TOTAL WAR

ROME

— THE BOARD GAME —

THE RULES

SC
GAMES

CREATIVE
ASSEMBLY

The purpose of this booklet is to teach you how to play. It is recommended that players read this booklet in its entirety before playing for the first time. All the game rules are contained within this brief document and the player *Quick Reference Sheet* (*QRS*). You also have an additional **reference booklet** which contains a) examples for each mechanic b) design principles, historical context and rule rationale, and c) tactical tips. Use this as you read the rules for extra clarity.

Those preferring visual learning go to **www.totalwar-theboardgame.com** where you will find tutorial videos on every part of the game, and video shorts for each key mechanic. It is also recommended that players begin using just Rome vs Carthage to get used to mechanisms.

Rule Convention: all specific terms are in *italics* and can be found in the glossary. They are generally shown in **bold** the first few times they are seen, and then in plain *italics* thereafter.

WINNING THE GAME: VICTORY POINTS

In the NW corner of the board is a victory ladder for each *faction*. Keep track of your **Victory Points** (**VP**) using one of your *faction* markers. When the first player reaches the required *Victory Points* (*VP*) for the chosen **trigger point**, this becomes the **final round**. Finish the *final round* and the player with the most *VPs* is the winner. The following **trigger points** give different game lengths (estimated time is for a 4-player game after knowing how to play):

- Short Game (3 Hours): 15 VP
- Medium Game (4 Hours): 20 VP
- Long Game (5 Hours): 25 VP

There are five ways to gain *Victory Points* (*VPs*) and one way to lose a *VP*:

- **ECONOMIC POWER**—Gain **1 VP** for raising 20+ *gold* in the **taxation phase**, **2 VP** for 25+, **3 VP** for 30+, **4 VP** for 40+
- **GLORIOUS VICTORY**—Gain **1 VP** for any land *victory*, or **2 VP** for a **total victory** over a 4+ card enemy *army*. **Allied** forces **share** the benefit if they fight together getting **1 VP** each for a **total victory**, but nothing otherwise.
- **VICTORY AT SEA**—Gain **1 VP** for entirely sinking an enemy *navy* of 2+ *ship cards*.
- *FACTION* **ADVANCEMENT**—Gain **1 VP** for completing an entire column of *developments* on your *faction board*.

- **INVADING THE ENEMY**—Gain **1 VP** plus **1 VP** per *gold* value of the enemy *home region*. So, taking Rome is worth 4 VPs! But not easily done…
- **BROKEN ALLIANCE**—lose **1 VP** for breaking an *alliance*.

The Skull Dice

Our unique **skull dice** are used for *battles* and several other dice rolls. Take a look at the dice set. The best is **RED**, and the worst is **BLACK** - so it is **RED**, **YELLOW**, **GREEN**, **WHITE**, **BLACK** in order of power. In general, a **Skull** is a good result (e.g. destroys and enemy *troop card* or a successful *assassination*). An **X** is a half kill (called a **wound** as shorthand), or lesser success. An **S** is *special effect* or may destroy a *skirmisher card* or *artillery card*, and a **Blank** always does nothing.

Army Cards

Troop cards and **general cards** have symbols on them and the meaning of these is shown on the QRS as well as here.

| Inf | Cav | Art | Eleph | Char | Ship | Gen |

| Close | Loose | Flexible | Skirmish | Bow |
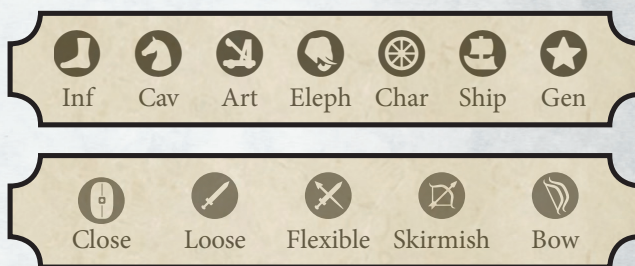
Starting army if applicable

Troop name

Faction symbol

Troop type (foot close)

Good going dice

Good going symbol

Difficult terrain dice

Difficult terrain symbol

Specials:
BLACK cancels enemy effect.
RED upgrades to a **Skull**

VETERAN HOPLITES

Upgrade only

Recruitment cost in *gold* or upgrade only box

Arrows indicate development required if applicable

Action Cards

There is a deck of 55 **action cards**. Each card is multi-purpose - think of them in two halves – with three possible uses:

1. The top half has two choices that can be done in the **agent phase**.

    a) **Agent actions** (the top left symbol on each card) that can only be used by the *agents* miniature in its location, with one *action* per *agent action* per *turn* being the norm.

    b) An **emergency tax levy** that can only be cashed during the *agent phase* (a *gold* amount shown in the top right), but does not count as an *agent action*.

