

The Rules of Play booklet contains an old version of Section 15, "Victory." This section, especially section 15.4 (Opportunity Objectives), changed significantly as the game approached late development, and unfortunately the change did not make it into the printed book. Below is the correct version:

(15.0) VICTORY

(15.1) VICTORY POINTS

During the Victory Phase of each Game-Turn, players calculate Victory Points, adjusting the markers on the Victory Point Track to reflect the new VP totals.

(15.11) The number of Victory Points each player receives for the current Game-Turn is equal to the following:

- The number of VP resulting from the GOP standings (15.2) plus
- The number of VP resulting from the CVP standings (15.3) plus
- The number of VP resulting from achieving Opportunity Objectives (15.4, only certain scenarios)

(15.12) The power which has gained the most Victory Points during that Game-Turn Phase raises its Stability Level by one (+1). The power which has gained the fewest VPs lowers its Stability Level by one (-1). In both cases, ties negate Stability changes.

PLAY NOTE: The cumulative VPs that each player possesses at the time is irrelevant... it is the number of VPs that they gained in the particular turn which affects the Stability change above.

(15.13) The VP levels at the end of each Game-Turn (not the gains or losses) determine the order of play for the first set of Activations (but only the first set) in the next Game-Turn:

- The power with the fewest VP goes first; the power with the second fewest VP goes second; and so on.
- If two powers are tied in VP, the power with the lower Stability Level gets the advantage (i.e., he gets an Activation ahead of the player with whom he was tied); if Stability Levels are tied, the player with the fewer Civilization Points get the advantage; if all these are tied, roll a die (low result gets the advantage).

(15.2) GEOGRAPHIC OBJECTIVE POINTS (GOP)

(15.21) At the end of each Game-Turn players earn a set scale of Victory Points by having more (or fewer) GOP than the other players.

(15.22) Each player determines his total GOP as follows:

- 1 GOP for each Province he controls
- 1 GOP for each non-Home Territory controlled (in addition to the Provincial GOPs earned in that Territory).
- No GOP are awarded for controlling your Home Territory or Barbarian Territories.
- The number of GOP awarded for Opportunity Objectives, in scenarios where OOs are in use; see 15.4.

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

- 7 VP for the player with the most GOP
- 4 VP for the player with the second most
- 2 VP for the player with the third most
- 0 VP for the player with the lowest GOP total

If players are tied in GOP, total their VP and divide evenly, rounding down fractions. Thus a tie for third (normally 2 VP) and fourth (normally 0 VP) would produce 1 VP for both players, while a 3-way tie for second (normally 4 VP for 2nd place and 2 VP for 3rd place) would produce 2 for each player (4 VP + 2 VP + 0 VP divided by 3, equals 2). Ties negate any change in Stability.

EXAMPLE: At the end of Game-Turn III, Greece and the East both have 8 provinces, while Carthage has 6 and Rome has 4. No player has earned any GOP from Opportunity Objectives (see 15.4). Rome gets zero VP because it has the fewest GOP, while Carthage gets 2 VP. Greece and East are tied for first and second place, so they split the VP for those positions between them. Therefore, they add 7+4=11 and divide by 2, rounding down, resulting in 5 VP for each player. All players now adjust the VP tracks accordingly.

(15.3) CIVILIZATION POINTS (CVP)

(15.31) At the end of each Game-Turn players earn a set scale of Victory Points by having more (or fewer) Civilization Points (CVP) than the other players.

(15.32) CVP are earned by a power as follows:

- 1 CVP for each full-strength Town controlled by that power.
- 0 CVP for each reduced-strength Town controlled by that power.
- 3 CVP for each full-strength City controlled by that power.
- 1 CVP for each reduced-strength City controlled by that power.

(15.33) Victory Points for Civilization Points are earned as follows:

- 5 VP for the player with the most Civilization points
- 3 VP for the player with the second most
- 1 VP for the player with the third most
- 0 VP for the player with the lowest GOP total

If players are tied in CVP, total their VP and divide evenly, rounding down fractions. Thus a 2-way tie for third (normally 1 VP) would produce 0 VP for both players, and a 3-way tie for first (normally 5 VP) would produce 3 for each (5 VP + 3 VP + 1 VP divided by 3, equals 3).

EXAMPLE: At the end of Game-Turn I, Greece has 3 cities and 3 towns, the East has 1 city and 4 towns, Rome has two cities and 1 town, and Carthage has 1 city and 2 towns (all of these cities and towns are at full strength). Greece therefore has 12 CVP, East has 7, Rome has 7, and Carthage has 5. Greece gets 5 VP while Carthage gets none. Rome and the East are tied for second and third place, so they divide the 4 VP for those placements in half, with each getting 2 VP. The Victory Points track is adjusted accordingly.

