the Card Changes special rule below.

Opportunity Objectives: All Opportunity Objectives are in play.

Tribal Units: Place all the Tribal Counters in a cup. Each Tribal Counter is drawn blindly and placed, one each, in the Initial Tribal Spaces ("?", "?" side up, until all Tribal Spaces are covered.

Map Restrictions: None.

Leaders: All leaders are selected as per the initial deployment. Next turn you start drawing.

Initial Play Order: Carthage, The East, Rome.

Carthage is considered to have played the Soldier of Fortune card before the game begins. This means that the Carthage player begins with the SoF rules in play (12.4), and that Carthage must use the Major Move of its first Activation to move the Soldier of Fortune Army.

Changes to Home Territories: (1) Home Territory for The East consists of Syria, Judea, and Cyprus; (2) Home Territory for Egypt consists of Egypt and Cyraenica.

Setup Changes for Ptolemaic Egypt (Independent)

Place all units as in Scenario VI, with the following changes:
 Memphis (Egypt) 2 LI, 2 HI, 2 Cav, 2 EL; a 1-4 Leader
 Arsinoe (Egypt) 1 HI; 1 Galley Squadron; Arsinoe is a Town

Setup Changes for Rome

Add 1 LG in any Space in Italia or Cisalpinia.

Setup Changes for Carthage

Do not place any Units in Baetica/Hispania or Malaca/Hispania. Carthage does not Control Baetica.

Special Instructions: Carthage begins the game having drawn the SOLDIER OF FORTUNE card (17.2) before play starts (Carthage has also paid it 1T for the Activation). Remove the SOLDIER OF FORTUNE card from the Events Deck and set up the Soldier of Fortune Units as stated below. See 12.4 for details on what the Soldier of Fortune and his Army may and may not do.

Corcyra (Attica) 1 Carthage Galley Squadron, plus the following SoF Units: 3-4 Leader; 4 HI, 2 LI, 1 Cav, 1 EL

DESIGN NOTE: The SoF leader represents Pyrrhus, King of Epirus, who made life difficult for the Romans in Italy and for the Carthaginians in Sicily. The Carthaginian player may, of course, send him wherever he wishes.

Setup Changes for Greece

Do not place Greek Garrisons in Emporiae (Hispania) or Masilia (Gaul).

Reminder: Since Greece is now an Independent Power, its Armies are never isolated and its Galley Squadrons are not lost to attrition. This means, for example, that the Fleet at Cyprus must be eliminated by Naval Battle.

Setup Changes for The East

Damascus (Syria) 1 LI; Damascus is a Town.

Reinforcements: When The East player plays his first AM (i.e., the second AM of the game, after Greece's opening AM), he may place the Seleucid Army—6 HI, 4 LI, 2 Cav, 3 EL, and a 2-6 Leader^[a]—in Edessa, Palmyra, or Damascus. They are now available to be moved using Major or Minor Moves. As soon as the 2-6 Leader is moved using a Major or Minor Move, place 8T in The East's Treasury. If all three deployment Spaces are enemy-occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be moved using a Major Move immediately, expend 1 MP, and attack the occupants of that Space.

Initial Control: The East player Controls the following:

- **Territories:** The East (1T)^[c]
- **Home Provinces:** All three: Syria (2T)^[b], Judea, Cyprus (4T total)

- **Other Provinces:** None

- **Cities:** Antioch (3T)

- **Towns:** Damascus, Jerusalem (2T total)

^[a] Seleucus, the johnny-come-lately victor at Ipsus, moving west to claim his portion of the land-grab spoils.

^[b] Syria has an income of 2T for this scenario.

^[c] The East Territory consists of Syria, Cyprus, and Judea for this scenario.

Babylon Booty Call

Each Turn, after The East collects income, The East player must roll one die (1d6) on the Babylon Booty Call Table to see what events to the east—in Persia and beyond—have on The East player. Some die-rolls represent peace and prosperity, some represent hard times, corruption and, occasionally, yet another outbreak of warfare between the Seleucids and the Ptolemaic Egyptians. Whatever the result, it is applied immediately.

Babylon Booty Call Table

<i>DR</i>	<i>Result</i>
1	Add 6T to Treasury; Successor Wars erupt. †
2	Add 4T to Treasury.
3	Add 2T to Treasury.
4	Subtract 3T to Treasury.
5	Subtract 5T from Treasury.
6	Subtract 1T from Treasury; Successor Wars erupt. †

† See following “Controlling the Ptolemaic Egyptians” section for instructions about Successor Wars erupting.

Controlling the Ptolemaic Egyptians

The Ptolemaic Egyptians take an active part in the game in three ways: through play of the SUCCESSOR WARS ROLL ON card (see below), as a result of a die-roll of “1” or “6” on the Babylon Booty Call Table (see above), and as a result of a player entering (i.e., invading) Egypt or Cyraenica. The following rules cover who actually Controls the Ptolemaic forces and what that player may or may not do with them. That player is called the Ptolemaic player.

1. When non-Ptolemaic Units enter Ptolemaic Provinces (Egypt or Cyraenica) for the first time during a Game-Turn and the Egyptians are not already active, immediately place the two Egypt AMs into the AM Pool. If Carthage enters the Ptolemaic Provinces, the Ptolemaic player is Rome. If Rome enters the Ptolemaic Provinces, the Ptolemaic player is Carthage. If The East enters the Ptolemaic Provinces, Egypt is controlled by the rival player with the most Victory Points. Unlike Scenario VI, the Ptolemaic player does not change until the conditions for the war no longer exist (Egypt and Cyraenica must be free of enemy Units) unless there is another entry of Ptolemaic Provinces. If more than one player enters the Ptolemaic Provinces, the Ptolemaic player is that player who has not entered. If all players enter the Ptolemaic Provinces in the Game-Turn, the Ptolemaic player is the player with the fewest Victory Points.

2. If Rome or The East draws the SUCCESSOR WARS ROLL ON card, Rome controls the Ptolemaic Egyptians. Otherwise, Egypt is controlled by Carthage.
3. When the Successor Wars result from a die-roll on the Babylon Booty Call Table and there is currently no Ptolemaic player, the player with the first AM in the upcoming Activation Phase becomes the Ptolemaic player, unless that Power is either The East player or allied with The East player (if either is true, control of the Ptolemaic forces passes to the player with the second AM, and so on). If there is currently a Ptolemaic player, the player remains in control of Egypt. That player must immediately follow the instructions in the card description below (see “Change to SUCCESSOR WARS ROLL ON Event Card”).
4. If the Ptolemaic Egyptians are active for any reason, the Ptolemaic player may spend 1d6+4 Talents to purchase Units and place them in Egypt and Cyraenica. If the Egyptians just became active, the Ptolemaic player places one HI in Alexandria and its walls are repaired (both without cost). The Ptolemaic player may choose to add their own Talents to augment the recruitment effort. Note that should the conditions for activation persist (presence of non-Ptolemaic Armies in Egypt or Cyraenica) across multiple Game-Turns, the Ptolemaic player receives 8T to spend on Ptolemaic Units (all 8T must be spent recruiting) at the end of the Game-Turn and the two AMs are placed in the AM Pool to begin the next Game-Turn.
5. Guidelines for the Ptolemaic player include the following:
 - The Ptolemaic player must always defend the Province of Egypt at all costs.
 - At no time will the Ptolemaic Egyptians allow Alexandria to be defended by fewer than 3 BP of Land Combat Units (in addition to the City itself).
 - The Ptolemaic Units must attempt to retain Control over both Home Provinces at all times.
 - The Ptolemaic player must not attack if the defending enemy Army has a BP total greater than two higher than the Ptolemaic Army doing the attacking.
 - The Ptolemaic Units are free to leave Egypt or Cyraenica in order to conduct Military Expansion Operations, including those specified in the SUCCESSOR WARS ROLL ON card description below, but their first priority is defense.
6. The instant there are no non-Ptolemaic Egyptians Units in Egypt or Cyraenica or after finishing a SUCCESSOR WARS ROLL ON Event or Successor Wars roll on the Babylon Booty Call Table, the Ptolemaic Army and leaders are replenished to its original strength (according to the setup instructions above); if it is currently higher than its original strength, it retains the extra Units. It is redeployed by the Ptolemaic player so that Alexandria has at least half of the total Land Combat Unit BP and the rest of Egypt at least half of the remainder. This does not count as movement; they’re just picked up and placed in their deployment Spaces.
7. Ptolemaic Egypt is considered conquered when all Ptolemaic Land Units are eliminated *and* when the Alexandria Space and the Provinces of Egypt and Cyraenica are Controlled by another Power. At that instant, the SUCCESSOR WARS ROLL ON card, the Successor Wars result on the Babylon Booty Call Table no longer applies, and all Egyptian Units (including Galley Squadrons) are removed from the game permanently.

Change to SUCCESSOR WARS ROLL ON Card

When the SUCCESSOR WARS ROLL ON card is drawn, use the following instructions in place of those in 17.2.

SUCCESSOR WARS ROLL ON (1): The player who draws this card must, prior to his own Operations Segment, conduct a Major Move with any one Egyptian Army. The Army must attempt to attack an Army of The East (i.e., a Seleucid Army) and/or destroy Cities/Towns Controlled by The East. It will head for the nearest Seleucid Army or City/Town that it can legally attack, per the fourth bullet in #5 Controlling the Ptolemaic Egyptians above, and will attempt to take Seleucid Cities or Towns even if the latter are occupied as a result of Slave Revolts. See #6 in Controlling the Ptolemaic Egyptians for what happens after the event.

This card must be played when drawn.

Card Changes

Both ALLIANCE cards are now LIGHT GREEK INVASION.

DEUS EX MACHINA is now a HEAVY GREEK INVASION.

DIPLOMATIC MISSION TO THE INTERIOR allows Carthage to purchase Greek reinforcements.

Only one Greek Invasion (“Heavy” or “Light”) is allowed per turn. Alliance, Diplomatic Mission, and Deus ex Machina are only “Hold in Hand” cards for Carthage. For other powers, they are “Must Be Played”. If an invasion has already occurred, these cards are simply discarded by Rome and The East.