2. The bottom half has a *special event* that can be played in the *phase(s)* as indicated on the card.

The Game Board

The map is split into **regions** on land and **areas** of sea, with their historical names. During the game, you will seek to **control** these. You start with your **home regions**, seek to subdue **independent regions** and conquer **enemy home regions**. These are the characteristics of **regions**:

- **Gold Value/Defence Value:** The number in the box after the name is the **gold value** and is the amount of *gold* you collect in taxes in the *taxation phase* if you **control** the *region*. To **conquer** a *region* an opposing player makes a **defence roll** on behalf of its inhabitants and the invader potentially suffers card losses from the dice rolled, this **defence roll** gets better with increasing **gold value**.

- **Ports:** Any *region* with an anchor symbol is a **port**. *Ports* allow you to dock **navies** and keep them safe from attack. *Ports* also allow *agents* to move from *port* to *port* without needing **navies**. If you have **markets** at *ports*, they add to your *tax income*.

- **Straits:** Some **land regions** have a small separation of water with a dotted line between them that are termed **straits**. *Armies* and *agents* can move freely across them without needing **navies** to carry them.

- **Difficult Terrain:** Some *regions* will have *tree* and/or *mountain* symbols. These represent how much **difficult terrain** is present if you fight a *battle* there.

- **Major Rivers:** are shown as a blue line along *region* boundaries and it costs and extra **movement unit** (**MU**) to cross them.

- **Mountain Ranges:** are shown as brown line along *region* boundaries and cost and extra *movement unit* (MU) to cross them.

- **Mercenary Regions:** are denoted on the board with an M and are *regions* where mercenaries can be recruited.

- **Seas:** *Sea areas* can only be navigated by **navies**. *Navies* can carry armies and, as *sea areas* are large compared to *land regions*, sea travel is often far quicker for armies. **Navies** may also fight opposing player's **navies** and can always **intercept** and attack a *navy* moving into an adjacent sea area as long as they are not in *port*.

The Game Round

The game is played over a series of rounds, which you can think of as representing several years of real time. Each round comprises 5 phases played in order, as below. A players 'go' within a phase is called their turn.

1. Initiative Phase
2. Agent Phase
3. Taxation Phase
4. Campaigning Phase
5. Spending Phase

Universal Rules

1) On your **turn**, you can ask an opponent to tell you how many **troop cards** they have in an **army** and how many are **mercenary cards**; or how many **ship cards** there are in a navy.

2) **Troop cards** can be **artillery** (a catapult icon), **skirmishers** (a single bow icon) and all other types grouped under heading of **main battle card**. **Cavalry**, **Chariots** and **Elephants** are termed **mounted**.

3) If an army is reduced to a <u>single</u> **main battle card** at the end of a **battle**, or at any other time in the game, it is **destroyed** and removed from play – all **troop cards** and the **general** go into your **reserve stack**.

4) Players are allowed to discuss and coerce as desired, but only **allies** can share with their ally the cards they are holding.

5) The maximum size of an **army** is <u>ten</u> (10) *troop cards* plus one **general**. An **army** must comprise two to six (2-6) **main battle cards** + up to two (2) **skirmish cards** + up to two (2) **artillery cards**. You can temporarily have more than this

in a **region** during your turn to **reorganise** but must end your **turn** with only one **army** in any single **region**. If any **army** is found to be over the maximum size, **troop cards** are removed at random to make it legal. Occasionally an **army** on the **game board** may not have a **general** (if that general is killed in some way), but an **army** cannot be placed onto the **game board** without one.

6) A *navy* can have a maximum of five (5) **ship cards**.

7) You can have a maximum of four (4) **armies** and two (2) **navies** in existence (whether placed on the **game board** or in one of your 4 **army spaces** or 2 **navy spaces** around your **faction board**).

INITIATIVE PHASE

1. Take the 1-4 **initiative cards** and deal them randomly to the *factions* face down (the other six are to allow you to play more *factions* at a later date).

2. Players look at their own card and may add *gold* in secret to improve their chances of winning. The **initiative total** is the number on the *initiative card* plus the *gold* added (in practice hold some or no *gold* in your hand with the card without showing the other players and reveal them together when everyone is ready).

3. The player with the highest **initiative total** (with most gold winning a tie) chooses who goes first and the direction of play for this **round**, and thereby sets the **turn order**. All *gold* added to *initiative cards* goes into the bank, whether the player won the *initiative* or not.

4. The player with the **initiative** keeps their *initiative card* face up and others turn them over placing them face down with the arrows set to show to *turn order*.

AGENT PHASE

In the *first round*, each player is dealt **five** action cards from the deck, and in each *round* after that, replenishes their hand back up to 5 cards. This limit goes up to 6 cards if you have the **extra agent development** and to 7 cards if you have **advanced subterfuge** (see the *faction boards* for a reminder).

