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PART ONE: 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 gameturn 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 towns and cities, 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 and throughout the seas are a number of spaces, which are joined either to other spaces or to points. You move your land forces from space to space (or point to point), and you move your naval units through the naval spaces and points (9.22).

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 and entire territories and by building towns and cities. You get income from your provinces, territories, towns, and cities. You will need income to recruit land and naval units, build towns and cities, pay galley maintenance, and pay for your activations.

Ultimately, the game hinges on victory points (15.1). You get victory points for controlling provinces, territories, towns, and cities, as well as for accomplishing long-range opportunity objectives. Victory points are awarded at the end of each gameturn, 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 towns and cities (these are called civilization points) gets 5. Everyone else gets comparatively less for these.

Opportunity objectives consist of controlling distant territories or building towns and cities in four different territories. Accomplishing these objectives helps you gain geographical objective points or victory points every turn you satisfy the objective. Opportunity objectives are purchased at the same time you buy new units, and you may discard them in future turns. You may hold a maximum of three Objective markers. Opportunity objectives appear in only a few of the scenarios.

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, legions, garrisons, mercenaries, militia, and elephants) and naval units (galley squadrons). You move these units across the map along the lines connecting the spaces and points. Galley squadrons may move into only sea spaces and port spaces. Land units may move into any space on the map; they march from land space to land space and they use naval transport (for which galley squadrons are helpful but not required) to move through sea spaces.

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 (see 5.0). You control a space the instant you have at least one of your land units in that space and no other player has any land units there (galley squadrons on their own do not provide control). You control a province outside your home territory either by being the only power with land units in that province, or, if another power has units 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 forces control more than half the spaces in that province, or, in a home province containing a capital, by occupying the capital. To control a territory, you have to control all its provinces.

It’s important to note here that neutral powers, tribal units, barbarian units, slave armies, and any other kind of land forces 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 units belonging to anyone. The only exception is elephants, which by themselves don’t control anything.

Your treasury grows and shrinks as the game proceeds (see 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** (see 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 towns and cities. You need land forces to maintain your holdings and conquer new areas. You need towns and cities to provide additional income and to maintain your ability to field the forces 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 forces 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 forces with good leaders can and do defeat much larger forces, 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 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 points. Land spaces and points are connected by black lines; naval spaces and points are connected by blue lines. Several spaces have both colors of lines; these can be used by both land and naval movement.

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)
- **HI:** Heavy Infantry (may be reduced; can affect maintenance and Civilization Points)
- **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)

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Victory Points straight up. Each turn that you fulfill the require-
what your OOs require; some give you GOP, others give you
secret. Consulting the Opportunity Objectives Table tells you
marker bears a letter on the reverse side, and you keep this letter
You may purchase one OO marker each Manpower Phase. Each
get 4, 2, and 0 VP respectively.
while the other players, in order of second most through least
You get 1 GOP for each province you control, and 1 GOP for
talents (see 6.1)
B. Maintenance Phase (Ignore for First Game-Turn) Pay for
for your fleets and (possibly) armies, and check for stability point
loss for having too many HI or LG units (see 6.4 and 14.2).
C. Removal Phase (Ignore for First Game-Turn) Remove leaders,
militia units, barbarian units, mercenary infantry, and the
Soldier of Fortune units. Convert mercenary cavalry to regular
cavalry (see 8.1, 12.32, 12.27, 12.4, 13.3, and 12.27).
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 require-
ments of an OO, you gain the number of GOP or Victory points
stated in the description.
Some scenarios list a Victory Point total that results in an auto-
matic 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 objec-
tives.
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
(see 15.0).
You get 1 GOP for each province you control, 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.
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 require-

BI: Barbarian Infantry (appear with rebellions or barbarian invasions)
TI: Tribal Infantry (placed when Tribal Counters are 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; 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 (except
the “Soldier of Fortune” card), shuffle them, and place the deck
face-down in the Event Deck box on the map. The “Soldier of Fortune” card gets put into the Discards pile (face-up).

In the Card Segment of each of your Operations 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 instruc-
tions. 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
(see 15.0).

You get 1 GOP for each province you control, 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.

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 require-
ments of an OO, you gain the number of GOP or Victory points
stated in the description.

Some scenarios list a Victory Point total that results in an auto-
matic 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 objec-
tives.

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 Stabili-

ty markers, and the Talent markers in the correct spaces on their
respective tracks located on the map.

3. Determine how many game-turns you want to play (unless a
number is required by the scenario).

4. (Standard Game Only) Determine the Game Type (see 3.8).

5. Follow the rest of the Scenario 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 three 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 all the rest of the 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 se-
quence 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 used up.

A. Income Phase (Ignore for First Game-Turn). Collect your
talents (see 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 HI or LG units (see 6.4 and 14.2).

C. Removal Phase (Ignore for First Game-Turn) Remove leaders,
militia units, barbarian units, mercenary infantry, and the
Soldier of Fortune units. Convert mercenary cavalry to regular
cavalry (see 8.1, 12.32, 12.27, 12.4, 13.3, and 12.27).
D. Leader Selection Phase: (Ignore for First Game-Turn) Simultaneously, all of you draw your Leaders for the Game-Turn. The first leader goes in your capital (see 8.2).

E. Manpower Phase: (Ignore for First Game-Turn). Simultaneously and secretly, all of you now raise land units, create garrisons, and build galley squadrons (see 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 (see 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 (see 3.43 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 (1) of the following Operations:
   a. Expansion (Major Moves and Minor Moves):
      - Military: Move and/or attack (see 9.0-11.0)
      - Construction: Build Towns and/or Cities (see 7.0)
   b. Recruitment: Raise land units OR build galleys (this differs from the Manpower Phase where you can build both land units and galleys at the same time).
   c. Call a Meeting (Standard Game Only—free) (see 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 (see 9.4 and 9.44)
   1. Apply attrition to any Land forces that are Isolated.
   2. Apply attrition to any Fleets not In Port.

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. Return all cards to the Event Deck, and follow the instructions (play or hold).

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 (see 3.3).

C. How to Move Land Units By Land
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. (See 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. (See 9.12).

You move from land space to land space along the black 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 land spaces cost one MP to move into. However, mountain spaces cost 2 MP, crossing a strait costs 2 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. (See 9.2).