Greek Invasion cards played by Rome can be used only against The East or Carthage or one of their activated minor allies (Perganum, Pontus, or Rhodes). Likewise, Greek Invasion cards played by The East can be used against Rome or Carthage or an activated minor ally. Carthage has no restrictions on its use of Greek Invasion cards.

All Greek leaders are removed from play in the Removal Phase of the subsequent turn. The units added remain in play.

Soldier of Fortune is now only Controlled by Carthage. For this scenario, it is a must be played card. There are no restrictions on the Soldier of Fortune going east. Furthermore, the Soldier of Fortune does not count as a Greek Invasion. Thus, both a Soldier of Fortune and a Greek Invasion can occur in the same turn.

When the PIRATES card is drawn, one Talent may be removed from any Treasury (player’s choice). The Talent is discarded.

Greek Invasions and Activations

LIGHT GREEK INVASION (LGI): Fleetfoot's invasion (2-6 Leader; 1 Galley Squadron; 4 HI, 2 LI, 1 Cav, 1 Elephant) placed in one space of a Greek Home Province, whether owned by Greece or not. Fleetfoot may not pick up other Greek Units. The Controlling player immediately conducts a Major Move with the Greek Army.

HEAVY GREEK INVASION (HGI): The Hammer! (3-5 Elite Leader; 2 Galley Squadrons; 6 HI, 4 LI, 2 Cav, 3 Elephants) placed in one space of a Greek Home Province, whether owned by Greece or not. The Elite leader may pick up other Greek Units. The Controlling player immediately conducts a Major Move with the Greek Army.

GREEK REINFORCEMENTS (GRF): A 2-4 Leader; 4 HI, 2 LI. May be distributed in any Greek Home Province, Ionia, or Tarentum (for these last two, only if they are still Controlled by Greece). If Athens and Pella are held by a non-Greek Power, reinforcements may not be placed. In that case, this card is merely discarded when drawn (though it may be held by Carthage). Note that even if Athens and Pella are held by a non-Greek Power, one of the invasion cards (LGI or HGI) may be played.

Carthage may always activate any Greek leader instead of a Carthaginian leader. Other powers may activate a Greek leader only at the moment they draw the card (LGI or HGI, not GRF) and then only the leader for the Greek Invasion card drawn.

The Carthaginian Council

After Game-Turn I, Carthage must pay 2T per AM to activate any leader for a Major Move outside of the Africa Province, unless the entire Carthage Territory is Controlled.

Civil War

The instant a Power gains Control of three or more Territories at one time (this includes his Home Territory), its success has placed it in danger of Civil War. Immediately, and then afterwards upon drawing his first AM each Game-Turn, the player Controlling that Power rolls two dice (2d6). He adds the number of Territories he Controls to the roll. If the result is 12 or lower, the game proceeds normally. If the result is higher than 12, Civil War has broken out and the player immediately:

- Subtracts two (-2) from his Stability Level;
- Rolls 1d6 for the allegiance for each Space occupied by the Power, including Galley Squadrons. If the result is odd, he removes at least half of the Land Units and half the Galley Squadrons, rounded up in both cases. For any Space that is made vacant by such a removal, he places a Garrison Unit therein. If the die-roll result is even, there is no effect on that Space.
- Remove all leaders he has; replace them with only one, newly drawn leader, who starts in his Capital Space (either Capital Space if the Power has two).

After suffering a Civil War result, a player is exempt the next Game-Turn. Place a marker on the turn track to show that the Civil War has occurred this Game-Turn for the affected player. Remove the marker at the end of the next Game-Turn, because

the player is again eligible for Civil War (if the three Territory condition exists).

Income Loss from Corruption

The income loss is dependent on total income. Essentially, a progressive corruption tax is placed on the income of a Power. Each player checks the Income Reduction Table during the Income Phase. Note that Income Reduction is calculated after the effects of the Babylon Booty Call Table roll and includes any Talents gained or lost there. The maximum loss to corruption is 8T.

Income Reduction Table

1-10	(0T lost)
11-18	(1T lost)
18-25	(2T lost)
26-32	(3T lost)
33-38	(4T lost)
39-42	(5T lost)
43-46	(6T lost)
47-49	(7T lost)
50+	(8T lost)

Home Province Revolt

Control of another player's Home Province is fraught with danger. The Controlling player can pay to appease the oppressed people, but there is still a chance for a possible revolt. Each Game-Turn in the Income Phase, for every foreign-Controlled Home Province, the Controlling player rolls 1d6 on the Home Province Revolt table. The Home Province Revolt rule does not apply to Greek Home Provinces.

A player that has lost a Home Province may forego an AM to force a roll for a Home Province Revolt. For this AM no Talent is paid and no card is drawn. No Minor or Major moves are allowed—just the roll on the Home Province Revolt Table. This may only be done once per Game-Turn per Home Province.

Home Province Revolt Table

1d6	Result
≤ 4	No Revolt
5	Minor Revolt (see below)
≥ 6	Major Revolt (see below)

If a player pays 2T to appease the people of a Province there is a DRM of -1 on the Home Province Revolt Table.

Minor Revolt: For each Space in the Province, roll 1d6 to determine the effect.

Minor Revolt Table

1d6	Result
1-2	No Effect
3-5	1 LI is placed in the Space
6	1 HI is placed in the Space

If any Spaces are occupied by enemy Units, there is an immediate attack on those Units. In this Battle, the Rebel Army gains one Shift.

Major Revolt: For each Space in the Province, roll 1d6 to determine the effect.

Major Revolt Table	
1d6	Result
1	No Effect
2-4	1 LI is placed in the Space
5	1 HI is placed in the Space
6	A randomly-drawn leader, 2 HI, and 2 LI are placed in the Space

If any Spaces are occupied by enemy Units, there is an immediate attack on those Units. In this Battle, the Rebel Army gains one Shift.

Barbarian Restriction

Barbarian Armies may not be used to attack Tribal Counters or TI.

Part III. Extended Example of Play

This section provides the details for an actual playtest of Turn II of the “Pax Romana” scenario, starting with the Activation Phase. We’ve chosen this one as our extended example because it shows a wide range of action and some highly unpredictable play and results.

You can follow along simply by reading, or you can set up the pieces and move the counters around the map while following the narrative.

SETUP

This playtest Game-Turn started with the following Units in place. All Units, Cities and Towns are at full-strength unless specified.

Tribal Counters and Independents: All, as per the “Pax Romana” scenario setup in the Playbook.

Rome: 1 LG in Albintimilum (Cisalpinia); 2-4 Leader, 2 LG and Town in Parma (Cisalpinia); 1 Garr and 1 Galley Squadron in Pisae (Italia); 2-3 Leader, 2 LG and City in Rome; Town in Capua (Italia); 1 LG and City in Tarentum (Bruttium); 2 LG and Town in Rhegium (Bruttium); Treasury 7T; Victory Points 3; Stability +6.

Carthage: 2-5 Leader, 2 HI and City in Carthago; Town in Utica (Africa); 2 HI, 2 LI, 1 Galley Squadron and Town in Lilybaeum (West Sicily); 1 Garr and 1 Galley Squadron in Panormus (West Sicily); 1 LI and 1 Galley Squadron in Caralis (Sardinia); 1 Garr and 1 Galley Squadron in Olbia (Sardinia); 1 Garr and 1 Galley Squadron in Aleria (Corsica); 1 Garr in Malaca (Baetica); 1 LI in Gades (Baetica); 2-4 Leader, 2 HI, 1 LI, 1 Cav, 1 EL in Salamantica (Lusitania); Treasury 6T; Victory Points 4; Stability +7.

Greece: 1-3 Leader, 1 HI, 1 Galley Squadron and City in Athens (Attica); Town in Corinth (Peloponnes); 2 HI and City in Pella (Macedonia); 1 Garr in Cnossos (Crete); 1 Galley Squadron in Thassos (Aegean Islands); 1 Galley Squadron in Sestus (Thrace); 1 Galley Squadron in Byzantium (Thrace); 1 Garr in Masilia (Narbonensis); 1 Garr in Emporiae (Tarraconensis); 2-4 Leader, 6 HI, 1 Cav in Nicomedia (Pontus); 1 Garr in Cyzicus (Ionia); 1 HI in Abydos (Ionia); 1 HI in Celenae (Ionia); 1 LI and Town in Sardis (Ionia); 1 LI in Side (Lycia); Treasury 8T; Victory Points 6; Stability +1.

The East: 3-3 Leader, 1 HI, 2 Galley Squadrons and City in Alexandria (Egypt); 2 LI in Memphis (Egypt); 1 LI and 1 Galley Squadron in Pelusium (Egypt); 1 LI and Town in Jerusalem (Judea); 1 LI in Tyre (Judea); 1 HI and City in Antioch (Syria); 1 Garr in Salamis (Cyprus); 1 LI in the Cilician Gates (Cilicia); 1 HI in Sebastia (Cappadocia); 1 HI in Iconium (Galatia); 3-5 Elite Leader, 6 HI, 2 LI, 2 Cav, 3 EL in Seleucia (Cilicia); 1 Garr in Amida (Armenia); 1 LI in Sinope (Pontus); 1 LI in Phasis (Scythia); Treasury 8T; Victory Points 8; Stability +7.

Activation Phase

Activation #1: Rome

Because he had the fewest Victory Points at the end of the previous Game-Turn, the Roman player has the first Activation this turn. He pays 1T for his Activation and draws the ALLIANCE WITH PERGAMUM card. Seeing no immediate use for it, he keeps it in his hand. He then declares a Major Move with his 2-4 leader in Parma and rolls a 5 for movement, adding his leader’s Campaign Rating of 4 to yield 9 Movement Points. He marches the two Legions from Parma through Arretium (1 MP), Pisae (1 MP), Rome (1 MP), Capua (1 MP), Neapolis (1 MP), Paestum (1 MP), Croton (1 MP), and into Rhegium (1 MP), a total of 8 MP. Satisfied, he stays there.

He uses his first Minor Move to convert the Garrison at Pisae to a Town—he removes the Garrison counter, places a Roman Town counter on the Pisae Space, and deducts 2T from his Treasury. He uses his second Minor Move to send a LG Unit from Rome to Pisae (he rolls a 2, giving him 2 MP and allowing him to do so).