Players are dealt cards simultaneously, then, in *turn order*, the players move their *agents* and take *agent actions* by playing *action cards*. They may cash in any cards for *gold*, or may save their cards for future use. Each *agent* may only take one action in each *agent phase*, in addition to moving, unless you benefit from an *event card* or a *development* that allows more.

Moving *Agents*

Each *agent* must start in a *home region* and may combine land and sea *movement* as follows:

1. Up to five l*and regions* and/or *sea areas* in total, unaffected by *rivers* or *mountain ranges*.

2. Movement by sea must be from a *region* with a *port* to another *region* with a port. Just count the *sea areas* in between.

3. An *agent* may across both land *regions* and *sea areas* during the same move.
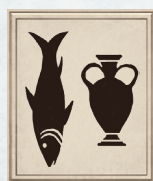
Agent Actions

Each *agent* within a *region* can then play one *action card* as an **agent action**. The *agent* must be in the appropriate *region* for an action to take place. *Agents* may perform any of the 13 **agent actions** and these are shown on the *QRS* with an explanation of how each is done. It is repeated here for completeness, and you can read it with the *reference book* open to find examples of each. In each case the **"Move your …"** is the requirement in order to make the *action*, and below is the *action* itself (e.g. to *treaty* an *agent* must be moved to another player's *agent* or one of their *home regions* of 2+ *gold value*; then you can do the action and offer a diplomatic improvement between the *factions*).

TREATY: Move your *agent* to another player's: *agent* or *home region* with *gold value* 2+.

Action: Request an upgrade from e*nemy to *neutral*, *neutral to friendly*, or *friendly* to *ally*. If opponent agrees, move the *faction marker* up on both *diplomacy trackers* on your *faction boards*.

TRADE: Move your *agent* to another player's: *agent* or *home region* of a non-enemy *faction*.

Action: If *factions* are a) *neutral*: gain 2 *gold* each; b) *friendly* = gain 3 *gold* Each; c) *ally* = gain 4 *gold* each. Add market effects +1 *gold* for each *market* you have at a *port*. Only one **trade** with each other **faction** can be initiated by a player in their *turn* (i.e. Rome can *trade* with Carthage in Rome's *turn* and later Carthage can *trade* with Rome in Carthage's *turn*, but Carthage cannot do two *trades* with Rome in its own *turn*).

SPY: Move your *agent* to another player's: *army*.

Action: The opponent shows you all the *cards* in that *army*. You can share this view with an *ally*.

PROTESTS: Move your *agent* to another player's: *region.*

Action: Place 1 *unrest marker* in *region.*

RIOTS: Move your *agent* to another player's: *region.*

Action: Place 2 *unrest markers* in the *region.*

REBEL UPRISING: Move your *agent* to another player's: enemy *controlled region.*

Action: Any enemy *army* present takes damage from the region's *defence roll*, if no army present thereafter, remove any *control marker*, as it has become an independent *region* again, or if a home *region* it returns to the original owner.

BRIBE: Move your *agent* to another player's: *army* or *region.*

Action: Bribe Army: Spend 1 *gold* per non-mercenary *troop card* in the army, plus 1 *gold* per star rating of the enemy *general.* Roll a RED die. If a **Skull**, the *army* loses all *mercenary cards* and half of its other *troop cards* rounded down, and you may move the remaining *army* up to 2 *regions.* Bribe Region: Spend 2 *gold* per *garrison die.* Roll a RED die. If the roll is a success, the *region* changes to your ownership. An **X** your *agent* dies, and **S** your *agent* survives.

SABOTAGE: Move your *agent* to another player's: *market* or *barracks.*

Action: Roll a RED die. If a **Skull**, the *market* or *barracks* is removed. An **X** your *agent* dies, and **S** your *agent* survives.

TREASURY THEFT: Move your *agent* to another player's: highest *gold* value *region.*

Action: Roll a RED die. If a **Skull**, the opponent hands over half their *gold* rounded up. An **X** your *agent* dies, and **S** your *agent* survives.
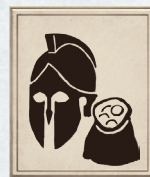
DOUBLE *AGENT*: Move your *agent* to another player's: *agent.*

Action: opponent's *agent* is sent back to their capital and may do nothing more this round.

SOW DISTRUST: Move your *agent* to another player's: *capital region.*

Action: Change the *diplomatic status* of that faction and a *friend* or *ally* down a level to minimum of *neutral* (you cannot make them enemies).

RECRUIT MERCENARIES: Move your *agent* to: a *mercenary region* within 4 *land regions* of one of your armies.