D. How to Move Land Units by Sea
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 (see 9.33), but naval transport (see 11.3) is standard everywhere. Naval transport works just like normal land movement (in fact, you can combine the two in one operation 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 debarkation 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 them off 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 activate 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 continuations, as shown next. Also like galley movement, naval transport is restricted to port spaces, Naval Transit Points, and Deep Sea Transit Points.

E. How to Move Galley Squadrons
Galley squadrons don’t use movement points. You may move them, in one operation, anywhere on the map, using the blue 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 transit point. (See 11.1).
Like land units, galleys 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 attacks and naval disasters.

Your galleys and naval transport missions stop for three reasons: (1) you want them to; (b) they enter an uncontrolled port space; (c) they enter a naval or deep sea transit point. When you enter a port space you do not control (see 5.14), you must stop and roll for continuation, 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 galleys 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 galleys 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 (see 9.44). This happens to naval transport missions only if they end the turn in a naval or deep sea transit point. If they stop at a port they do not control and fail to continue, they must debark in that space (or conduct an amphibious assault if any enemy land units are present); if they don’t have enough MP left to do so, the entire mission is aborted (technically, it never took place).

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 (see 8.23). Leaders moving by themselves double their movement points.

G. How to Fight Land Battles
Whenever your land 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.

Withdrawing from Battle (10.4)
If another player’s units enter your space, you must either fight or withdraw. To withdraw, roll one die. The result is the number of Movement Points you may move away from the enemy force (you may not end up in an adjacent space). However, if the enemy force contains cavalry, you 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 (see 10.45). Withdrawing armies may even be intercepted by other armies. If you withdraw from a battle in your Home Territory, your Stability Level drops by one.

Intercepting Enemy Forces (10.3)
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 one of your cities, “1” if intercepting from one of your towns, and “1” if intercepting into one of your cities. You also add the Tactical Rating of the leader of the intercepting army.

You may intercept any time an enemy moves adjacent, even if it is withdrawing before battle or retreating after battle (but see 10.87). There are no limits to the number of interception attempts you may make.

Fighting Battles
See 10.5 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.

First, you 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. Elephants have a BP of 0, but if committed to the battle they may affect Cavalry status and strength ratios.

Next, you express the BP as a ratio, with the Army with the most BP stated first. You 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.

You 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 Town or City, the maximum shift for Tactical Ratings of involved leader(s) is 1. Cavalry superiority gives 1 shift, cavalry supremacy gives 3. 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
The player whose army suffers the lower percentage loss is the Winner of that battle. The other player is the Loser. The number of BP's 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
You may retreat only if you’re the defending army, and only if you have lost the battle. 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 (see 10.85). In all cases, 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 movement point left in your activation. 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 Activation.

If you attack and the defending army does not retreat or is not destroyed, you must return to the space (at no MP cost) from which you entered the battle space. If you have enough movement points, 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. See 10.97.

H. How to Fight Naval Battles (11.4)
Only galley squadrons fight naval battles. When your galleys enter a space containing your opponent’s galleys, he may either withdraw or fight. If he withdraws, he moves the galleys up to three spaces away, and you (the attacker) must roll for continuation if you want to keep going. If he fights, you add up the BP's for each side (each galley counts as 2 BP, having a leader counts as 1 BP– don’t use Tactical Ratings). Both of you then roll one die and add your BP to your results. The loser eliminates BP equal to the difference—each galley is worth 2 BP—and moves the rest to the nearest friendly port. The winner rolls another die; odds, he loses one galley; evens, he loses nothing. A winning fleet may then attempt to continue.

I. How to Control Territories, Provinces, and Spaces
You control a Territory by controlling all of its Provinces.

In your home territory, you automatically control a space unless another player occupies it with a land unit. 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 unit. You control a province by occupying more than half the spaces if any other land units are present in the province, or by controlling at least one space with no other power (including tribes, barbarians, slaves, or neutrals) controlling none.

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.

J. 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.

When defending in a Town or City space, you decide whether or not to use the Town/City in the combat. If you do use them, you can use them to absorb losses, but you can’t use cavalry or elephants in the battle and you can’t retreat after combat. If you don’t use them, the battle is conducted as if the Town/City wasn’t there.

Towns add 2 BP to your force when you defend in the Town’s space. Cities add 5 BP. Towns and Cities have “walls” you can use to absorb losses. Each wall absorbs 2 BP, but you can use only one of a Town’s walls and two of a City’s walls for this purpose. In other words, a Town can never go below 1 Wall, and a City can never go below 3 Walls, due to combat. Place a -1 or -2 “walls destroyed” marker under the Town/City marker when these are reduced (also denotes lower defense).

After the walls are reduced to their minimum (1 for Towns, 3 for Cities) and all defending forces gone, the Town/City is captured. Replace the Town or City marker with one belonging to the capturing army, but leave the “walls destroyed” marker in place. A player may attempt to Sack & Plunder the Towns or Cities that he captures.

You can bid to use Siege Expertise in a battle involving a Town or City. 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.

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

K. How to Collect and Spend Talents
You add Talents to your treasury by controlling provinces, territories, towns, and cities. In the Income Phase, you get 1T for each province you control (although a few provinces yield more than 1T, and some yield none) and 1T for each non-Home territory you control. Each of your full-strength cities earns you 3T, each reduced city 1T, and each town 1T (reduced Towns con-
are unpredictable. Before rolling the die for battle, Elephants pin it in place with a die-roll of 1 if you have cavalry superiority. If you attack an army and it wants to retreat, you can subtract one from the withdrawal roll of your army if your opponent, or you have at least two cavalry units when he has none. 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.

Mostly, though, you spend your Talents on recruitment (see 6.2 and 6.3). This happens during the Manpower Phase and, in the Operations 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:

<table>
<thead>
<tr>
<th>Unit</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>LG</td>
<td>2T</td>
</tr>
<tr>
<td>HI</td>
<td>2T</td>
</tr>
<tr>
<td>LI</td>
<td>1T</td>
</tr>
<tr>
<td>GS</td>
<td>2T</td>
</tr>
<tr>
<td>Cav</td>
<td>2T</td>
</tr>
<tr>
<td>EL</td>
<td>1T</td>
</tr>
</tbody>
</table>

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.