Activation #2: Carthage

Carthage had the second fewest Victory Points going into this turn, so it gets the second Activation. After paying 1T for the Activation, the Carthage player draws the MERCENARIES card and decides to hold it. He then sees the two Roman legions in Rhegium and decides to make Sicily as impregnable as possible. He declares a Major Move with his 2-5 Leader and the Army of 2 HI Units in Carthago, rolls a 4 for a total of 9 Movement Points. He wants to get this Army to Sicily, so he needs to use Naval Transport. He spends 1 MP to embark and 1 MP to sail, moving from Carthago along the Naval Connection to Lilybaeum on the west coast of Sicily. He spends a third MP to debark at Lilybaeum, and a fourth MP to pick up forces there—specifically the 2 HI Units and one of the two LI Units (leaving one LI at Lilybaeum). He then moves through Agrigentum (1 MP) and into Messina (1 MP for the Space and 1 additional MP because it is

enemy-occupied and therefore he must attack the Unit there). He attacks the Mamertine HI Unit, and he has used 7 of his 9 MP.

He counts up his Battle Points: 3 BP for each HI and 1 BP for each LI. He has four HI and one LI, therefore a total of 13 BP. The Mamertine HI is worth 3 BP, so the ratio is 13:3, which rounds to 4:1. As a result, the Carthage player gets 4 Battle Die-Roll shifts for combat odds. He also has a Leader with a Tactical Rating of 2, while the Mamertines have no leader, and this gives Carthage two more shifts. There are no Cavalry involved or any other element capable of providing shifts, so the final total is 6 shifts. Carthage rolls a 6 and the Mamertines (The East player rolls the die—any other player could have done so) roll a 3. The Carthage player decides to use 3 shifts to lower the Mamertine roll to 0, so that there will be no Carthaginian losses. He uses the remaining 3 shifts to raise his own die-roll to 9, resulting in 90% losses for the Mamertines. Because they are Independent, they may not voluntarily Retreat (which would lower the losses to 80%), so they take all 90%. 90% of the 3 Mamertine BP is 2.7, which rounds to 3 BP, so the Mamertine HI is eliminated completely (the Carthaginians got lucky). Carthage has won the Messana Space, essentially overwhelming the Mamertine force. Carthage rolls 2d6 to check for Leader Casualties and rolls 7 (needs to roll a 12 to affect the winning Leader), so the Leader survives.

With his first Minor Move, Carthage moves a Galley Squadron (he does not need to roll for it) from Lilybaeum through Panormus to Messana. This will prevent the Romans from crossing the strait from Rhegium unless it also has a Fleet. Since the Romans have a Galley Squadron at Pisae, the Carthage player decides to station a second Galley Squadron at Messana, increasing the likelihood that he will win a Naval Battle if the Romans try to cross with their single Squadron. He moves the Squadron from Caralis (the southernmost Space in Sardinia) south into the Naval Transit Point for his second Minor Move, where he checks for Naval Disaster. He rolls a 6 on the Naval Disaster Chart, so his Galley Squadron Stops and he must roll for Continuity. Rolling two dice, he gets a result of 5, which lets him Continue (he needed a 7 or less). The Squadron sails through Hippo Regius, Utica, Carthago, Lilybaeum, and Panormus, and finally into Messana. Because Carthage Controlled all of those Spaces, no further Continuity rolls were necessary.

Activation #3: Greece

Greece is next in the play order for this turn. The Greek player pays 1T for his Activation and draws a BOUNTIFUL HARVESTS card and rolls a 1 on the Harvest/Famine Table—result: Asia Minor. Since nobody Controls the entire Territory of Asia Minor, nothing happens and he discards the card. Looking at the map, he sees The East's Elite Leader in Seleucia and decides his Army at Nicomedia needs some reinforcements. He declares a Major Move with his 2-4 leader in Nicomedia and rolls a 3 for a total of 7 MP. He moves through the Transit Point immediately south of Nicomedia (1 MP) and into the Celenae, a Mountain Fortress Space (2 MP). He picks up the HI there (1 MP) and moves back through the Transit Point (1 MP) into Nicomedia (1 MP). Total 6 MP. He stops there. Because he no longer Controls more than

half the Spaces in Ionia, Greece loses Control of Ionia, and the Greek player moves the Stability Level marker from +1 to 0.

With his first Minor Move he moves one of the HI Units at Pella, rolling a 4 and marching it through Pharsalus (1 MP) and Chae- ronea (1 MP) into Athens (1 MP); 3 MP total. He uses his second Minor Move to move the HI already in Athens, rolls a 5, and moves it through Megara (1 MP) into Corinth (1 MP) and stops.

Activation #4: The East

The East has the last of the first four Activations, after which the AMs are drawn randomly from the AM Pool. He pays 1T for his Activation and draws a RAISE THE MILITIA card, which he keeps in his hand. Seeing that the Carthage player has stripped his Home Territory of troops, he decides to launch a surprise attack on the Carthaginian homeland. He declares a Major Move with his 3-3 leader and his Army in Alexandria, rolls a 4 for a total of 7 MP. He takes the 2 Galley Squadrons with him. He pays 1 MP to embark and 1 MP to sail, 2 MP so far. He moves to the Naval Transit Point immediately west of Alexandria and checks for Naval Disaster, rolling a 3 (no effect), then moves through Cyrene and Arainoe. Both of these Spaces are in his Home Territory and thus Controlled by The East, so he doesn't need to roll for Continuity. He gets through the two Naval Transit Points west of Arainoe (rolls a 5 and a 2 respectively for his Naval Disaster checks) and debarks in Leptis Magna (1 MP), leaving the HI Unit and the two Galley Squadrons there to guard against Carthage Naval Transporting to take Leptis Magna and thus isolating his Army when it moves on. He has spent 3 MP so far. The Leader and the two LI Units march through the Land Transit Point (1 MP) to Tacape (1 MP), where he stops. Because The East player Controls 2 of the 3 Spaces in Libya, he now Controls the Province, so his Stability level rises by 1. Carthage has lost a Home Province, so Carthage's Stability level falls by 2.

For his first Minor Move, he attempts to move the LI Unit in Sinope (Province of Pontus in northern Asia Minor), but he rolls a 1 so he decides to stay put. He rolls another 1 for his second Minor Move, an attempt to move the HI Unit in Sebastia, and he decides again simply to stay where he is.

He now draws a new AM from the AM Pool, and an East AM comes up.

Activation #5: The East

The East player pays 1T for the Activation and draws a SPIES card, holding it in his hand. He declares a Major Move with his 3-5 Elite Leader and rolls a 2 for a total of 7 MP. He barely has enough MP to reach the Greek Army in Nicomedia, but he decides to clean up the south first. He attacks the Greek LI Unit in Side (1 MP to the Space and 1 MP to attack), who decides not to use Pre-Battle Withdrawal in order to force The East Army to use the 1 MP for attacking (if the LI Withdraws, The East Army uses only 1 MP, not 2). The East has 5 HI, 2 LI, and 2 Cav, for a total of 19 Battle Points (Elephants do not give BP). Greece has 1 BP. The ratio is 19:1, which gives 19 shifts. The East also has Cavalry Supremacy (they have 2 Cavalry in the Battle while Greece has none), which gives another 3 shifts, and a leader with a Tactical Rating of 3, for another 3 shifts. Obviously, the

Greek LI will be overwhelmed, so the only issue at question is whether or not the Leader will survive. He rolls two dice to check for a Leader Casualty, and he rolls a 4, so no effect. However, because he is now the only player who Controls a Space in Lycia Province, he gains Control of it, and Greece loses Control. The Greek Stability level drops by one to -1 while The East Stability level rises by one to +8.

He designates the HI Unit in Sebastia for his first Minor Move and rolls a 4 (resulting in 4 MP). He moves the HI to Mazaca (2 MP because of the Mountain Fortress Space) and stops. He uses the second Minor Move to move the LI Unit in Pelusium (in Egypt), rolling a 2, and marching through the Transit Point to Alexandria (2 MP).

He draws an AM from the Pool, and Greece is up next.

Activation #6: Greece

The Greek player pays 1T for the Activation and draws and holds a RAISE THE MILITIA card. He starts the Activation with a Minor Move, rolling for the HI Unit in Pella. He rolls a 6 and moves the HI from Pella through Serdicca (1 MP), Adrianople (1 MP), and Byzantium (1 MP), then across the straits (2 MP) to join the Army at Nicomedia. He now uses his second Minor Move to move the HI Unit in Abydos (west coast of Ionia), rolling a 4. He moves the Unit through Cyzicus (1 MP) and the Transit Point to the east of Cyzicus (1 MP), ending the move in the Celaenia Mountain Fortress Space (2 MP).

He now uses his Major Move to move his 2-4 Leader and rolls a 3 for a total of 7 MP. He contemplates numerous possible moves but decides against it, instead ending his Major Move without doing anything.

He draws a new AM, and Greece is up again.

Activation #7: Greece

Greece pays 1T and draws a REVENUES AND STABILITY card which he must play. He has 5T in his Treasury, so the card has no effect (with 2T or less he would have lowered his Stability by 1 level). He declares a Major Move with his 2-4 Leader and rolls a 6 for a total of 10 MP. He spend 5 MP to move to and attack The East HI Unit in Iconium (in Galatia)—3 MP to get into Iconium itself because it is both a Mountain Fortress Space and enemy-occupied. The East player decides to fight, since he will get 2 die-roll shifts for defending in a Mountain Fortress Space. The Greeks have 8 HI and 1 Cav, for a total of 24 Battle Points (Cavalry can't be used in Mountain Fortress Spaces). The East has 3 BP, so the ratio is 8:1 (24:3), yielding 8 die-roll shifts. The 2 shifts supplied by Greece's 2-4 leader are counterbalanced by the 2 shifts supplied to The East by the Mountain Fortress Space, so the final result is 8 shifts.