Action: Buy a non-veteran *mercenary card* of your choice from that *region* into your army, cards permitting. In addition, this *agent action* can be used to recruit one of the four special cards in the mercenary deck (2 x War Dogs, 1 x Incendiary Pigs and 1 x Flaming Logs) into an army at a 2+ *gold region* where your *agent* is present, paying the *gold recruitment cost* on the card at the time.

ASSASSINATION: Move your *agent* to another player's: *general* or *agent.*

Action: When a *general* is the target, roll 1 RED die; when an *agent* is the target, roll 2 RED dice and take the best result. If a **Skull**, the *general* or *agent* is killed, an **X** your *agent* dies, an **S** your *agent* survives. If the opposing *general* was competent or better (3*+), a *mediocre general* (2*) takes their place, otherwise they are left without a *general.*

4

PLAYING EVENTS FROM THE ACTION CARDS

Instead of playing a card for an *agent action* or *emergency tax levy*, you can use it for the *event* instead, even interrupting an opponent's *turn* to do so. You can play *events* at any time unless restricted on the card. All *events* are fully described on the cards.

TAXATION PHASE

Players gather *gold* from the *supply* based on the following:

- *Gold* equal to the value of all their *regions* adjusted for *unrest markers*. One *unrest marker* reduces the tax income from that *region* to half <u>rounded down</u>, and 2 or more result in <u>zero</u> *tax income* from that *region*. *Developments* on your *faction board* may give some immunity to this effect (see *faction board*).
- 1 *gold* for each *market* connected by road to another of your *markets*. Barbarian Tribes gain this benefit <u>without</u> roads if they have the **peaceful agriculture** development (see *faction board*).
- *Ancient Wonder*: at the end of the *phase* take 2 *gold* from each opposing player.

CAMPAIGN PHASE
PLACING ARMIES AND NAVIES ON THE BOARD

Armies are not placed onto the *game board* until they move for the first time. Armies are initially placed onto the *gameboard* in any *home region* not containing another of your armies, any *conquered regions* with a *gold value* of 2+, or any *controlled region* with a *barracks*. New *navies* must start from a port in a *home region*.

MOVING ARMIES AND NAVIES

Armies may move without opposition through *regions* you *control*, or any *region controlled* by an *ally* provided the allied player agrees. *Navies* may move through any *sea area* except those containing *enemy navies* (but may be *intercepted* by a navy <u>not</u> in *port* in an <u>adjacent</u> *sea area*). Movement is always from one *region/area* to an adjacent *region/area*.

ARMY TYPE	MOVEMENT UNITS
Army of only Cavalry and/or Chariots	5 MU
Any other army	3 MU
Navies	4 MU

MOVEMENT MODIFIERS	
Movement along roads	Up to 3 regions per MU
Crossing major Rivers/ Mountain Pass (No Road)	-1 MU to cross
Embark/Disembark armies onto/off navies	-1 MU for both army and navy participating.
Reorganisation: pause to move cards to or from one army to another	-1 MU

Reorganising: Two or more *armies/navies* can be reorganised when occupying the same *land region/sea* area, losing 1 *MU* <u>each</u> to do so, but must conform to all maximum size and composition rules at the end of the players *turn*. A spare *general* can be added to an *army* within 4 *MU* of *home region*, and *generals* in play may move up to 4 *MU* to join a different *army* (this does not affect the *MU* of armies).

Subduing Unrest: An *army* with 4 or more *troop cards* cards can subdue unrest and riots in a *region* you control. It can remove one *unrest marker* for each *MU* it stays in the *region*.

Tribal Infighting: If playing **Barbarian Tribes** without the **reduced antipathy** development (see *faction board*), then if at the <u>end</u> of its *turn* any two Barbarian Tribes armies are *adjacent* to each other, they <u>each</u> roll 2 **RED** dice of damage on the other. It is for your opponent to spot this before the next player commences their *turn*.

CONQUERING INDEPENDENT REGIONS

1. If an *independent region* has a *barracks*, then it is considered to be *garrisoned* (see below).

2. Otherwise, if an *army* enters an empty *independent region* that has <u>no</u> enemy *army* present, even if another *faction* has already *conquered* it, it must immediately try to *conquer* it, and an opposing player makes a *defence roll*. This is always two **GREEN** if worth 1 *gold*, two **YELLOW** when 2 *gold* and two **RED** when 3 *gold* (except ***mercenary regions*** – see below) and is the colour in the *gold* box on the map.

3. If your *army* is not destroyed, you have successfully subdued the *region* - place a *control marker* on it. Your *army* may continue of you have *MU* remaining.

4. A *mercenary region's defence roll* is not linked to *gold value* but instead is the dice shown on the *game board*. If a *mercenary region* rolls all **Blanks**, they have accepted annexation freely, and you gain a free *mercenary card* from their pack immediately.