L. How to Use Special Units
Cavalry has several functions, all of them dependent on whether or not one side has cavalry superiority or cavalry supremacy in each particular encounter (see 11.61 and 11.62). 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 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 if you have cavalry supremacy. (See 10.6).

Elephants 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—simply apply the results. (See 10.6).

Garrisons are created by breaking down infantry 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 as a Minor Move. (See 12.1).

Militia 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. (See 12.3).

Mercenaries are raised by card play only in the Advanced Game, or whenever you wish in the Standard Game. Mercenary HI and Cav cost 2T, while Mercenary LI cost 1T. (See 12.2). Romans cannot recruit Mercenaries.

The Soldier of Fortune 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. (See 12.4).

Barbarian Infantry appear as the result of card play; see rule 13.2-13.4 to determine how to handle each type of barbarian. This holds true for both Barbarian Invasions and Rebellions.

Neutral Powers are either on the map to begin the scenario or appear as the result of Events. (See 12.7).

That’s it – go forth and conquer; the ancient world awaits you.

PART TWO: 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 Brutium 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 solitaire as either player).

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: Greece (3), Rome (3)

How to Win: At the end of Game-Turn I, the Roman player wins if he has captured or destroyed Tarentum. The Greek player wins if Rome’s Stability Level reaches 1 or he has achieved all of the following:
- Tarentum remains at full strength and in Greek possession
- Rome has lost at least one battle

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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 Rome territory is in play, except for Corcyra (Macedonia), used only as the launching point for Pyrrhus’s naval transport.

**Leaders:** All leaders are specified in the initial deployment.

**Initial Play Order:** Greece, Rome

**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 Rome territory (these may be placed together or in separate locations).

**Rome**
- Rome .................... 4 LG, a 2-4 Leader; Rome is a City.
- Placentia ................. 2 LG, a 1-5 Leader.
- Capua ..................... 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.

**Tribal Units**
- Place all the Tribal counters in a cup. Each Tribal unit is drawn blindly and placed, one each, in the Initial Tribal Spaces (?), unknown side up, for all Tribal Spaces in Hispania, Gaul (but not Britannia), and Dalmatia (in 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 land or naval space 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.

Rome
Rome ......................... 1 LG; Rome is a City.
Rhegium ................... 2 LG, a 1-4 Leader; Rhegium is a Town
Arretium ................... 2 LG, a 2-4 Leader

Garrisons: Parma, Neapolis, Croton, Pisae

Cities: Rome, Capua, Tarentum

Towns: Placentia, Ariminium, Rhegium

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, Ariminium, Rhegium (3T total)

Carthage
Carthage (Africa) .......... 2 HI, 1 Cav; 2 Galley Squadrons; a 2-5 Leader; Carthage is a City.
Utica (Africa) ............... 1 LI; 1 Galley Squadron; Utica is a Town.
Cirta (Numidia) ............. 2 LI
Gades (Baetica/Hispania)... 1 LI; 1 Galley Squadron
Lilybaeum (Western 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 (Western 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, and Western Sicily (4T total)
- Cities: Carthage (3T)
- Towns: Utica and Lilybaeum (2T total)

Sicily
Syracuse ...................... 2 Greek HI, 1 Greek Cav, 1 Greek Galley Squadron, a 2-5 Greek Leader; Syracuse is a City
Massena ...................... 1 Mamertine HI

Greek Colonies
Greek Garrisons: Emporiae (Hispania), Massilia (Gaul)

GREECE AS AN ACTIVE POWER
Unless and until the Greece event occurs, Greece is neutral and no unit may enter any Space in Greece territory (although the Greek garrison spaces in Hispania and Gaul may be entered normally at any time). Neither the Greek garrisons, nor the units in Syracuse, may be moved at any time in the scenario, even if Greece becomes active.

If the Greece event does occur, and Carthage decides to enlist her aid, the following occurs:
- Macedonia and Attica, in Greece, are now open to movement into, through, etc. No other provinces are open.
- Greece is still not a separate power; they are simply a neutral controlled by Carthage. They do not build Greek units, Greek Town/Cities, etc.
- The Greeks get 4 HI, 1 Cav, and a 2-4 Leader in Pella, plus 1 Galley Squadron in Dyrrachium.
- Carthage may use this Greek Army/Navy as its own. It may even count that army’s conquests outside of Greece territory towards his own GOP, Civilization Points, treasury, etc.
- No new Activation Markers are brought into play - Greek units activate only via Carthaginian AMs.
- Rome (and only Rome) may get GOP and/or VP for controlling Macedonia and/or Attica (one VP per province).
- The Greek Leader is replaced (along with the other Leaders in the game) only when Greece is active.

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: If the player who gets activated by the next drawn AM has an Elite Leader in play, he may, either for any subsequent AMs during this Game-Turn, give that Leader an additional activation, in essence, providing him with two separate, successive “moves”. (He goes twice.)

Disease: The player who gets activated by the next drawn AM must roll one die, comparing that dieroll to the campaign rating of his highest-rated Leader in the game. If the Dieroll is the same as or lower than that rating, that Leader has died. Remove him.

Galley Technology: The player who gets activated by the next drawn AM (even if that doesn’t happen until the beginning of next Game-Turn) has all his galley squadrons become worth 3 BP in any naval battles for the remainder of the Game-Turn. If both players acquire Galley Technology in the same turn, they both get the benefit of better galleys.
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. These Gauls may be moved by the Carthaginian Player as if the entire force were an Individual Unit, i.e., as a Minor Move. They may never be split up; they always stay together. These units may not Withdraw nor Retreat (voluntary or be forced to do so) and are taken off the map in the Removal Phase of the next turn.

Greece Enters the Game: Regardless who rolls this Event, it provides the Carthaginian Player the opportunity of engaging Greece as an Ally (with the two-edged sword possibility of providing Rome with additional Victory Points). 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 an Active Power”, above.
• If not, this is No Event.
If Greece is already active, roll again.

Hispanic Revolt: All Garrisons (both players) in Hispania are eliminated (this does not affect the Greek garrison in Emporiae, if it is still in play). If this has already occurred in the game (i.e., actually had an effect), roll again.