For the Battle rolls, Greece rolls a 4 and The East rolls a 5. The Greece player uses 5 of his 8 shifts to lower The East die-roll to 0, thereby taking no losses. He uses the other 3 shifts to raise his own die-roll to 7, so The East loses 70%. The Greek player has 5 MP left, so he expends 1 MP to force The East Unit to Retreat—which The East Unit does, through Seleucia to Tarsus. Since The East HI was Retreated, it lowers its loss percentage

from 70% to 60%. 60% of 3 BP is 2.1 BP, which rounds to 2 BP. The East flips the HI Unit over to its reduced side, absorbing the 2 BP loss. The Greek player rolls a 9 for his Leader on the Leader Death table and he survives. Greece drops an HI Unit in Iconium and spends 3 MP to move the Leader and his Army back to Nicomedia. He has gained Control of Galatia, while The East has lost Control, so he raises his own Stability +1 back to 0, and The East's -1 to +7.

The Greece player uses his first Minor Move to construct a City at Corinth. He removes the Town marker and the HI Unit there, replacing them with a City marker. He pays 3T from his Treasury—the cost of the city is 3T and an HI Unit. He foregoes his second Minor Move and draws a new AM—Rome is up next.

Activation #8: Rome

Rome pays 1T and draws a SPIES card. For his Major Move, he moves his 2-4 Leader in Rhegium and rolls a 4 for a total of 8 MP. He marches 1 MP to Croton, embarks for Naval Transport (1 MP) and sails (1 MP). He passes through Tarentum and Brundisium, both of which he Controls. He rolls a 1 on the Naval Transport Point between Brundisium and Dyrrhachium, so is not forced to Stop. He debarks in Dyrrhachium (1 MP) and marches to Pella (1 MP) and attacks the City (1 MP—6 MP so far). His 4 Legions give him 16 BP, while Pella, as a full-strength City, defends with 5 BP. Ratio is 3:1, so 3 shifts. The Roman Leader gives only 1 shift, since Tactical Ratings against (or defending) Cities matter only to determine if one Leader is better than the other. Rome has 4 shifts total. He rolls a 4 for Battle, and the Greece player rolls a 6. Rome uses all 4 shifts to reduce the Greek roll to 2 in order to take only 20% losses—20% of 16 is 3.2, which rounds to 3 BP, so Rome is forced to lose one full LG (the rules forbid him from flipping 2 LG to their reduced side). Pella takes 40% losses, or 2 BP. Losing one Wall Point satisfies that loss (each Wall absorbs up to 2 BP), so he places a -1 Wall marker under the City. Rome's leader survives the Leader Death roll and the Roman Army regroups back to Dyrrhachium. He uses his remaining 2 MP to attack Pella once more. He has 12 BP vs 4 for Pella, so 3 shifts, and 1 shift for the Leader—4 shifts total. He rolls 5, Greece rolls 1. Rome lowers the Greek roll to 0 (uses 1 shift) and raises his own roll to 8 (using 3 shifts). The Greek loss is absorbed by losing another Wall Point, but since the City has lost as many Wall Points as it can (it cannot be reduced below 3 Wall Points through Battle), and since there are no defending Infantry Units in the City, Rome has captured Pella. Rome rolls again and his leader survives the Leader Death roll. The Rome player replaces the Greek City marker with one of his own, and his Major Move is finished. Greece immediately loses 1 Stability level (down to -1) for losing a Capital Space, and he will continue to lose 1 Stability at the beginning of each Game-Turn until he takes it back.

Minor Moves: Rome rolls 1 for the LG in western Cisalpina and marches it to Massilia. He passes on his next Minor Move and pulls the next AM. Rome is up again.

Activation #9: Rome

After paying 1T for the Activation, Rome draws a REVENUES AND STABILITY card and plays it (he must), losing one Stability level because he has fewer than 3T in his Treasury. Rome also plays his SPIES card to see what Greece has in his hand (only a RAISE THE MILITIA card, as it turns out). He also plays his ALLIANCE WITH PERGAMUM card in order to ally with the Pergamense. For his Major Move, he moves his 2-4 Leader in Pella and rolls a 5 for a total of 9 MP, and moves with his 3 LG Units through Pharsalus (1 MP) to Charonaea (1 MP). The Greek Leader in Athens could intercept with his Army at his point, but he declines, and the Roman Army continues to Actium (1 MP), Corcyra (1 MP) and Dyrrhachium (1 MP), where he drops a LG (0 MP). He then returns via Pella (1 MP) to Pharsalus (1 MP), where he stops. Because he now Controls more than half (3) of the (5) Spaces in Macedonia, and because the Greeks no longer Control the Capital Space (Pella), Rome Controls Macedonia Province. Rome adjust its Stability level by +1, while Greece adjusts its Stability by -2 (for losing a Home Province). Greece's Stability is now at -3, potentially a precarious position for them.

For his first Minor Move, Rome rolls a 5 for one of the Pergamense HI Units in Pergamum, moving it to Cyzicus (2 MP because it is enemy-Controlled), eliminating the Greek Garrison Unit there (Garrison Units do not fight). He uses his second Minor Move to march the LG Unit in Massilia (after rolling a 5) to Pisae.

He draws the next AM from the Pool, and The East is next.

Activation #10: The East

The East pays 1T and draws and holds an ALLIANCE card. As his Major Move, he moves his 3-5 Elite Leader, rolls a 3 for a total of 8 MP. Leaving 1 HI and 1 LI in Side, He moves 4 MP to Sardis and attacks. Greece decides to use the Town in the defense. The ratio is 13:3, yielding 4 shifts for The East. The Leader adds 1 more (the maximum against a City or Town), for a total of 5 shifts. The East player rolls a 2; the Greek player rolls a 5. The East player uses 5 shifts to lower Greece's roll to 0, taking no losses, keeping his own roll at 2, causing the Greeks to take 20% losses. 20% of 3 is .6, rounded up to 1 BP losses. Greece loses the LI Unit to absorb the loss. The East rolls 8 for his Leader on the Leader Death table so he survives. He regroups to the Transit Point east of Sardis and spends 2 MP to attack again, this time at 13:2 for 6 shifts, plus one shift for the Leader to 7 shifts. This time, the unlucky The East rolls a 1 and Greece rolls a 6. The East uses 6 of the 7 shifts to lower the Greek roll to 0, taking no losses, and raises his own roll to 2, for 20% Greek losses. But 20% of 2 is .4, so the Greeks lose nothing. The East rolls 10 for his Leader on the Leader Death table so he survives, and the Army regroups to the Transit Point. He decides to use his last 2 MP to move back to Side. Against all odds (and taking advantage of some truly terrible The East die-rolling), Sardis has held.

His first Minor Move (die-roll of 2) moves the HI Unit in Leptis Magna (Libya) to Tacape. His second (die-roll of 3) moves one of the LI Units in Tacape to Thevestis.

He draws the next AM—Carthage is back in the game.

Activation #11: Carthage

After paying 1T, Carthage draws a SPIES card. He immediately makes use of the special rule allowing Carthage to use any "Hold in Hand" card to buy Mercenaries, but with only 1T he may purchase only 1 Mercenary LI Unit, which he places in Carthago itself to fortify against The East troops in Libya and Numidia. He then conducts his first Minor Move, rolling 5 for the LI Unit in Caralis, using Naval Transport to move it to Carthago (1 MP to embark, 1 to sail, 1 to debark in Hippos Regius, 2 MP to march to Carthago—rolling a 1 in the Naval Transit Point and avoiding Naval Disaster). With his second Minor Move, he rolls another 5 and Naval Transports his LI Unit in Lilybaeum to Carthago, where it stops (3 MP total).

He moves the 2-5 Leader in Messana for his Major Move and rolls a 4 for a total of 9 MP. He leaves 1 LI Unit and 1 Galley Squadron in Messana and Naval Transports the remaining 4 HI, 1 Galley Squadron, and the Leader. 1 MP to embark, 1 to sail—he moves northwards through the Naval Transit Point and rolls a 6 on the Naval Disaster table, so he Stops and must roll 7 or less (-1 for the Leader) for Continuity. He rolls a 6 and moves to Paestum, hoping to keep sailing to Neapolis. But Paestum is not under friendly Control, so he must roll for Continuity, and his result of 12 forces him to debark at Paestum having spent 3 of his 9 MP. He leaves the Galley Squadron there and moves the Army through Neapolis (1 MP) to the Town at Capua (2 MP), arriving with 3 MP remaining. The Roman player decides not to intercept with his 2-3 Leader at Rome, so Carthage carries on with his attack on Capua. 4 HI Units give him 12 BP, versus 2 BP for the Town—6:1, or 6 shifts. He has the only Leader, so he gets 1 more shift, 7 in total. He rolls a 1, Rome rolls a 4. He spends 4 shifts to lower the Roman roll to 0, taking no losses. He uses the remaining 3 to raise his own roll to 4, forcing the Romans to take 40% losses. 40% of 2 is .8, rounding up to 1 BP, so the Romans have no choice but to lose the Town's Wall Point (a -1 Wall marker is placed beneath the Town marker). The Town is now at its minimum Wall strength with no defending Infantry Units, so Carthage has captured it. He replaces the Roman Town marker with one of his own, but the -1 Wall marker remains. He rolls 3 for his Leader Death roll, so the Leader survives.

He now spends 2 MP to move to Rome and attack it, and Rome attempts to Intercept with his LG in Pisae. He rolls 6, adding 1 for intercepting from a Town and 1 for intercepting into a City, but the result of 8 isn't enough (12 is needed), so the interception fails. Rome decides to use the City in the defense. Rome has 1 LG (4 BP) and the City (5 BP), for a total of 9 BP, and a 2-3 Leader, while Carthage has the same 12 BP as before. 12:9 is 1.5:1, which gives 1 shift to Carthage. Neither leader has a superior Tactical Rating, so the final shift total is 1. This is a very iffy Battle, but Carthage rolls 6 and Rome rolls 1. Carthage uses the shift to lower Rome's roll to 0 (no losses). Rome loses 60% of 9, which is 5.4, rounded to 5 BP. He reduces the LG Unit (2 BP) and destroys both Wall Points (4 BP), more than satisfying the loss (there is no combination that would result in only 5 BP losses). Rome continues its streak of bad luck, rolling 12 for Leader casualties, so the leader is eliminated and placed back in Rome's Leader pool. Carthage rolls 9 on the Leader Death table,

so his leader survives. Carthage must regroup back to Capua because the defender still occupies the Space, and since he has only 1 MP left, he cannot attack again (it would take 2 MP to move back into Rome). Rome was in danger of destruction, but it held.