ASSAULTING GARRISONED REGIONS

1. All *home regions* are *garrisoned*, as is any *region* with a *barracks*.

2. Even if there is no defending *army*, the *region's garrison* must be defeated to *conquer* it in an ***assault***. If there is a defending *army* this must be defeated first.

3. A *garrison* is sized according to the *gold value* of the *region* and whether it has *barracks*. The attacking *army* must defeat the *garrison* in an *assault*.

4. A *region* with a *garrison* rolls **RED** *skull dice* against the attacker, rolling its *gold value* +1 dice plus an additional die if it has a *barracks* (so a 2 *gold* value with a *barracks* rolls 4 **RED** dice). The invading *army* takes damage but does not yet *conquer* the *region*.

5. The attacking army then makes an *attack roll* rolling 1 **GREEN** dice for every <u>infantry</u> *main battle card*, plus the *good going* dice from any *artillery cards*, plus a die for its *general* as shown on the *general card*.

6. If the total damage done by the *invader* is <u>greater than</u> received the *assault* is successful, and the *region* is *conquered* (including **S** results if tied on **Skulls** and **X**). Take *control* and place a *control marker*.

7. If you are *reconquering* a *home region*, or you have the ***siegecraft*** development, the *garrison* rolls **YELLOW** dice instead of **RED**.

8. If the *garrisoned region* has ***walling*** the attacking **GREEN** dice for *infantry main battle cards* are reduced to **WHITE**.

9. If an assault fails the assaulting *army* can stay in the *region* or move on *MU* allowing.

BESEIGING A GARRISONED REGION

Instead of an *assault* you can instead *besiege* a *garrisoned region* by leaving an *army* in the *region*.

1. Its owner cannot collect any *gold* from it (either from taxes or any trade bonus from a *market*),

2. They cannot put any *regional improvements* there or *recruit* into that *region*.

3. During each *taxation phase* the *besieged region* will lose one of its improvements from ***deterioration*** in this order: 1) *walling*, 2) *barracks*, 3) *markets*. *Roads* and *Ancient Wonders* are not removed.

MEETING ENEMY ARMIES AND AVOIDING BATTLE

1. If you enter any *region* containing an *enemy army* (or start your turn in a *region* with an *enemy army*), you may have to fight a ***battle*** before leaving that *region*.

2. <u>Either</u> player may attempt to ***avoid battle*** by beating the opposing *general* in a head-to-head dice roll, with each *general* rolling the die colour shown on their card.

3. If you roll a better symbol (**Skull**> **X** > **S** > **blank**), you escape by moving to an <u>adjacent region</u> of your choice or can board an *adjacent friendly navy*.

4. Otherwise, you must fight (unless you have a special *avoid battle card*). An opponent with *MU* remaining may pursue and force an opposing army to try to *avoid battle* multiple times. If a *battle* is forced see below.

WITHOUT LEADERSHIP: Sometimes, an *army* may end up without a *general card*. Even without a *general*, the army may still move and fight normally, but they are treated as having a 0* value *general* until another *general* takes over and roll to *avoid battle* with a **BLACK** die.

MEETING ENEMY NAVIES

1. *Navies* in *ports* cannot be attacked and cannot *intercept*.

2. If your *navy* enters a *sea area* containing an *enemy navy* (or if an *enemy navy* intercept you, see above), the *navies* <u>must</u> stop and fight a battle immediately.

3. A losing *navy* immediately retreats up to 2 *sea areas* and/or *retires* to a friendly *port* if there is one within that distance (on a tie the attacking *navy*).

4. A victorious *navy* may continue moving and may attack the losing *navy* again.

5. Unlike *armies*, *navies* may not use a die roll to *avoid battle*.

BATTLES LAND BATTLES

A *battle* between *armies* is fought by playing *troop cards* against each other head-to-head in a series of **combats**, rolling the *skull dice*, and assigning damage. This is perhaps the most critical part of the game to master as Total War is usually only won by winning some major *battles*. A *battle* is resolved by following these **phases of battle** in order:

1. Preparing the Battlefield
2. Fight for Terrain
3. Fight for the Flanks
4. Fight for the Centre
5. Envelopment
6. Determine the Victor

Phase 1: Preparing the Battle

Difficult Terrain: Total the number of *tree symbols* and mountain symbols in the *region* is the amount of **difficult terrain** for the *battle* (*symbols* are chosen to reflect the predominant *difficult terrain*). In addition, each player may play any *action cards* that influence this number up or down, and some *generals* can do so through their **characteristics**. The final number is the number of **combats** that must be fought using the **difficult terrain dice** on each *troop card*.

Compare Generals: Both players show their *general* cards and compare the number of stars on them. The better general gets 1 *reveal* for each difference in star rating. Each *reveal* can be used for any chosen *combat* and forces the opposing player to show you what they are *deploying* and you can then alter your choice of *troop cards* if you so desire. Otherwise, cards are shown simultaneously.