Revenues and Stability: This affects all players.
• If a Player has less than 3T in his Treasury when drawn, subtract one (−1) from his Stability.
• If a Player has more than 12T in his Treasury when drawn, add one (+1) to his Stability.

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 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 had an effect), roll again.

Naval Mutiny: The Samnite crews manning one of Rome’s Fleets mutinies. The Carthaginian Player may remove 1 Roman Galley Squadron, regardless where it is. If this has already occurred in the game (i.e., has actually had an effect), 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 Numidian Land Units 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: Whether anything takes place depends on the Stability rating of the Player who draws the next AM. If no one qualifies (i.e., no player has a current Stability Level of +3 or lower), the drawing player reduces his Stability by one (−1). Otherwise, the possible ramifications of this event are:
• Unrest: Stability Level is between 0 and +3. The affected player must pay 3T for bread and circuses to keep the locals amused. If he does not have the 3Ts, or refuses to pay, lower his Stability by one (−1) for each Talent he refuses to or cannot pay.
• Disorder: Stability Level is “Unrest” (−1 to −4). The player must, for his next (or current) Activation this phase move an Army worth at least 3 BP to his capital, in addition to what he already has there. If he does not succeed in doing so, lower his Stability by one (−1) and remove all garrisons he has, regardless where they are.
• Civil War: Stability Level is Turmoil (−5 to −6). The affected player:
  ◊ may not undertake any further activations this Game-Turn. If he has no AM remaining this turn, all AM for the following Game-Turn cost 2T each (instead of 1T).
  ◊ Roll 1d6 for the allegiance of each Space occupied by the Player, including galley squadrons. If the DR is odd, remove all units in that Space, as having taken the wrong side (Towns and Cities stay in place, though). If even, that space remains untouched.
  ◊ Remove all Leaders he has (but Carthage does not remove the Greek Leader); replace immediately with only one, newly drawn Leader, who starts in his capital.
  ◊ Once all of the above is done, return the Stability Level of the Player to −1 / Unrest.

Punic Wars Events Table

<table>
<thead>
<tr>
<th>DR</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Disease</td>
</tr>
<tr>
<td>3</td>
<td>Stability Check</td>
</tr>
<tr>
<td>4</td>
<td>Hispanic Revolt</td>
</tr>
<tr>
<td>5</td>
<td>Naval Mutiny</td>
</tr>
<tr>
<td>6</td>
<td>Conqueror</td>
</tr>
<tr>
<td>7</td>
<td>Greece</td>
</tr>
<tr>
<td>8</td>
<td>Galley Technology</td>
</tr>
<tr>
<td>9</td>
<td>Numidian Revolt</td>
</tr>
<tr>
<td>10</td>
<td>Mercenary Revolt</td>
</tr>
<tr>
<td>11</td>
<td>Revenues &amp; Stability</td>
</tr>
<tr>
<td>12</td>
<td>Gallic Invasion</td>
</tr>
</tbody>
</table>
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 Antigonus 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 facto 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 (recommended): 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 an Historical victory by controlling the territory of Asia Minor, and a Legendary victory by controlling Asia Minor as well as both Greek capitals. Greece wins an 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 an 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 unit is drawn blindly and placed, one each, in the Initial Tribal Spaces (‘?’), unknown 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 units 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 westernmost Deep Sea Naval Transit space 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 ......................... 3 HI, 2 Galley Squadrons, a 2-5 Leader; Athens is a City
Pella ................................ 2 HI, a 2-4 Leader; Pella is a Town.
Corinth .......................... 2 HI; Corinth is a Town
Thessalonice ................... 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

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

Treasury: 13T

Stability Level: +1

Initial Control: The Greek Player controls the following:
• Territories: Greece (1T)
• Home Provinces: All five (5T total)—Attica, Thrace, Macedonia, Peloponneseus, The Aegean Islands.
• Other Provinces: Pontus, Galatia, Ionia (4T total)
• Cities: Athens (3T total)
• Towns: Pella, Corinth, Sardis (3T total)

The East

Antioch ....................... 1 HI; Antioch is a Town.
Damascus .................... 1 LI
Alexandria ................... 3 HI, 1 LI; 2 Galley Squadrons[a]; a 2-5 Leader[b]; Alexandria is a City.
Pelusium ..................... 1 LI; 1 Galley Squadron
Memphis ..................... 3 LI
Jerusalem ..................... No forces, but Jerusalem is a Town.

Treasury: 6T[c]

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[d]—in Edessa, Palmyra or Damascus. They are now available to be activated. As soon as they are activated, place 5T in The East’s Treasury. If all three deployment Spaces are en-
emy-occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be Activated 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 (7T total)—Egypt, Syria, Judea, Cyprus, Cyrenaica.
- 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.

[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] = See Special Rule, Baghdad Booty Call, below.

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

Baghdad Booty Call
On Game-Turn II, when the East collects Income, the East Player must roll one die (1d6) on the Baghdad Booty Call Table to see what events to the east—in Persia and beyond—have on The East Player. Some dierolls 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.

Baghdad Booty Call Table (Standard Game Only)

<table>
<thead>
<tr>
<th>DR Result</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Add 4T to Treasury. Plus, the Successor Wars disrupt operations. Remove one East AM from the AM Pool (East gets one less activation that Game-Turn)</td>
</tr>
<tr>
<td>2</td>
<td>Add 2T to Treasury</td>
</tr>
<tr>
<td>3</td>
<td>Successor Wars disrupt operations. Remove one East AM from the AM Pool (East gets one less activation that Game-Turn)</td>
</tr>
<tr>
<td>4</td>
<td>Subtract 1T from Income/Treasury</td>
</tr>
<tr>
<td>5</td>
<td>Subtract 2T from Income/Treasury</td>
</tr>
<tr>
<td>6</td>
<td>Subtract 4T from Income/Treasury</td>
</tr>
</tbody>
</table>

(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 #5 and #6). 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 Carthage is destroyed (whichever comes first).

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

How to Win: If the Roman player destroys the City of Carthage, Rome wins. If Carthage 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.

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 the Tribal counters in a cup. Tribal units are drawn blindly and placed, one each and “?” side showing, in the Initial Tribal Spaces in the provinces and territories listed in the “Map Restrictions” section below, unknown side up, 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 Danube territory. In addition, Corcyra in Macedonia 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 Greece territory is out of play. 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).