The next AM drawn is for Rome.

Activation #12: Rome

Rome removes 1T for his Activation and draws the CONSPIRACY card, which he must play. This card lets him remove one of any other player's Leaders he wants from the map, citing that Leader as a conspirator to overthrow the government. He has two obvious choices: the Carthaginian Leader in Italy and the Greek Leader in Nicomedia. He chooses the latter in an attempt to crush Greece completely. Greece's Stability takes another hit, and is now at -4, on the brink of Turmoil (which could see civil war). He uses his two Minor Moves to move his two LG from Pisae to Rome.

He declares a Major Move with the 2-4 Leader in Pharsalus and rolls a 2 for a total of 6 MP. He moves 3 MP to Athens to attack. But the Greek player plays his RAISE THE MILITIA card—he rolls a 6, which he halves to get the total number of Militia Units he raises, three. But because his Stability is in the Unrest range, he subtracts 1 from that total, so he gets 2 Units. He places 1 Militia Unit in Athens and 1 in Corinth. But he lowers his Stability to -5 (Greece is now in Turmoil!), the -1 penalty for raising Militia.

Rome attacks with 8 BP (2 full-strength LG Units) versus 9 BP for the Greeks (5 for the City, 3 for the HI Unit, 1 for the Militia Unit), which is 1:1, so 0 shifts. Rome has the Leader with the superior Tactical Rating, which gives him 1 shift—so Rome gets 1 shift total. Rome rolls a 4, Greece rolls a 5. Rome applies the die-roll shift to his own roll, raising it to 5, so both players lose 50%—a truly destructive Battle. 50% of Rome's 8 is 4 BP, so he loses one of his LG (4 BP). 50% of Greece's 9 BP is 4.5, which rounds up to 5 BP. Greece chooses to lose the City's two Wall Points (4 BP) and the Militia Unit (1 BP). Since there is still an Infantry Unit in Athens the City is not captured. Both Leaders survive the Leader Death rolls (7 and 8).

Rome regroups to Chaeronea and attacks again, leaving him with only 1 MP. This time he has 4 BP (1 full-strength LG Unit) vs. Greece's 6 BP (3 for the City, 3 for the HI Unit), so the odds are 1:1.5, or one shift for Greece. Rome's Leader gives him 1 shift, which negates the Greek shift. Rome rolls 2, Greece rolls 1. Rome loses 10% of his 4 BP, which is .4, or no losses, Greece loses 20% of his 5, or 1 BP. He reduces the HI Unit. Again, the Leaders survive their Leader Death rolls. Because of the reduced HI still in Athens, Rome has not captured the city, so he regroups back to Chaeronea and with his last MP goes back to Pharsalus. Like Rome, Athens has barely held on.

The Rome player pulls the next AM—Carthage.

Activation #13: Carthage

Carthage pays 1T and draws a BARBARIAN INVASION card (must play). He rolls a 4 on the Invasion Table, resulting in a German invasion. This was the last thing Rome wanted. The Carthage player decides to place the Barbarian Army in the German Tribes Territory, so he rolls 3d6 to see how many Barbarian Infantry

arrive, with a result of 10. He places 10 BI and the 2-5 Barbarian Leader in the western-most Space in the German Tribes Territory. He gets to move them with a Major Move before his own Operation, so he does so, rolling a 5 for a total of 10 MP. He moves 4 MP south to attack the Tribe, which is flipped over to reveal 5 Tribal Infantry. The ratio is 10:5, or 2:1, so the Barbarians have 2 shifts. Their leader gives them an additional 2 shifts—4 total. The Battle die-rolls are 6 for the Barbarians and 4 for the Tribes, so the Carthage player raises the Barbarian roll to 10, destroying the Tribe completely (10=100%) and therefore taking 40% losses himself (4 BI). The Leader survives his Leader Death roll on a roll of 5, and the Barbarian Army marches 4 MP to the Town at Parma. The Barbarians have 6 BP, the Town 2 BP, so 3 shifts for the Barbarians and another shift for having a Leader with a higher Tactical Rating. Carthage rolls a 4, Rome rolls a 2. The Carthage player uses 2 shifts to lower the Roman roll to 0, and 2 shifts to raise his own roll to 6. The Romans take 60% losses. 60% of 2 means 1.2 BP, rounded to 1. Rome has no choice but to destroy one of the Town Wall Points, so the Town is captured (it's down to its minimum number of Wall Points and has no defending Infantry Units). The Barbarians must see if they Continue with the move or if they stop because of Sack and Plunder. The roll is 1, so they carry on. They spend 1 MP to destroy the remaining Wall Point, removing the Town marker completely. With the last MP they move to Arrentium.

It is now time for the Carthaginian Activation itself. Carthage declares a Major Move with his 2-5 Leader in Capua and rolls a 5 for a total of 10 MP. He considers attacking Rome, but the City's now substantial defending force makes him think otherwise. He spends 1 MP to destroy Capua, removing the Town marker, and 3 MP to move to Tarentum to attack. The LG Unit and the City give the Romans 9 BP, while Carthage has 4 HI Units for 12 BP. The ratio is 1.5:1, so 1 shift for strength. The 2-5 Leader gives a second shift. Rome rolls a 6, Carthage a 2. Carthage uses the 2 shifts to lower the Roman roll to 4, taking 40% losses. 40% of 12 is 4.8, rounded to 5, so Carthage eliminates 1 HI Unit and reduces another HI Unit (3+2=5 BP). Rome loses 20% of 9, which rounds to 2 BP, and he reduces the LG Unit. The Carthaginian Leader rolls a 9 for the Leader Death table and survives. Carthage regroups to Venusia and spends 2 more MP to attack Tarentum once again (he has 4 MP remaining). This time, the calculations (7:7 = 1:1, one shift for the Leader) reveal 1 shift in favor of Carthage again, and the die-rolls are Carthage 5, Rome 1. The shift lowers the Roman roll to 0, so Carthage takes no losses and Rome takes 50%. 50% of the 7 Roman BP is 3.5, rounding up to 4 BP, and Rome eliminates 2 Wall Points from the City (4 BP). The Leader survives his roll on the Leader Death table again, and Carthage regroups and attacks once more (2 MP remaining). This time, Carthage has 7 BP and Rome has 5 BP (3 Walls plus the reduced LG), so it's 1.5:1 odds or 1 shift, plus 1 shift for the Leader (2 shifts total). Rome rolls a 6 and Carthage a 4. Carthage lowers the Roman roll to 4, so both sides take 40% losses. 40% of Carthage's 7 BP is 3 BP, so Carthage loses an HI Unit. 40% of Rome's 5 BP is 2 BP, so Rome loses the reduced LG Unit. Because the City's Wall Points are at their minimum (3) and the last defending Infantry have been eliminated, Tarentum falls to Carthage. The Rome City marker is replaced by a Carthage City

marker (but the -2 Walls marker remains in place). The Leader rolls a 10 and survives the Leader Death table. The Carthaginian player tries to Sack and Plunder Tarentum by rolling against his leader's Campaign Rating. The resulting roll of 1 is a failure to do so. He then ends his move.

With his first Minor Move, Carthage moves an LI Unit from the Army in Lusitania (in Hispania) to the Mines at Bergidum to take Control of them. He doesn't use his second Minor Move. He pulls the next AM, and Carthage is up again.

Activation #14: Carthage

Carthage pays 1T and draws a BARBARIAN RESURGENCE card (must play). He draws a Tribal marker from the Tribal Pool and places it, face-down, in the Tribal Space just destroyed by the Barbarian Invasion Army. For his Major Move, he moves his 2-4 Leader in Hispania and rolls a 2 for a total of 6 MP. His goal is to get the Army home to guard against The East forces threatening Carthago itself. He marches from Salamantica to Lusitani (2 MP because of the Transit Point), drops an HI Unit there (0 MP), and moves on to Olisipo (1 MP), a Port. He embarks for Naval Transport (1 MP), sails (1 MP), and gets past all three Naval Transit Points (rolls of 5, 3, and 2 respectively) and debarks at Carthago (1 MP). He stays there.

For his first Minor Move, he moves the Galley Squadron in Paestum and sails it back to Messana, avoiding Naval Disaster in the Naval Transit Point with a roll of 2. He would like to rebuild Tarentum with his second Minor Move, but with no Talents left, he can't. So he foregoes his second Minor Move completely.

The next AM drawn is The East.

Activation #15: The East

The East player pays 1T and draws and holds the CUNCTATOR card. He decides to make a Minor Move first, rolling 3 and moving his LI Unit in Thevestis to Capsa (otherwise he would not Control Libya). He foregoes the second Minor Move.

For his Major Move, he moves the 3-5 Elite Leader and rolls a 6 for total of 11 MP. He uses 3 MP to move to and attack Sardis, leaving his reduced HI behind to maintain Control of Lycia. With 13:2 odds and a Leader, he has 7 shifts. Battle rolls are 1 for The East and 6 for Greece. The East uses two shifts to raise his roll to 3 and the remaining five shifts to lower Greece's roll to 1. The East loses 10% of 13, or 1.3, and they eliminate an LI Unit. Greece loses 30% of 2, which is .6 BP, rounding up to 1 BP, so Sardis loses its Wall Point and The East captures the Town. His Leader survives his roll on the Leader Death table. He now moves 2 MP to the Celenae Mountain Fortress Space, where the Greek HI Unit decides to use Pre-Battle Withdrawal. There are no die-roll modifiers, since The East cannot use his Cavalry in a Mountain Fortress Space, and Greece rolls a 6. The Greek HI Unit moves through the Transit Point (1 MP) and Cyzicus (1 MP), into Abydos (1 MP) and across the straits to Sestus (2 MP), where it stops. The East Army moves 2 MP to Nicomedia in order to attack the large Greek Army, and Greece attempts Withdrawal. The East's Cavalry Superiority modifies the Greek Withdrawal roll by -1, so the Greece player's roll of 1 means

that the Greek Army may not move (the Cavalry has pinned it in place). The largest Battle of the Game-Turn occurs.