Allies: Occasionally allies may fight a battle together. In this case, the players can choose the *army* mixing up their cards into a composite to the usual limits.

The Battle Zones: You can use any nearby space to fight but stick to our **battle convention** of three zones.

1. The *dead zone* is the area furthest from you. Whenever one of your *troop cards* is *destroyed*, you place destroyed cards upside-down and push them forward into your **dead zone**. Remember it as push the dead away from you.

2. The **active zone** is in the middle, where you deploy *troop cards* to fight the current *combat* and where troops carrying a *wound* remain turned sideways.

3. The **safe zone** is the area closest to you and has only your *general* in it initially. Units that are not wounded or killed after fighting are pulled here. If they are from the *fight for terrain*, they go <u>under</u> your *general* and are safe from *envelopment*. If they are from the *fight for the flanks* or *fight for the centre*, they are placed <u>next to</u> your *general* and can still be attacked by an *envelopment*. Remember it as pull survivors back towards you.

4. The above process ensures that a *card* may only fight <u>once</u> per battle.

Dice Results:

In all combats, a **Skull** destroys an opposing card (move into the *dead zone*), an **X** wounds it (turn it <u>sideways</u> in the *active zone*) and an **S** is a special effect on some cards. An **S** will either destroy certain enemy card types if in **RED** (which also have a skull icon) or <u>cancel</u> the effect of an opposing roll if shown in **BLACK** (which have a hand icon). Any surviving unwounded cards are pulled back into the *safe zone*. Thus:

- If the total damage is a *wound* then any *troop card* in the *active zone* with a *wound* is destroyed, otherwise a *wound* is added to the *deployed card* in the *active zone*, and it is turned sideways and left there.

- If the total damage is a kill (either a **Skull** or two **X** results) the *troop card* deployed is *destroyed*.

- If the total damage is a *kill* and a *wound*, then the deployed *troop card* is *destroyed* and <u>any</u> *troop card* in the *active zone* with a *wound* is *destroyed* as well.

Phase 2: Fight for Terrain

You must fight one *combat* for each final amount of *difficult terrain* and <u>must</u> commit cards (even if unsuitable) to each *combat* during this phase.

- Use *difficult terrain dice* throughout.

- You may choose to deploy a <u>foot skirmisher troop card</u> <u>alone</u> in these *combats*, or they can be *stacked* with another *main battle card*.

- *Artillery* cannot be deployed in this *phase*.
- Choose the *troop card(s)* you want to play in the first *combat* and play them face down in the *active zone* (declare any *reveal* and alter choice).
- If only one side has a *skirmisher*, it rolls against the opposing *main battle card* and is then pulled back into the *safe zone* <u>under</u> the *general*. Otherwise, *skirmishers* roll <u>simultaneously</u> against each other.
- *Bowmen* roll <u>before</u> other *main battle cards*, otherwise roll <u>simultaneously</u> against each other, applying dice results as above.
- If one player entirely runs out of *troop cards*, the opponent may roll their remaining cards at cards in the *active zone* or those under the opposing general.

Phase 3: Fight for the Flanks

Mounted troops now fight each other for control of the wings.

- Roll *good going dice* throughout.
- All *cavalry* or *chariot* cards are played here. In addition, an army with three or more *elephant cards* must save 2 for the *fight for the centre* but can deploy any others in the *fight for the flanks* and adds them to their total cards declared below.
- Both sides declare how many *main battle cards* they have in the *fight for the flanks*, and the lower number is how many *combats* must be fought.
- Cavalry *skirmishers* must be stacked with a *main battle card* if one exists.
- As above, *skirmishers* fight enemy *skirmishers*, or get to attack their opposing *main battle card*, and are then retired <u>next</u> to the general unless *wounded* or killed.
- *Main battle cards* fight as above and apply dice results.
- Once all *combats* are done the player with spare *troop cards* keeps them in hand and can either throw them into the *fight for the centre* or save them for an *envelopment*.
- If one side entirely runs out of *troop cards*, the opponent may roll their remaining cards at cards in the *active zone* or <u>next to</u> the opposing general.

Phase 4: Fight for the Centre

Remaining *troop cards* now *fight for the centre*:

- Roll *good going dice* throughout.
- Both players must use all their remaining *foot troops*, *elephants*, and *artillery*.
- There must be at least 2 *combats* if cards allow, using alternative cards other than those above if non are available.
- *Skirmishers* and *artillery* must be stacked with a *main battle card*.
- *Artillery* shoot first, rolling at enemy *skirmishers* if there are any, otherwise at the *main battle card*.
- *Artillery* is destroyed if the *main battle card* they are stacked with is *destroyed* in that *combat*, otherwise retired into the *safe zone* <u>next to</u> the *general*.
- *Skirmishers* then fight each other or attack opposing *main battle cards* as above.
- *Bowmen* roll before other *main battle cards*, and all other rolls are *simultaneous*.
- Continue fighting *combats* until one side runs out of cards.
- The player with remaining *troop cards* can attack any remaining cards in the *active zone* or any cards in the *safe zone* <u>next to</u> the *general*.