Special Rule #1: Carthage begins the game with the Soldier of Fortune army (Pyrrhus of Epirus), which starts in Greece, under its control. For this Activation only, the Carthage player 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 threaten and 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 activated according to the normal rules (12.4), except that it may operate only in the Rome or Sicilies territories.

Special Rule #2: If Pyrrhus captures a City or Town, it becomes Independent, and it may not be traced through by either player 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 activated by future cards operate according to the normal SoF rules.

Special Rule #3 (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: Special Rule #3 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. Special Rule #2 reflects Pyrrhus’ historical reluctance to sack and destroy cities.

Indepeendents
Syracuse: 2 HI; 1 Galley Squadron; Syracuse is a City.

Greece: 1 LI, 1 Cav in Tarentum (Tarentum is a City); Garrisons in Emporiae (Hispania), Massilia (Gaul), Venusia (Italia), Paestum and Brundisium (Bruttium).

Carthage
Carthage (Africa) ............. 1 HI, 1 Cav, 1 EL; 3 Galley Squadrons; a 2-5 Leader; Carthage 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 (Western 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 (Western Sicily)

Treasury: 13T
Stability Level: +5

Initial Control: The Carthaginian Player controls the following:
• Territories: Carthage (1T)
• Home Provinces: All four (4T)—Africa, Libya, Numidia, Mauretania
• Other Provinces: Baetica, Sardinia, Corsica, Western Sicily (4T total)
• Cities: Carthage (3T)
• Towns: Utica and Lilybaeum (2T total)

Pyrrhus, King of Epirus (controlled by Carthage)
Corcya (Attica): 1 Greek Galley Squadron, plus the following Soldier of Fortune units: 3-4 Leader, 4 HI, 2 LI, 1 Cav, 1 EL.

Rome
Rome .................... 4 LG, a 2-4 Leader; Rome is a City.
Placentia ................. 2 LG, a 1-5 Leader.
Capua .................... 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.

**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 shown here allows the players 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 (at Ipsus, 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 Mideast 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, or whenever a player achieves an Automatic Victory (see “How to Win”).

**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 150 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):** The Events in 16.0 are used in this scenario, along with both Event Markers, unless players choose to play a Basic Game (see 3.81).

**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 the Tribal counters in a cup. Tribal units are 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 (see 12.4), and that the Greek player must use its first Activation to move the Soldier of Fortune army (only three of Greece’s four AMs are placed in the AM Pool).

**Duration (Standard Game Only):** See 3.8 to determine the length of play, but always start with Game-Turn I.

**Duration (Advanced Game Only):** We recommend a minimum of 5 Game-Turns, but always start with Game-Turn I.

**Independents**

**Pergamum:**
- 3 HI in Pergamum
- 2 HI, 1 Galley Squadron in Ephesus
- 1 LI in Miletus; Miletus is a City

**Rhodes:** 2 HI, 3 Galley Squadrons; Rhodes is a City

**Syracuse** (Eastern Sicily): 2 HI; 1 Galley Squadron (use a Pergamum galley unit); Syracuse is a City.

**Massena** (Eastern Sicily; The Mamertines): 1 HI.
Rome
Rome ......................... 4 LG, a 2-4 Leader; Rome is a City.
Placentia ................... 2 LG, a 1-5 Leader.
Capua ........................ 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
Carthage (Africa) ........... 1 HI, 1 Cav, 1 EL; 3 Galley Squadrons; a 2-5 Leader; Carthage is a City.
Utica (Africa) .............. 1 LI; Utica is a Town.
Thevestis (Numidia) ...... 1 Cav
Cirta (Numidia) ........... 1 LI
Gades ........................... 1 LI; 1 Galley Squadron (Baetica/Hispania)
Lilybaeum .................... 1 HI, 2 LI; 1 Galley Squadron; (Western Sicily) a 1-4 Leader; Lilybaeum is a Town.
Caralis (Sardinia) ........ 1 LI

Garrisons: Malaca (Hispania), Aleria (Corsica), Olbia (Sardinia), Panormus (Western Sicily)
Treasury: 13T
Stability Level: +5
Initial Control: The Carthaginian Player controls the following:
• Territories: Carthage (1T)
• Home Provinces: All four (4T)—Africa, Libya, Numidia, Mauretania
• Other Provinces: Baetica, Sardinia, Corsica, Western Sicily (4T total)
• Cities: Carthage (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 ...................... 3 HI, 2 Galley Squadrons, a 2-5 Leader; Athens is a City
Pella .......................... 2 HI, a 2-4 Leader; Pella is a Town.
Corinth ........................ 1 HI; Corinth is a Town
Thessalonice ............... 1 Galley Squadron
Tarentum (Bruttium) . 1 LI, 1 Cav; Tarentum is a City
Nicomedea (Pontus) .... 2 HI
Abydos (Ionia) ............ 1 HI, 1 Galley Squadron
Calena (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 Brundisium (Bruttium), Cyzicus (Ionia), Ancyra (Galatia), Tyre, Lesbos/Chios (The Aegean).

Special Instructions (Standard Game Only): If Players have chosen a game in which Events are used (see 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 follows. See 12.4 for details on what he and his army may and may not do.

Special Instructions (Advanced Game Only): Greece begins the game having drawn the Soldier of Fortune card (see 17.1) before play starts (Greece has also paid its 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 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 (5T total)—Attica, Thrace, Macedonia, Peloponnesus, The Aegean Islands.
• Other Provinces: Bruttium, Pontus, Galatia, Ionia (5T total)
• Towns: Pella, Corinth, Sardis (3T total)
• Cities: Athens, Tarentum (6T total)
Note: Greece does not control Eastern Sicily (because of the presence of the Independent 1 HI [The Mamertines] in Massena, nor does she control Tarraconensis or Narbonensis, despite her presence therein (Tribes negate).

[a] = These galleys—plus the small garrison in Tyre—are what is left of the Asian Fleet of the Greek-based diadochi. They do not provide control.

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 ..................... 1 HI; Antioch is a Town.
Damascus ................... 1 LI
Alexandria .................. 3 HI, 1 LI; 2 Galley Squadrons[c]; a 2-5 Leader[b]; Alexandria is a City.
Pelusium ..................... 1 LI; 1 Galley Squadron
Memphis ..................... 3 LI
Jerusalem ................... No forces, but Jerusalem is a Town.