Greece has 7 HI Units (21 BP) and 1 Cavalry Unit (1 BP), 22 BP total. The East has 4 HI Units (12 BP) and 2 Cavalry Units (2 BP), 14 BP total. The East decides to commit all three of his Elephant Units to attempt to neutralize the Greek Cavalry. He rolls 2, 5, and 4, consulting the Elephants Table to see that he has neutralized the Greek Cavalry Unit but has lost 1 Elephant Unit. With the Greek Cavalry out of the picture, he now has Cavalry Supremacy (2 Cavalry Units versus 0). 22 BP vs 14 BP is 1 shift for the Greeks, but The East gets 3 shifts for Cavalry Supremacy and 3 shifts for his 3-5 Leader (the Greek leader was removed earlier in the Turn). The East therefore gets 5 shifts total. Both players roll a 2. The East player uses 2 shifts to reduce the Greek roll to 0 (no losses for The East) and the other 3 to raise his own roll to 5 (50% losses). However, the Greek player decides to Retreat in order to cut his losses by 10%, and The East player decides to use his Cavalry to attempt to deny that Retreat. On a 1-3 The East player can do so, but he rolls a 4 and the Greeks get away. They Retreat across the straits into Byzantium. Total Greek losses are 40% of 22 BP, which is 8.8 BP rounding to 9 BP. Greece eliminates 3 HI Units. The East Leader rolls on Leader Death table and survives, and The East Controls Pontus. The East's Stability raises by +1. The East Army uses its remaining 2 MP to move to Ancyra, denying Greek Control and lowering Greece's Stability to -6 (the lowest possible Stability).

Greece has the final AM of the Game-Turn.

Activation #16: Greece

The Greece player pays his final 1T and draws the TRAITOR card, which he keeps. He considers using his Major Move to move the Barbarian Invasion Army (which any player may do in the case of German invaders) to take revenge on the Roman attack, but he decides to try to reclaim Pella and prevent even greater disaster. For his Major Move, he moves his 1-3 Leader in Athens and rolls a 4 for a total of 7 MP. He leaves the reduced HI Unit in Athens and sails by himself (0 MP to embark, because he's a Leader on his own, and 1 MP to sail). He sails to the Demetrias Space and, because Macedonia is Controlled by Rome, he must roll 2d6 for Continuity. He rolls a 7, succeeding. He sails to Limnos, which he does Control (it is part of the Aegean Islands Province) then through Thassos to Abydos, where he must roll for Continuity again. He rolls a 3, succeeding again, and sails into Byzantium and debarks (2 MP so far). He picks up the Army there (1 MP), leaves the Galley Squadron to block the straits, and moves through Adrianople (1 MP) and Thessalonice (1 MP) and into Pella with his final 2 MP. The Roman player decides to intercept with his Army in Pharsalus and rolls a 9, adding the Leader's Tactical Rating for a total of 11. Because he's intercepting into a friendly City, he adds 1 to the dice-roll, and on a 12 the interception succeeds. Because he is the Attacker (a player Intercepting is always considered to be the Attacker) he cannot use the City in the defense, and so the Greek may use his Cavalry. Greece has 13 BP (4 HI Units and 1 Cavalry Unit) to Rome's 4 BP (1 LG), yielding 3 shifts for Greece. Greece gets another shift for

Cavalry Superiority, but this is countered by the difference in the Leaders' Tactical ratings. Total shifts are therefore 3 for Greece.

Rome rolls 6, Greece rolls 4. Greece raises his roll to 7 and leaves the Roman roll at 6. 70% losses for the Romans, 60% for the Greeks. Greece loses 8 BP, destroying 2 HI Units and reducing another. Rome loses 70% of 4, which is 2.8 rounded to 3 BP, so the LG Unit must be destroyed. Both Leaders rolls on the Leader Death table and survive. Because Pella's Wall Points are at their minimum and Rome has no defending Infantry Units there, Greece has recaptured Pella. The Greek Stability level will not be subject to a further -1 adjustment at the beginning of next turn and, just as importantly, because he now Controls the Capital of his Home Province, he Controls the entire Province. He immediately gains 2 Stability levels for recapturing a Home Province, while Rome drops -1 Stability for losing Control of Macedonia.

Attrition and Isolation Phase

No Units are isolated, and all Galley Squadrons are in friendly-Controlled Spaces, so nothing is lost.

Victory Phase

Calculating the Victory Points requires three separate calculations: Geographical Objective Points (GOP), Civilization Points (CVP), and Opportunity Objectives (OOs). Here is how this works out in this particular game:

GOP

The East Controls Libya, Cyraenica, Egypt, Judea, Syria, Cyprus, Cilicia, Lycia, Cappadocia, Pontus, Armenia, and Scythia, for a total of 11 Provinces, thus 11 GOP. They Control no non-Home Territories (each of which would give 1 GOP if they did).

Carthage Controls Africa, Numidia, Mauretania, Baetica, Lusitania, West Sicily, Sardinia, and Corsica, thus 8 GOP. They Control no non-Home Territories.

Greece Controls Thrace, Macedonia, Attica, Peloponnes, the Aegean Islands, and Crete, for a total of 6 GOP. They Control no non-Home Territories, either.

Rome Controls Cisalpina, Italia, and Bruttium, for a total of 3 GOP. They Control no non-Home Territories.

Therefore, The East is first and gets 7 Victory Points, Carthage second for 4 VP, Greece third for 2 VP, and Rome last for 0 VP. The Victory Points track is adjusted to the new totals: The East stands at 15 VP, Carthage and Greece at 8 VP, and Rome at 3 VP.

CVP

The East has 2 Cities and 1 Town (Sardis doesn't count because it's a reduced Town). Total 7 CVP.

Carthage has 1 City, 1 reduced City (reduced Cities count for CVP purposes as if they were Towns), and 2 Towns, for a total of 6 CVP.

Greece has 1 City and 2 reduced Cities for a total of 5 CVP.

Rome has 1 reduced City and 2 Towns, for a total of 3 CVP.

For CVPs, therefore, The East gets 5 VP, Carthage 3 VP, Greece 1 VP, and Rome 0 VP. The Victory Point Track is adjusted to show The East at 20 VP, Carthage at 11 VP, Greece at 9 VP, and Rome at 3 VP. The attacks on the Greek and Roman Cities and Towns have made a major difference here. Notably, only The East was not threatened this turn, and they have captured both sets of Victory Points.

With 12 VP gained this turn (the most of any player), The East would gain +1 Stability if it were not maxed out (at +8 Stability) already. With no VP gained this turn (the lowest amongst the players), Rome loses -1 Stability.

No player has met any Opportunity Objectives, so there are no OO-based GOP or VP.

Play Order Determination Phase

The first four Activations of the next Game-Turn occur in reverse order of current Victory Point standings. As a result, Rome goes first, Greece second, Carthage third, and The East fourth. The AMs are placed on the AM Track.

Income Phase

To see how all of this translates into Talents for the four Powers, we will calculate income even though it occurs in the following Game-Turn.

The East gets 3T for Egypt, 1T for each of the other Controlled Provinces (10T total), 1T for Controlling its Home Territory, 3T for each full-strength City (6T total), and 1T for each full-strength Town (1T). Total income: 21T. However, The East player must roll on the Babylon Booty Call Table to see if this total is affected, and whether or not Successor Wars break out.

Greece gets 1T for each of its Provinces (6T total), 1T for Controlling its Home Territory, 3T for the City at Corinth, and 1T for each reduced City (2T total). Total Income: 12T.

Carthage gets 1T for each of its Provinces (8T total), 1T for the Bergidum Mines, 3T for the City at Carthage, 1T for the reduced City at Tarentum, and 1T for each full-strength Town (2T total). It does not get 1T for Controlling its Home Territory, because East Controls Libya. Total income: 15T.

Rome gets 2T for Italia and 1T for each of its other Provinces (4T total), 1T for Controlling its Home Territory, 1T for the reduced City at Rome, and 1T for each full-strength Town (2T total). Total income: 8T.

The result of this turn is that The East has a significant advantage in both Victory Points and, assuming a decent roll on the Babylon Booty Call Table, income. Rome is devastated, while Greece isn't much better off. Greece, Rome, and Carthage will need to make strong choices in the Manpower Phase to stave off The East juggernaut, although a Successor War result on the Booty Table would certainly help. Even if that happens, though, consider it crisis time for Greece, who must use its Fleets extremely wisely as it attempts to rebuild its Treasury and thus its Armies.

Part IV: Play Notes

Scope and Scale

Throughout the rules are references to the scope and scale of *Pax Romana*. It's important to keep in mind, as you plot your strategies, each Game-Turn represents 25 years, so each Activation (although it doesn't break down this simply) is roughly 6 years. In that time, your Armies could march across Europe and back several times, so this game isn't about individual Armies, individual Battles, or anything like that. This is about sweeping movements, about the narrative flow of events, about overall positions of the various Powers. Think of each Game-Turn as telling the story of how the world differed from the first of the Game-Turn to the end, and you'll get a good idea of how to approach things.

A good example is the capture of Cities. It can take an entire turn to defeat an enemy Army near a City and capture the City, but that's because the actions required to take the City represent the highlights of what the Armies would have done to perform that capture, in a high strategic sense. Likewise, Battles actually represent multiple campaigns and even multiple Armies, over a course of time—or, in some cases, extremely significant Battles highlighted from a series of encounters. The scope also explains the building of civilizations (Cities and Towns) and the recruiting of manpower over a span of years, and the acquiring of Control over Provinces and Territories also over long periods of time.

The Naval Game

In almost every game of *Pax Romana* you play, the naval system will make a major difference. You can move by water quite literally from one side of the map to the other in a single Activation, although it's not quite as simple as that (you run into storms, Stoppages, unfriendly sea lanes, unfriendly ports, etc.). You can help yourself considerably by keeping your main forces close to ports so that you can respond in one long move to anything that threatens your other interests on the map, or to a move by an opponent that opens unexpected possibilities.