Phase 5: Envelopment

A player with remaining *mounted troops* can do an *envelopment*.

- Roll *good going dice* throughout.
- Cards can attack any *troop cards* in the *active zone* or in the *safe zone* <u>next to</u> the enemy *general*.
- In addition, they may **reroll** <u>any</u> dice roll.
- As no dice are rolled against them there will be no black **S** *cancellation* effects.

Phase 6: Determine the Victor

Any *army* reduced to less than 2 *main battle cards* at the end of a *battle* is destroyed and all cards are placed in its *reserve stack*. If both sides are *destroyed*, neither side is victorious and both armies have collapsed.

Total Victory: If you are victorious and destroy an enemy army that started with 4+ *troop cards*, you get a **total victory** and:

- gain two (2) **VPs**
- **recover** up to two (2) *troop cards* of your choice from your *dead zone*, place the rest into your *reserve stack*.

- **upgrade** 2 *troop cards* in your army to *veterans* (*reserve cards* permitting)

- roll to see if your *general* improves by rolling one *skull die*, using the dice colour shown on the general card. If you roll an **X**, you immediately *upgrade* your *general* to its next * level, and if you roll a **Skull**, *upgrade* by two * levels (cards permitting).

Victory: If you *destroy an army* of fewer than 4 *troop cards*, or if you *destroyed* more *main battle cards* than your opponent you get a **Victory**, and the following benefits:

- gain one (1) **VP**

- **recover** one (1) *troop card* of your choice from your *dead zone*, place the rest of your dead into your *reserve stack*.

- **upgrade** 1 *troop card* in your army to *veterans* (*reserve cards* permitting)

- roll to see if your *general* improves as above

All cards in the *dead zone* of a losing army go into their *reserve stack*.

Tied Battles: If there a tie, the attacking *army* must withdraw to an adjacent *region* of their choice. All cards in each *dead zone* are lost and go into the *reserve stack*.

NAVAL BATTLES

Look at all the *ship cards* in your *navy* and gather the dice shown on the cards. Players roll all their dice <u>simultaneously</u>. **Skull** sinks and destroys one opposing *ship card*; **X** do a half damage as usual. In addition, if you have the **marines development** two **S** results have you *capture* an enemy *ship card* – take one from their *navy* and add it to yours.

In addition, if either or both sides are carrying troops:

- Each **S** roll by the opposing navy destroys a random troop card from the carried *army*.

- Any *ship card* destroyed or captured also destroys a proportion of the *army cards* being carried rounded up (so if one *ship card* is lost from a *navy* of four cards, and there are 6 *troop cards* being carried, then 2 *troop cards* are randomly chosen and *destroyed*).

- In an entire carried *army* is lost then the *general* is lost as well.

SPENDING PHASE

Simultaneously choose how to spend your *gold* and lay out your purchases on and around your *faction board* with *gold* placed clearly against the items purchased. Once all are ready, declare them to opposing players in *turn order,* putting *gold* back into the supply as you go.

BUY UNIT AND/OR SHIP CARDS—You can buy *troop cards* or *ship cards* from your *reserve stack* by paying the *gold recruitment* cost shown on the card. You must assign all new cards to your *armies*, observing the maximum size limit of each *army*, or use them to build a new *army* under a spare *general*, subject to these conditions:

- **Lines of Communication:** You can reinforce an existing *army* only if you can trace an unbroken *line of communication* all the way to a *home region* through *regions* you *control* or that are controlled by an *ally* and/or *sea areas* <u>occupied</u> by your *navies* (i.e. <u>not</u> in *port*)

- **New armies:** If you have a *general* that is not yet on the map (or purchase one, see below), you may create a new *army* by assigning your new *troop cards* to that *general*. The new *army* is not placed on the *game board* until the first time it moves, following the normal rules for placing new *armies*, but the *army* <u>must</u> be placed in one of the four *army spaces* below your *faction board*.

- **Buy Mercenaries:** If you control a *mercenary region* (marked with the M icon) <u>and</u> have a *barracks* there already, you can recruit the *mercenary troop cards* from that *region* to join any *army* within 4 *land regions/sea areas*, or you can even create a new *army* there (including your normal *troop cards* if you have a spare *general* and a line of *communication* to the *region*).