Treasury: 6T[c]

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[b]—in Edessa, Palmyra or Damascus. They are now available to be activated. As soon as they are activated, 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 Activated 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 (7T)—Egypt, Syria, Judea, Cyprus, Cyrenaica.
- Other Provinces: None
- Cities: None
- Towns: Jerusalem, Antioch (2T total)
- Cities: Alexandria (3T)

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

Baghdad Booty Call

Each Turn, when the East collects Income, the East Player must roll one die (1d6) on the Baghdad Booty Call Table to see what events to the east—in Persia and beyond—have on the East Player. Some dierolls 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 Baghdad Booty dieroll 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 Baghdad 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.

Baghdad Booty Call Table (Standard Game Only)

<table>
<thead>
<tr>
<th>DR Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Add 6T to Treasury. In addition, the Successor Wars disrupt operations. Remove one East AM from the AM Pool (East player gets one less activation this Game-Turn).</td>
</tr>
<tr>
<td>2 Add 4T to Treasury</td>
</tr>
<tr>
<td>3 Add 2T to Treasury</td>
</tr>
<tr>
<td>4 Subtract 2T from Income/Treasury</td>
</tr>
<tr>
<td>5 Subtract 4T from Income/Treasury</td>
</tr>
<tr>
<td>6 The Successor Wars disrupt operations. Remove one East AM from the AM Pool (East player gets one less activation this Game-Turn).</td>
</tr>
</tbody>
</table>

Baghdad Booty Call Table (Advanced Game Only)

<table>
<thead>
<tr>
<th>DR Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Add 5T to Treasury, plus outbreak of Successor Wars in the East**.</td>
</tr>
<tr>
<td>2 Add 3T to Treasury</td>
</tr>
<tr>
<td>3 Add 1T to treasury</td>
</tr>
<tr>
<td>4 Subtract 2T from Income/Treasury</td>
</tr>
<tr>
<td>5 Subtract 4T from Income/Treasury</td>
</tr>
<tr>
<td>6 Outbreak of Successor Wars in the East**.</td>
</tr>
</tbody>
</table>

** 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—conducts Military Operations with the force (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 Movement). If it turns out such army is not, the campaign must be against any other army or garrison that is at least 3 spaces distant, but within cam-
campaign range (as determined by the usual dieroll). 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 hex when this occurs, things get especially exciting. Roll a die for each unit; on a 1-3, that unit is under the command of one leader; on a 4-6, the other. Do this for each unit until finished. 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 Ptolemids (Egypt). The Seleucids are a player power, played by whoever would have taken The East in Scenario #5. Egypt is a neutral power governed by the rules covered 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 only.

Scenario Setup: Follow all setup instructions for Scenario #5 (Pax Romana-The Rise of Rome) as far as the end of the setup instructions for Greece. Then follow the instructions below.

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.

Special Rule: 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.

DESIGN NOTE: This scenario places the East player in a far more difficult position than does Scenario #6. 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 Ptolemids unquestionably makes the scenario historically satisfying.

Ptolemaic Egypt (Independent)

Alexandria: 3 HI, 2 LI; 1 Cav, 1 EL; 2 Galley Squadrons \[^{[a]}\]; a 2-5 Leader \[^{[b]}\]; Alexandria is a City.

Pelusium: 2 LI; 1 Galley Squadron

Memphis: 3 LI; a 1-4 Leader.

\[^{[a]}\] = Ptolemies’ 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 ..................... 1 HI; 1 LI; a 1-4 Leader; Antioch is a City.

Damascus .................. 1 LI

Jerusalem .................. 1 LI; Jerusalem is a Town.

Treasury: 6T\[^{[a]}\]

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 \[^{[b]}\]—in Edessa, Palmyra or Damascus. They are now available to be activated. As soon as they are activated, place 10T in The East’s Treasury. If all three deployment Spaces are occupied when the Seleucid Army is to be placed, it still gets placed in one of those Spaces, but it must be Activated immediately, expend 1 MP, and attack the occupants of that Space.

Initial Control: The East Player controls the following:

- Territories: The East (1T) \[^{[d]}\]
- Home Provinces: All three (4T) -Syria (2T) \[^{[c]}\], Judea, Cyprus.
- 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.

**Baghdad Booty Call Table (Advanced Game Only)**

<table>
<thead>
<tr>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Add 7T to Treasury, and Successor Wars erupt.**</td>
</tr>
<tr>
<td>2</td>
<td>Add 4T to Treasury</td>
</tr>
<tr>
<td>3</td>
<td>Add 2T to Treasury</td>
</tr>
<tr>
<td>4</td>
<td>Add 2T to Treasury, and Successor Wars erupt.**</td>
</tr>
<tr>
<td>5</td>
<td>Subtract 2T from Income/Treasury</td>
</tr>
<tr>
<td>6</td>
<td>Subtract 4T from Income/Treasury</td>
</tr>
</tbody>
</table>

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The Ptolemaic player must always defend Egypt province at all costs. Guidelines for the Ptolemaic player include the following:

1. When Ptolemaic territory (Egypt or Cyraenica) is invaded, two Egypt AMs (use the two Event AMs) are immediately placed in the AM pool. When each of these AMs is drawn, the Ptolemaic forces are controlled by the player with the most Victory Points, unless that player is The East or currently allied with The East. In such case, the player with the next highest Victory Points has control. The Egypt AMs remain part of the AM pool until all non-Egyptian units have left Ptolemaic territory, although the Ptolemaic player might change from turn to turn if the Victory Point situation changes.

2. When Ptolemaic territory is invaded, the Ptolemaic player rolls 1d6; the result is the number of additional BP of combat units (HI always preferred) placed in Ptolemaic territory (wherever the Ptolemaic player wishes).

3. When the “Successor Wars Roll On” Event 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 “Change to Successor Wars Event Card”).

4. When the Successor Wars result from a die-roll on the Baghdad Booty 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 Event Card”).

