

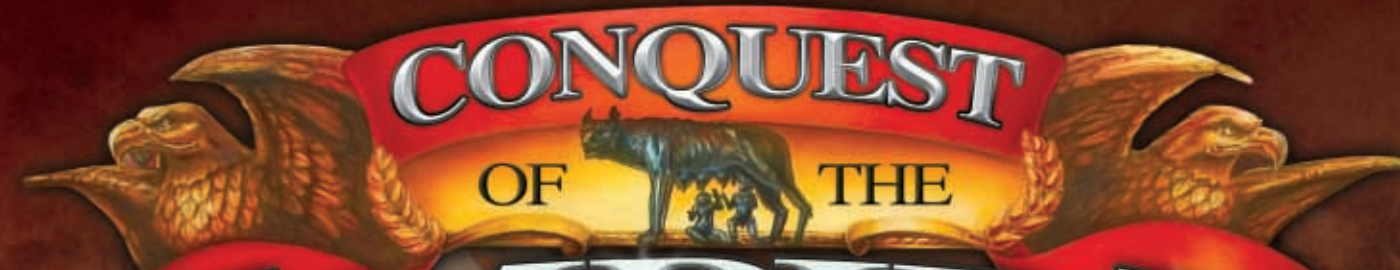
CONQUEST
OF THE

EMPIRE

III

RULES OF PLAY



An illustration featuring two golden eagles with spread wings flanking a central scene. In the center, a black wolf stands on a small patch of ground, with a small figure of a person standing near its front legs. The entire scene is set against a red and yellow background.

CONQUEST OF THE EMPIRE

DESIGNED BY GLENN DROVER
INSPIRED BY A DESIGN BY MARTIN WALLACE

*This game is dedicated with love to my wife Christine
Life's defeats are made less bitter and the victories
sweeter because of you.*



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CONQUEST OF THE EMPIRE II

HISTORICAL SETTING

It is a time of chaos in the Roman Empire. The last emperor has been assassinated by his Praetorian Guard, who then invite the emperor's uncle to take the throne. Terrified, he flees and goes into hiding.

Shortly thereafter, and almost simultaneously, word starts filtering into Rome of several different provincial generals whose armies have "declared" them to be the next Caesar.

Now these armies are looting the distant corners of the empire while forcing new recruits into their ranks. Soon they will march on Rome to place their Caesar on the throne. It's a time of bloody civil war. Can one Caesar unite the empire again, or will the war tear the empire to pieces?

GAME PLAY

The game consists of four Campaign Seasons. New alliances are formed at the start of each new Campaign Season (which consists of four rounds of play plus certain end-of-season phases). In each round, the players take turns performing two Actions each. At the end of each Campaign Season, taxes are collected and Victory Points are scored based on the relative number of "influence" tokens owned by the players in each key province. Military units of various types are used to defend a Caesar's "influence" tokens and to attack the forces of the other Caesars. The Conquest of the Empire cards, once acquired, grant economic, political, and military benefits that can assist a player in achieving victory. Money is essential and can be attained through normal taxes at the end of each campaign season, or through "special taxes", (but at the cost of increasing Chaos in the empire). Players must use their precious actions, money, and armies to outmaneuver the other players and achieve dominance in as many key provinces as possible. Controlling these key provinces gives players victory points, and eventually the title Caesar.

THE MAP



The map is divided into many land Provinces and sea zones. Land units (Infantry, Cavalry, Catapults, Generals, and Caesars) may only occupy land provinces, and Galleys may only occupy sea zones.



ALLIANCE BOX: This area is used by the players to show the proposed alliances during the alliance auction (Proposal A and B), and displays the actual alliances and turn order for that Campaign Season once the auctions have ended.



VICTORY POINT TRACK: An extra Influence Token from each player is used to keep track of each player's Victory Points throughout the game.



TURN TRACK: The game consists of four Campaign Seasons, each of which is four rounds long (for a total of 16 rounds in each game). Players should use two extra military units to keep track of the round and the Campaign Season.



KEY PROVINCES: Key Provinces are the most important provinces in the Roman Empire. Influence in these provinces is critical to becoming the next Caesar. In Conquest of the Empire 2, players get Victory Points for having Influence Tokens in these provinces. The Key Provinces are those with the numbers separated by slashes (e.g. EGYPT has 15/5). The 11 Key Provinces are: Hispania, Narbonensis, Italia (the location of Rome), Neapolis, Sicilia, Achaia, Asia, Galacia, Mesopotamia, Egypt, and Numidia.