(15.4) OPPORTUNITY OBJECTIVES

(Scenarios V and VI only)

DESIGN NOTE: Opportunity Objectives represent the decisions being made politically by the governments of various powers. This rule is only used in Scenarios V and VI.

(15.41) The game contains 20 Opportunity Objective (OO) markers. The back of each marker has a letter which corresponds to the Opportunity Objectives Table. That table explains what that Objective is, and whether or not there are any restrictions to that Objective.

(15.42) During the Victory Phase, each Player gains either GOP or actual Victory Points for each Opportunity Objective he has achieved by that point in the game.

(15.43) Purchasing OOs. During the Manpower Phase of a scenario where Opportunity Objectives are in use, each player may purchase *one* OO marker by paying a number of Talents, depending on his Stability. The costs are:

Stable: 1 Talent

Unrest: 2 Talents

Turmoil: 3 Talents

A player may never purchase an OO marker if he already possesses three of them. However, he may get OO's at no cost through card play in the Advanced Game, allowing him to have more than three until he discards one (17.2), but until he has fewer than three he may purchase no more.

(15.44) Drawing OOs. All currently unpurchased OO markers are kept either in a cup, or facedown on the table. This is known as the OO Pool. At no time may players examine the contents of the OO Pool. After paying for an OO, the player draws an OO marker randomly from the OO Pool, examines the letter, checks the Opportunity Objectives Table to see what that letter means, and places the marker facedown in front of him.

(15.45) OO Secrecy. The vast majority of the time, players will want to keep their OO markers secret from the other players. If allied, however, players may want to reveal one or more of them to each other in order to coordinate operations. Players may never give OOs to each other, however. Furthermore, OO markers must be revealed by a player claiming the GOP or VP awards for attaining them. Each revealed OO marker remains revealed in front of the player until he discards it (15.46).

(15.46) Discarding OOs. Discarding an OO marker means placing it back into the OO pool, making it available for purchase by any player in a subsequent Manpower Phase. Three OO markers (L, M, and N) must be discarded immediately after use. Other than that, a player is never required to discard OO markers; once he plays an OO marker, he may continue to gain GOP each turn he fulfills its requirements. In addition, a player may, in the Removal Phase, discard any of his OO.

(15.47) Some OOs may not be used by certain players. If one of these is selected by that player, he simply picks another and returns the unusable one to the OO pool.

(15.48) OO markers must be revealed to all other player in order to prove attainment and collect GOP or Victory Points.

(15.49) The following are the possible Objectives, the number of such OO available (in square brackets), and their associated GOP or Victory Points. This information is also on each Player's Player Card.

PLAY NOTE: Unquestionably, many Opportunity Objectives are difficult to achieve, but they must not be ignored. Players must attempt to achieve the ones they picked, and they must try to keep the other players from achieving theirs. Since the Objective markers are kept hidden, each player must watch what the other players are doing in order to try to determine their objectives and stop them from meeting them.

The following OOs earn GOP, to use in calculation of VP as per 15.22

A. Control Asia Minor [2] The player must control all Asia Minor provinces with a port (which means all except Cappadocia). 8 GOP for Rome or Carthage; 4 for Greece or The East.

B. Control Egypt [2] 8 GOP *This Objective may not be used by The East.*

C. Control Hispania [2] 8 GOP; 4 GOP for Carthage

D. Control the Eastern Mediterranean. [1] The player must control Crete, Cyprus, and Cilicia. 6 GOP; 3 GOP for The East.

E. Control Gaul (Gallia) [2] 6 GOP; 3 GOP for Rome

F. Control The Aegean Sea. [1] The player must control the ports of Chios, Naxos, Cnossus, and Miletus. 6 GOP. *This Objective may not be used by Greece.*

G. Control Central Europe. [1] The player must control Germania Superior, Raetia and Noricum. 4 GOP

H. Control the Danube. [2] 8 GOP, 4 GOP for Greece or Rome.

I. Control Sicily and the Tyrrhenian Sea. [1] The player must control both provinces of Sicily, plus Sardinia and Corsica. 4 GOP

J. Control the Western Mediterranean. [1] The Player must control all Ports in Baetica, Mauretania, and Tarraconensis, plus the Balaeres Islands. 6 GOP; 3 GOP for Carthage

K. Have a Town or City in five (5) different Territories, other than Home Territory. [2] 6 GOP

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

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

M. Control one Home Province of any other player. [1] **3 VP**

N. Control any of the following Independent Territories: The Sicilies, Germania, The Chersonese, or Rhodes plus Crete. [1] **2 VP** for each of these controlled.