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 combat units (in addition to the city itself).
   - The Ptolemaic forces must attempt to retain control over both home provinces at all times.
   - The Ptolemaic player must not attack if the defending enemy force has a BP total greater than two (2) higher than the Ptolemaic force doing the attacking.
   - The Ptolemaic player automatically rolls for Militia units (using the standard Militia rules) after losing a battle in Ptolemaic territory (Egypt or Cyraenica). These Militia are removed in the Removal Phase of the following Game-Turn.
   - The Ptolemaic forces are free to leave Egypt or Cyraenica in order to conduct military operations, including those specified in Option B of the Successor Wars card description below, but their first priority is defense.

6. The instant the Ptolemaic Egyptians are no longer active (no invaders in Egypt or Cyraenica or after finishing a Successor Wars event), the Ptolemaic Army 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 combat BP and the rest of Egypt at least half of the remainder. They don’t actually move anywhere; they’re just picked up and placed in their new deployment spaces.

7. Egypt is considered conquered when all Egyptian Land forces are eliminated AND when Alexandria and the provinces of Egypt and Cyraenica are controlled by another power. At that instant, Option B on the “Successor Wars Roll On” Event card no longer exists, and the Successor Wars result on the Baghdad Booty Table no longer applies.

8. It is entirely possible for a Successor Wars Event card or Baghdad Booty Table result to be played while the Egyptians are already active because they have been invaded.

Change to Successor Wars Event Card: When the Successor Wars card is drawn, use the following instructions in place of those in 17.0.

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 may do either of the following (not both):

- Option A: Greeks Against Greeks. The player who plays this card must immediately (before doing his normal moves for this activation) conduct Military Operations with any one Army (but not Fleet) of Greek units that are in Greece, or start within 3 Spaces of Greece. 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, and possessions. It may pick up units as it moves, but not those in Towns or Cities. However, it may attack units in Towns or Cities in order to destroy or reduce the location (but it may not engage in Sack and Plunder). If the Greek Player chooses Option A (which probably means that Option B no longer exists be-
cause the Egyptians have been eliminated), he does none of the above, but instead reduces his Stability two levels (−2).

- **Option B: Ptolemids Against Seleucids.** Prior to his own Activation, the player must conduct Military Operations with any one Egyptian Army. The army must attempt to attack an Army of The East (i.e., a Seleucid Army) and/or reduce/destroy cities/towns controlled by The East. It will head for the nearest Seleucid Army or Town/City, and will attempt to take Seleucid Towns or Cities even if the latter are occupied as a result of slave revolts. At the end of this Operation, he places what’s left of the Egyptian Army in Pelusium or Alexandria. Note that Option B may not be chosen if Egypt has been conquered (see #7 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 be 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)**

**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 following optional rule reflects Carthage’s rather strange stance.

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.

**C. Civil War, Type 2 (Optional Rule)**

**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 following rule reflects this possibility.

The instant a power gains control of its four Territories at one time (the four can include his Home territory), its success has placed it in danger of Civil War. Immediately, and then afterwards upon drawing his first Activation Marker each Game-Turn, the player controlling that power immediately rolls two dice (2d6). To the result, he adds the number of Territories he controls. 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 Player, 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) from that Space. For any Space that is made vacant by such a removal, he places a garrison unit therein. If the die-roll result is even, that space remains untouched.
- Removes all Leaders he has and replaces them with only one, newly (and randomly) drawn Leader, who starts in his capital.

**(Standard or Advanced Game)**

**THE EARLY GOING—Pax Romana First-Turn Scenario (Four Players)**

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 playtesters 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 #5 or #6, albeit with some extra Activation markers to keep things rolling a little longer than usual.
**Scenario Setup:** Follow all setup instructions for Scenario #5 or #6 (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.

**Activation Markers:** Rome (6), Carthage (6), Greece (6), The East (6). See Special Rule #1.

**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 the Tribal counters in a cup. Tribal units are 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 #5 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 (remove the Soldier of Fortune Card from the deck).
- Rome controls Tarentum, which bears a Town marker and a single LG unit.
- The Greek LI and Cav units placed at Tarentum in Scenario #5 are now in Brundisium, along with a Greek HI unit.

**Special Rule #1:** After playing through the Activation markers listed in the initial play order and the three remaining activation markers 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 doing the Manpower Phase, draw the next AM.

**Special Rule #2:** If playing the one-turn version of Scenario #6, use all the rules for the Ptolemaic Egyptians.
PART THREE. EXTENDED EXAMPLE OF PLAY

Edited for consistency May 2006.

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 push the counters around 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 Neutrals: All, as per the “Pax Romana” scenario setup in the Playbook.

Rome: 1 LG in Albintimilum (Cisalpina); 2-4 Leader, 2 LG and Town in Parma (Cisalpina); 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 Carthage; 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.

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

Shown above is the opening set up and the first four Activations—Rome, Carthage, Greece, and East. Not shown are the seven Carthaginian units in Hispania. Land moves are shown with a thick dashed line, while sea movement is shown with a thin dotted line.
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 (Ponius); 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 activates his 2-4 leader in Parma. He rolls a 5 for movement, adding his leader’s Campaign Rating of 4 to yield 9 Movement Points. He moves the two Legions from Parma through Arretium (1 MP), Pisa (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 Pisa to a Town—he removes the Garrison counter, places a Roman Town counter on the Pisa space, and deducts 2T from his Treasury. He uses his second Minor Move to send a LG unit from Rome to Pisa (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 activates his 2-5 Leader and the army of 2 HI units in Carthage, rolling 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 Carthage along the naval connection to Lilybaeum on the west coast of Sicily. He spends a third MP to disembark at Lilybaeum, and a fourth MP to pick up forces there—specifically the 3 HI units and one of the two LI units (leaving one LI at Lilybaeum). He then moves through Agrigentum (1 MP) and into Syracuse (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 BP 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 and no Towns or Cities (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 neutral, 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 Pisa, 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, so he must check to see if his Squadron continues. 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, Carthage, Lilybaeum, and Panormus, and finally into Messana. Because Carthage controlled all of those spaces, no further Continuation 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 “Bounteous 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 activates his 2-4 leader in Nicomedia, rolling 3 and getting 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 activates one of the HI units at Pella, rolling a 4 and marching it through Pharsalus (1 MP) and Chaeronea (1 MP) into Athens (1 MP); 3 MP total. He uses his second Minor Move to activate 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 activates his 3-3 Leader and his Army in Alexandria, rolling a 4 (total of 7 Movement Points). 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 Continuation. 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 activates his 3-5 Elite Leader, rolling a 2 and therefore getting 7 Movement Points. 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 activate 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 Serdicia (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 activate 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 activate his 2-4 Leader, rolling a 3 and adding it to the Campaign rating of 4, 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 activates his 2-4 Leader, rolling a 6 (resulting in 10 MP). He spends 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 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%. 70% 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—no effect. The Greek player has 5 MP left, so he spends 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%, but this does not change the result (East still lost 2 BP). 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 deletes 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 activates his 2-4 Leader in Rhgium, rolling 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 Dyrhhachium, so nothing bad happens to him. He debarks in Dyrhhachium (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 survives the Leader roll and regroups back to Dyrhhachium. 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 units in the City, Rome has captured Pella. He again passes the Leader casualty 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 city, 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 get the Pergamese on his side. For his Major Move, he activates his 2-4 Leader in Pella, rolls a 5 for a total of 9 MP, and moves with his 3 LG units through Pharsalus (1 MP) to Charonae (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 Dyrhrhachuem (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 Pergamese 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 activates his 3-5 Elite Leader, rolling a 3 and getting 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, no effect. 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 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, who survives, and 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 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 Carthage 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 Carthage (1 MP to embark, 1 to sail, 1 to debark in Hippo Regius, 2 MP to march to Carthage—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 Carthage, where it stops (3 MP total).