Here are a few important features of Galley Squadrons. First, they have to be maintained, so if your main opponent is low on Talents, building a larger navy for yourself forces him to consider doing the same, and you can attempt to have him come close to bankrupting himself simply to keep his navy on the map. Second, and of most immediate advantage, they prevent naval landings, either by Naval Transport or by movement across straits, so a single well-positioned Galley Squadron can be of far greater significance than an Army. Carthage, for example, can cordon off the Sicilies with a few Galley Squadrons, forcing Rome to build and maintain a navy of its own if it wants to capture those islands. Greece can use Galley Squadrons as the core element of a defense against invasion by The East. The problem comes when the opponent concentrates his Galley Squadrons against your cordon.

Land Battles

This game was designed to make Battles dangerous, and often highly unpredictable. On the one hand, that means you shouldn't fight simply because there's a Battle to be had, but rather because you really do need to attack or defend—to keep an opponent out of a particular area, to force him to think that you intend to attack into his own Territory, and so on. One very clear reason to enter Battle, however, especially later in the Game-Turn, is to cut large opposing Armies down to size. As long as you have the means to replenish at least some of your own losses, it often makes sense to engage in combat in order to force your opponent to spend some of his resources doing the same, resources he might otherwise have used building Cities, Towns, and Galley Squadrons.

If you have a choice, use your Manpower and Recruitment to acquire a combined Army of Heavy and Light Infantry, Cavalry, and Elephants. A single Elephant can neutralize an enemy Cavalry Unit and thus make the difference between Cavalry Superiority and Cavalry Supremacy (either for or against you), and this can be highly significant in a Battle. Cavalry has multiple functions: it provides die-roll shifts in Battle and it helps prevent Withdrawal and Retreat of enemy Armies, so get as much of it as you can afford (it can't help you in Battles involving Cities or Towns, though). If you can't build a combined Army, try for as many HI/LG Units as possible to work the odds. But remember that a good leader can be far more important than a significant disparity of forces, so stay out of combat if your leader has a low Tactical Rating.

Be careful about intercepting. Not only does it cast you in the role of attacker in the Battle if you succeed (so you can't use Cities or Towns in defense), it also moves you out of what might be a desirable defensive location. On the other hand, though, place Armies where interception is the most useful (usually in a City or Town due to the favorable modifiers), because in this game you can intercept any time a Army moves adjacent to you, even when it is Withdrawing or Retreating. With careful planning, you can practically pin a force in place—but this is a fairly rare occurrence despite the possibility.

Cities and Towns

Cities and Towns provide good defense. They also provide Civilization Points and thus potential Victory Points. They also provide income. So why not build as many as you possibly can? First of all, you'll rarely have the spare resources to do so, unless the other players are building them as well. But usually you'll be under attack by someone, and you'll find your resources quickly used up with simply trying to survive. But there's another reason not to over-build: Cities and Towns can be captured and then rebuilt by the capturing player, at much less cost than you originally put into them. In other words, when you civilize, you create a target for the other players, who will be happy to reap the benefits of what you sowed. So unless you can place addition Infantry Units in a City or Town—especially if it's well away from your Home Territory—it might be better not to build it at all and use the resources for other purposes. That said, you need Cities and Towns to grow, so a balancing act is needed here.

Guidelines for 2 and 3 Players

While the best possible way to play the 4-player scenarios (#5, #6, and #7) is with four actual players, often this is impractical. For that reason, we have tested these scenarios with 2 and 3 players. We're happy to report that they work extremely well this way.

With two players, the best way to play is to divide the Powers as follows: One player plays Rome and The East, while the other player plays Greece and Carthage. The trick here—and it's quite easy to do—is to force yourself to think, while playing each Power, the way you would think if you were playing that Power in a 4-player game. This is primarily true of options such as The East invading Carthage with Rome's help, or Carthage and Greece working together to take out Rome. In a 4-player game, neither of these strategies is likely to happen, especially early in the game, so you should just forego the idea for the first 4-5 Game-Turns of the 2-player version.

Obviously, alliances between players will be meaningless when playing the game with 2 players, so feel free to remove the two ALLIANCE cards (but not the ALLIANCE WITH RHODES and ALLIANCE WITH PERGAMUM cards). Also, be careful when using the Rhodes/Pergamum alliances that you keep track of which Power actually has the alliance; otherwise, it's easy to forget and to have the other Power—if in the geographical vicinity—make use of the Independent Power's assets. Further, do not allow a Power to remove a Leader (in the case of the CONSPIRACY card) who clearly threatens the other Power played by the person using the card. Simply put, in fact, avoid the temptation to consider your two Powers in any kind of a working relationship at all.

What happens in the end-game, when your two Powers might become natural enemies? Clearly, this is a problem, although in testing we discovered two possible solutions (and you will think of more). First, have a variable ending for the game; starting with the end of Game-Turn 6, roll 1d6 and add the Game-Turn number; if the result is 12 or more, the game ends immediately. Second, and this is only sometimes possible, realign who plays which Power, or, if one Power is doing exceptionally well, have one player take command of all three of the other Powers, as if they were in a 3-player alliance in a 4-player game. Usually, though, this situation will not present itself.

When playing with 3 players, the most immediate solution is to have the most experienced player take both Carthage and The East, with Rome and Greece commanded by the other two players. Carthage and The East must commit to their general historical goals—for The East, conquer Asia Minor and Greece; for Carthage, conquer Spain and take out Rome. For the best outcome, play Scenario VI so that The East is split into the Seleucids and the Ptolemies. Or, allow the Rome/Greece players to play the ALLIANCE cards in order to take command of whichever of The East/Carthage side they want, for one Activation only (or, if you prefer, for an entire Game-Turn).

There is another way to play the game with 3 players, though. Choose one of the Powers (usually The East or Carthage, but Greece could work) to be the Variable Power. Whenever an AM for that Power is drawn, each player rolls a die, with the high roller getting the right to perform the Minor and Major moves

with that Power for that Activation. Do the same during the Manpower Phase to ensure that the Power is replenished with forces. Again, common sense wins out here, but this system does work and opens the game up wide.

Guidelines for Online Play

The two primary programs for playing over the Internet are Vassal and Cyberboard. Vassal and Cyberboard modules are available now. You will be able to download both from the GMT Games site.

Vassal (www.vassalengine.org) is the only one of the two systems to allow live online play. Without getting into the explanations of how to use Vassal (see for details), all players simply download the latest Vassal program along with the appropriate Vassal module for *Pax Romana* (there will be several Pax modules, depending on how many players will be playing). One of you loads the scenario or saved game and connects to the Vassal server and creates a game room, all of the rest of you connect to the Vassal server, then synchronizes with the person who loaded the scenario/game. Choose a Power to play, and you're ready to go.

Vassal contains a chat window, in which you can all type comments in order to explain what you're doing, but many users find it more convenient and more life-like to connect a headset to the computer and connect to one another via MSN Messenger, Skype, or one of numerous other voice programs. This way, you can talk to each other instead of typing. Vassal's chat system allows you to open private windows to chat with individual players, and some voice programs allow you to do the same.

If using Vassal, it's a good idea to log the session (you do this from the File menu). That way, you can run through the turn later if you want, and you can write up the experience for magazines and/or online gaming sites. More to the point, you can go back to check if something was left out or possibly done out of sequence, and you can suggest corrections. You can also share the log file with new players to show them how the game works.

And, as always, remember to save the game when you leave the computer for a while. In fact, get two or three players to save it, so that you have copies, and so that anyone can start it up next time.

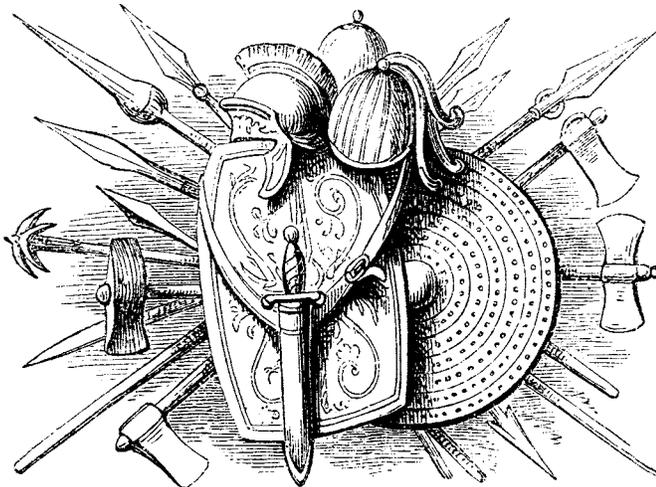
You can use the log feature to play Vassal by email as well. You simply log what you're doing, save the log file, and email that file to your opponent(s). They load it into Vassal, log what they do, and email their saved log file to the next person (or to the entire group, whichever way you choose to set it up).

Cyberboard (cyberboard.brainiac.com) is a play-by-email program with significantly different features than Vassal. Its primary benefit is the way it tracks and records all actions automatically. You don't have to remember to create a log file; Cyberboard logs whatever you do as soon as you start a session. You simply get a game started, based on the scenario files provided with the gamebox (Cyberboard's names for its modules), then make sure each player has a copy of either the common game file or their own personal game file (possible in multi-player games such as some scenarios in Pax), and you start sending "move" files (i.e., log files) to one another. Each recipient loads the move file, steps through the playback, incorporates the move file into

the game file, and carries on with the next session. At any time, you can quickly find a point at which you want to start viewing the game as it unfolded, switching back to your current session whenever you want.

The difficulty in playing Cyberboard games of Pax—and for that matter Vassal email games—is how to handle player interaction: Withdrawals, Retreats, Interceptions, card plays, die-roll shift decisions, etc. There’s no hard and fast rule here; each group must work out the issues by themselves. However, in testing we’ve found that the best way is to send email whenever an interaction decision comes up, with a short description of what has gone on. You can even save a screen capture of the action and send it along with the email (most graphics programs, and Windows itself, lets you capture screens). But even this gets tedious at times, because in effect you have to email your opponent every time there’s a Battle (to see if anyone wants to play Battle cards), every time your Army passes adjacent to an opponent’s Army (to see if he wants to Intercept), and so on. During testing, we found that a set of general guidelines can work best, letting other players know what you intend to do, telling them that, if they fight, you might want to play a Battle card (you can fake them out, of course), and so on. Admittedly, this system eliminates some of the tension of playing the game live, but it can help keep the game moving along.