- **Disunity in the Barbarian Tribes:** If you are playing the **Barbarian Tribes** and have not yet achieved the **national unity** *development*, you can only add up to a maximum of 2 *main battle cards* and 1 *skirmisher card* to **each** *army*, including any new *army* built, and you cannot have Highland Warriors and Lowland Warriors in the same *army*.

BUY DEVELOPMENTS—You can pay for *developments* shown on your *faction board* by spending *gold* to progress your *development tree*. Each *faction's development tree* is unique in shape and adds to the historical nature of that *faction*. You can buy more than one *development* at a time, but you only buy one *development* on each <u>row</u> in a single *round*. **Important:** You do not get access to new items made available from the *faction board* until the next *round*, so you cannot upgrade to a unit type and recruit them at the same time.

BUY REGIONAL IMPROVEMENTS — You may spend *gold as follows:*

1. To add a *market, barracks,* or *walls* to a *region* you control. Each of these costs 2 *gold.* You may only have one of these in a single *region.*

2. You may buy *roads* for 1 *gold* each. Roads are placed across the *boundaries* of adjacent *regions* or across *straits.*

3. With the exception of *roads,* you may only make 2 *improvements* in a single *region* in a round, a maximum of 2 of each type in total, and a maximum of 5 *regional improvements* in total in a single *round.*

4. If you already have all the *improvements* possible in a *region* (including all *roads* connecting it to each *adjacent region*) then you can build an **Ancient Wonder** for 6 *gold.*

Each *improvement* has a different effect:

- A **market** located at a *port* improves any *trade* action - for you only - by 1 *gold* per *market* (the trading player's *gold* being affected by their own *markets*). In addition, *markets* that are linked by *roads* to your other *markets* give 1 *gold* extra in the *taxation phase.* Barbarian Tribes with the **peaceful agriculture** *development* gain from *adjacent markets* without the need for *roads.*

- A **barracks** makes a *region* immune to *unrest* and *rioting,* allows recruiting of *armies,* turns a *conquered region* into a *garrisoned region,* and gives the *region* +1 RED *defence die* when an enemy tries to take it.

- **Walls** downgrade the attacker's infantry *main battle cards* from GREEN to WHITE dice when trying an *assault.*

- **Roads** allow fast movement between *regions,* even across *rivers* and *mountain ranges,* covering up to three *land regions* for each MU spent. These can be used by any player.

- An **Ancient Wonder** takes 2 *gold* from every player at the end of the *taxation phase.*

BUY A GENERAL — Barbarian Tribes get new 2* generals <u>free</u>. For other *factions* you can pay to recruit a new *general* into play at a cost of 2 *gold* for a new 2* *general.* The new *general* may join an existing *army* within 4 land *regions* of a *home region* or may be saved to build a new *army.* You can buy *generals* and keep them out of play, but you may only have four, one with each *army,* on the *game board* at any time.

BUY AN AGENT — If you are below your current limit, you can buy a replacement *agent* at a cost of 2 *gold.* This *agent* must start in one of your *home regions.* You may only have *agents* up to the limit of your current allowance, which starts at two and rises to three with certain *developments.* You may never have more than three *agents.*

PAY TO REMOVE DISRUPTION — You may pay to subdue *unrest.* It costs 1 *gold* to remove each *unrest marker.*

THE MARIAN REFORMS FOR ROME: The Roman *Faction* has a *development,* the **Marian Reforms,** which converts all their Republican Legionaries to Imperial Legionaries, Italian Infantry to Imperial Auxilia, and Allied Cavalry to Imperial Cavalry—termed the Imperial Deck for ease. When you purchase this *development,* immediately take the Imperial *troop cards* and that were set aside at the beginning of the game and put the Republican *troop cards* noted above away; you cannot recruit these anymore. The first time each existing army is exposed through a *battle* or a *spy action* switch the cards (thereby allowing some or all players to check the swap is correct). Replace *veteran* cards with equivalent veteran cards where possible. Any Velites remain, representing residual *skirmishers,* but you may not recruit any more in the future. EXCEPTION you can recruit Ballistae and Onager cards from the Imperial pack even without these reforms and Scorpio from the Republican pack after them.

BROKEN ALLIANCE

If you attack an *ally* (an *army, navy* or try to take a *region* from them), you immediately lose one (1) **VP** and all other *allied* or *friendly factions* drop back to *neutral* on your *diplomacy tracker.* In addition, any *allied army* occupying your territory must immediately roll to conquer that *territory* or immediately move to an *adjacent region* of their choice, and any *army* of yours in their territory must do the same.

END OF ROUND

Once all players have finished their *spending phase* purchases and cards have been allocated to *armies,* the *round* finishes. A new *round* begins with another *initiative phase.* Just repeat *rounds* until the game ends.

END OF GAME

The first player to get to the *target number* of *VPs triggers* the *end of the game* and that *round* is completed. Once the *round* is completed the winner is the player with the most *VPs.*