He activates the 2-5 Leader in Messana for his Major Move, rolling 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

*Activations 9 through 11—East, Carthage and Rome.*
He uses his two Minor Moves to move his two LG from Pisae to now at -4, on the brink of Turmoil (which could see civil war). Greece completely. Greece's Stability takes another hit, and is Leader in Nicomedia. He chooses the latter in an attempt to crush his only two Leader choices: the Carthaginian Leader in Italy and the Greek Leader in Athens, which he wants from the map, citing that Leader as a conspirator to overthrow the government. He has two obvious 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 rolls a 6 and moves to Paestum, hoping to keep sailing to Neapolis. But Neapolis is not under friendly control, so he must roll to Continue, 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 land 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 Casualty 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 him 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 for his leader, who survives. Carthage must regroup back to Capua because he did not dislodge the defender completely, 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 rolls a 2 for his Major Move, activating the 2-4 Leader in Pharsalus (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 superior Leader (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). The occupied City still stands. Both Leader rolls (7 and 8) have no effect.

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 casualty checks. 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—result is 10. He places 10 BI and the 2-5 Barbarian Leader in the western-most space in the German Tribes territory. He gets to use them before doing his own Major and Minor Moves, so he does so, rolling a 5 to get 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 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 a fourth shift for having a better Leader. 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 land 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 rolls a 5 for his 2-5 Leader in Capua, getting 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 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 land 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.

The next AM drawn is The East.

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 activates 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 Carthage itself. He marches from Salamantica to Emerita Augusta (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 Carthage (1 MP). He stays there.

For his first Minor Move, he activates 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 activates the 3-5 Elite Leader, rolling a 6 for 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 the casualty roll. 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 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 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 activate 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 activates his 1-3 Leader in Athens and rolls a 4. He has 7 MP to work with. 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 to Continue. He rolls a 7, succeeding. He continues to Limnos, which he does control (it’s part of the Aegean Islands province) then through Thassos to Abydos, where he must roll for Continuation 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 Pharsalos 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 attacking), however, he cannot use the City in the defense, and the Greek cavalry are in play. 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 survive their casualty rolls. Because Pella’s Wall Points are at their minimum and Rome has no defending 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 that 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
East controls Libya, Cyrenaica, 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, 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: East stands at 15 VP, Carthage and Greece at 8 VP, and Rome at 3 VP.

CVP
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 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 Baghdad Booty 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 (2T 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: 9T.

The result of this turn is that The East has a significant advantage in both Victory Points and, assuming a decent roll on the Baghdad Booty 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 FOUR: 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, that 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 gameturn 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 force near a City and capture the City, but that’s because the actions required to take the City represent the highlights of what the forces 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 Squadrons against your cordon. That’s where the ability to react comes in.
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 Fleets.

If you have a choice, use your Manpower and Recruitment to acquire a combined force 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 forces, so get as much of it as you can afford (it can’t help you in battles involving Towns or Cities, though). If you can’t build a combined force, 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 Towns or Cities in defense), it also moves you out of what might be a desirable defensive location. On the other hand, though, places forces 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 force 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 garrison a Town or City—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 card). 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 neutral 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 #6 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 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 get-
ting 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 three primary programs for playing over the Internet are Vassal, Cyberboard, and Aide De Camp. GMT Games will produce the Aide De Camp module for *Pax Romana* shortly after the game is available, but Vassal and Cyberboard modules will be ready on publication. You will be able to download both from the GMT Games site.

Aide De Camp (www.hpssims.com), in version 2 as of this writing, is available for purchase from HPS Simulations’ site. Unlike Vassal and Cyberboard, ADC2 is not free, but it is well supported by GMT and other game companies with excellent modules that frequently make use of the actual graphics files used in the print version of the game. ADC2 games play by email only, not live on the Internet, and you can learn them from the documentation provided with the program. Here we’ll deal only with Vassal and Cyberboard, except to note that many players swear by ADC2 and you’ll find numerous opponents by using it.

Vassal (www.vassalengine.org) is the only one of the three 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 each of you 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). Unfortunately, Vassal does not (as of version 2.6) prompt you to create a log file, and it’s easy to forget, so make a note to yourself to start the log when you start to play.

Cyberboard (cyberboard.braniac.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 multiplayer 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 ADC2 or 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.

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PART FIVE:  
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 forces, to the extent that one memorable game saw a Greek army of approximately 75 battle points facing an East army of 55 battle points. 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 force. 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 forces 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 to continue and find your army trapped on an Aegean island? Do you stay by your capital and guard against invasion? Or do you risk everything and go for your opponent’s jugular—his capital—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 forces 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 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 be-
gaming, players were supposed to be wary of attacking, and at-
tacking 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 forces 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 (some-
thing the historical narratives mention quite frequently). Third,
it provided a way for leaders to take on an enhanced signifi-
cance in the game. All of these things were in the original sys-
tem 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