With any PBEM game of Pax, because of the numerous interactions and the numerous Activations, try to get a commitment from all players to check email regularly and to respond to their turns regularly. And also commit to each other to send reminder emails—in the middle of a long game of Pax by email (many PBEM games take weeks and even longer), it’s easy to forget that it’s your move. Much better to receive a reminder and carry on from there.



Part V: Development Notes

The development of *Pax Romana* covered, of course, the full spectrum of rules and mechanics, but it focused primarily on five major areas—keeping Army sizes down, restricting the number of Talents available, making Cities and Towns extremely important, ensuring a wealth of decision points during play, and guaranteeing continual player interaction. Throughout the process we were also constantly working on keeping games to a reasonable length, hence the variety of scenarios and, especially for the Standard Game rules, the ability to tailor a game to suit the length desired.

Army Sizes and Treasury Sizes

Early playtesting showed that Pax played fairly smoothly and that players were fascinated by what would happen next. But in most of the full-length games, by the fourth or fifth Game-Turns we were running into a major problem with the size of Armies on the map. players were recruiting at a pace far exceeding the rate of the destruction of their Armies, to the extent that one memorable game saw a Greek Army of approximately 75 Battle Points facing an Army of 55 Battle Points from The East. Given the combat system in place at the time (radically different from the combat system in the final rules), there was no way The East player was going to attack because there was nothing he could do to whittle down the size of the Greek Army. The Greek player kept building and building, and then eventually marched through Antioch, swept through Syria and Judea, and took out Alexandria, all in one turn.

The solution to the problem lay in realizing that, historically, populations didn’t grow like that, and Armies going into the field tended to dissipate, get destroyed, or otherwise shrink. We didn’t want an elaborate attrition system per se in the game, so we made the most significant decision in the entire development cycle, restricting the income players would be able to collect. Before this, players had been able to use their Activations for income collection, with the result that a player, if he wanted, could sit back for three or even all four of his Activations and do nothing but collect, spending it all in the subsequent Manpower Phase. Not only did this create inappropriately large Armies, it also meant less activity on the map, never a good thing. In came the Income Phase, out went the ability to collect income during the Activation Phase, and the problem was mostly solved. Less income meant smaller Armies and a vastly more challenging monetary system, one in which, for much of the game, players agonized over the expenditure of each individual Talent.

Cities and Towns

Cities and Towns were in the game from the beginning, but they took on their full significance only with the addition of the Civilization Point rules. Until the CVP rules emerged, players didn't usually bother building Cities or Towns, because it was easier to build Armies instead (and Cities and Towns don't march). The solution was to increase the income value of Cities to 3T instead of their original 2T, to increase their defensive strength in the process, and to give them a value tied directly to Victory Points, one that would give Pax a civilization-building focus that suited the time-scale. Suddenly, players began building Cities and Towns and opponents started trying to capture or destroy them; in fact, they became nearly as important to the players as Provinces and Territories. They also provided a useful economy mechanic, with the ability of a Power to field Heavy Infantry (and Legions in the case of Rome) tied to urban development, and thus to overall wealth.

Decision Points

In the opinion of most of its playtesters, *Pax Romana's* greatest single feature is the numerous and frequent decision points encountered with practically every Activation. With a half-decent leader and a half-decent movement die-roll, you can travel great distances in a single Activation, so your first decision is what to do with the mobility you have. Do you march overland and take on the most immediately threatening enemy Army, or do you hit the coasts and embark on a lengthy Naval Transport to get well behind your enemy and threaten his homeland? Do you take a chance at having your Fleets fail Continuity and find your Army trapped on an Aegean island? Do you stay by your Capital Space and guard against invasion? Or do you risk everything and go for your opponent's jugular—his Capital Space—fully knowing that, if you fail, he'll be free to try almost anything he wants in his next Activation?

Of course, the order of the Activation markers figures into these decisions. It's one thing to take a huge chance if it's only your first or second Activation, but what if it's your third and your opponent has had only one? Even worse, what if it's your fourth and you absolutely need to get your Armies back home? Do you take a chance at Naval Disaster on that innocent-looking Naval Transit Point? Or do you wait until next Game-Turn and beef up your Capital Space with recruits? And what if it's your fourth and your primary enemy has two remaining? Do you force him to react to your aggressiveness, or do you position yourself as well as you can to counter any moves he might make against your Home Territory?

Even more fascinating at times are the small decisions. Do you Withdraw from Battle in situations in which your forces are overwhelmed, or do you stand and fight, forcing the enemy Army to expend a precious Movement Point to fight? If you do Withdraw, and assuming you have a choice, how far should you go? In a Battle in your Home Territory, do you Withdraw and lose Stability? And if you lose that Battle, do you raise Militia, knowing that this, too, causes a Stability loss? What about Cities? Do you defend them to the death? Do you voluntarily destroy a City rather than allow your opponent to take it over? And so on.

Pax is a game that rewards contemplation. In fact, the quality of the decision points demands it.

Land Combat

The most radical single change in the game during development was the adoption of a new combat system. The change was necessitated by the simple fact that the original combat system wasn't sufficiently fulfilling the designer's intent. From the beginning, players were supposed to be wary of attacking, and attacking was supposed to hurt. The problem was that it wasn't happening that way, especially when Armies were significantly different in size.

The current system solved three significant problems. First, it made combat between relatively equal Armies almost completely unpredictable, to the extent that the decision to attack was, in fact, often taken guardedly. Second, and at the other end of the issue, it allowed for the destruction of overmatched Armies (something the historical narratives mention quite frequently). Third, it provided a way for leaders to take on an enhanced significance in the game. All of these things were in the original system to varying degrees, but the new system brought them to the fore. The other positive was giving players yet another decision to make, how to manipulate the die results.

This system proved exceptionally popular in playtesting, and it created the desired design effects. It's also great fun.

~ Neil Randall



MAJOR POWERS INCOME AND MANPOWER TABLE (6.2)

<i>Territory:</i>	<i>Provinces and Income</i>	<i>Units Available [Cost in Brackets]</i>	How to Use The Income and Manpower Tables Income: Use the Provinces column to determine the number of Talents earned for Controlling each Province. Use the Territory and Provinces column together to determine if the player Controls a specific Territory (he must Control all its Provinces). Recruitment: The Units Available column shows the types and cost of Units available for recruitment from any Province within the Territory—as long as the player Controls that Province.
ROME [1T] Capital: Rome May not hire Mercenaries. May not use Soldier of Fortune.	Italia [2T] Cisalpina [1T] Bruttium [1T]	All Provinces: Legions [2T] — <i>Legions available to Roman player only</i> Heavy Infantry [2T] — <i>Available to non-Roman players recruiting in Roman Home Provinces; not available to Roman player.</i>	
CARTHAGE [1T] Capital: Carthago May hire Mercenaries with any Hold-in-Hand card (Advanced Game)	Africa [1T] [Eleph]* Libya [1T] Numidia [1T] Mauretania [1T]	All Provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T] <i>in Africa only</i>	
GREECE [1T] Capitals: Athens, Pella	Attica [1T] Thrace [1T] Macedonia [1T] Peloponnes [1T] The Aegean Is. [1T]	All Provinces: Heavy Infantry [2T] <i>May not raise Units in the Aegean Islands</i>	
THE EAST [1T] Capitals: Alexandria, Antioch	Egypt [3T] [Eleph]* Syria [1T] [Eleph]* Judea [1T] Cyrenaica [1T] Cyprus [1T]	All Provinces: Heavy Infantry [2T] Light Infantry [1T] Cavalry [2T] Elephants [1T] <i>in Egypt or Syria only</i>	
Notes: Each Full-Strength City: 3T per Game-Turn Each Reduced City: 1T per Game-Turn Each Full-Strength Town: 1T per turn Each Reduced Town: 0T per Game-Turn			[Eleph]* It costs 1T to raise one Elephant Unit, available only from Provinces with an [Eleph] All Major Powers spend 2T to build a Galley Squadron, and 1T to maintain it. Siege Expertise: High bidder gets 1 Die-Roll Shift in Battle against Cities/Towns; both bidders spend the Talents they bid.

MINOR TERRITORIES INCOME AND MANPOWER TABLE (6.2)

<i>Provinces and Income</i>	<i>Unit Types Available</i>	<i>Provinces and Income</i>	<i>Unit Types Available</i>
Gaul [1T] Britannia [1T] Belgica [1T] Lugdunensis [1T] Aquitania [1T] Narbonensis [2T]	Light Infantry [1T] Cavalry [1T]	The Sicilies [1T] West Sicily [1T] East Sicily [1T] Sardinia [1T] Corsica [1T] Melita [0T]*	Light Infantry [1T] * No recruitment possible from Melita
Asia Minor [1T] Ionia [2T] Pontus [1T] Cappadocia [1T] Lycia [1T] Galatia [1T] Cilicia [1T]	Heavy Infantry [2T] Cavalry [1T]	Germania [1T] Germania Inferior [1T] Germania Superior [1T] Germania Magna [0T]	Cavalry [2T]
Hispania [1T] Tarraconensis [2T] Lusitania [1T] Baetica [1T] Gallaecia [1T] + mines [1T] Balears Islands [0T]*	Light Infantry [1T] Cavalry [1T] * No recruitment possible from Balaeres Islands	Crete [0T] Crete [1T]	Light Infantry [1T]
The Chersonese [0T] The Chersonese [1T]	Light Infantry [1T]	The Danube [1T] Pannonia [1T] Moesia Superior [1T] Moesia Inferior [1T] Noricum [1T] Raetia [1T] Dacia [1T] Dalmatia [1T]	Heavy Infantry [2T] Cavalry [1T]
Rhodes [0T] Rhodes [1T]	None	Barbarians [0T] Armenia [1T] Scythia [1T] Sarmatia [1T] German Tribes [1T] Caledonia [0T; may not be entered]	No recruitment possible



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