UNITS, CARDS, COINS, AND TOKENS

UNITS

The plastic miniatures are referred to as units. The units can occupy the provinces or sea zones on the map and can be used to perform special Actions. Some units are referred to as "military units" (Infantry, Cavalry, Catapults, and Galleys), "leaders" (Generals and Caesars), "naval units" (Galleys), or "land units" (Infantry, Cavalry, Catapults, Generals, and Caesars), depending on the situation.



INFANTRY: (military unit; land unit) Infantry Units represent a Cohort of Roman foot soldiers. Roman Infantry were the backbone of the Roman army, and were usually well trained professionals. In Conquest of the Empire 2, these units are cheap and very effective in battle.





CAVALRY: (military unit; land unit) While Roman armies had few horsemen compared to the number of infantry, these troops were essential for scouting, skirmishing, and holding the flanks during a battle. In CotE2, these units add striking power to an army in battle.



CATAPULTS: (military unit; land unit) These units represent all Roman war machines from the ballistas and catapults used on the field of battle to the heavy Onagers used to batter down city walls. Catapults round out an army in CotE2. No army is complete without at least one unit of Catapults.



GALLEY (Military Unit; Naval Unit) These war galleys, also known as Triremes, represent fleets of war ships and transport ships used by the Roman Empire to dominate the Mediterranean Sea for hundreds of years. In CotE2, they are used to block movement across straits (the double arrows on the map), transport land units to distant shores, and to attack other fleets. They may also affect the outcome of land battles that occur in nearby coastal provinces.



GENERAL: (Leader; Land Unit) Generals represent the leadership of the Roman Legions (armies). They also represent the political leadership of each faction that is vying for power. In this capacity they are able

to influence the local population, direct the movement of armies and lead them effectively in battle, as well as raise money and additional troops.



CAESAR: (Leader; Land Unit) Caesars represent the top leadership of each faction including the candidate for the throne himself. They can perform all the functions of a General unit, and some more effectively.

CARDS



The Conquest Cards can be acquired by the players throughout the game and give the player various abilities. These abilities range from improving the players army's ability in battle to assassinating other player's generals and senators; from the ability to hold a Senate vote for extra troops, victory points, money, or influence in Rome to special missions saving the provinces from barbarian invasions.

COINS



The coins represent Roman gold "Talents". The gold coins are worth 10 Talents, and the silver coins are worth 5 Talents.

TOKENS



CHAOS TOKENS: These tokens come in various denominations (1, 5, and 10). The tokens are given to players who “earn” Chaos Points for recruiting units, raising special taxes, and losing battles. Players may hide the value of their Chaos Tokens from the other players by keeping them face down, however, each player must show their Chaos Tokens at the end of each Campaign Season to determine who has the most (lose 10 victory points) and second most (lose 5 victory points). Players may make change as needed from the unused pool of Chaos Tokens.



PROVINCE TOKENS: These tokens each have the name of one “Key Province” on them. At the beginning of the game, each player will randomly draw four Province Tokens (returning any “Italia” tokens and redrawing, as no player may start with influence in Italia.) and place one of their Influence Tokens in each of the Key Provinces shown and removing the four tokens drawn from the game.

Thereafter, at the beginning of each Campaign Season (including the first), a number of Province Tokens equal to 2 X the number of players is drawn randomly from the remaining pool and placed on the Key Province shown on the token. These tokens are then available to the players to be purchased and exchanged for that player’s Influence Tokens. Once purchased, a Province Token is removed from play (Note: it is not returned to the unused Province Token pool, but placed “out of play” in a separate pile from the province tokens that have not yet been chosen).



INFLUENCE TOKENS

Influence tokens represent a Caesar’s influence in the Key Provinces of the Roman Empire. Each player starts the game with four Influence Tokens on the gameboard. There are four ways that players may gain new Influence Tokens:

- 1) Province Tokens may be purchased and replaced with the player’s Influence Token if the purchasing player has a General or a Caesar in that province.
- 2) A player may purchase and replace another (non-allied) player’s Influence Token in a province where the purchasing player has a General or a Caesar and the player whose Influence Token is being purchased has no Military Units present. (Note: The bank gets the money for the purchase, not the player.)
- 3) A Politician Card is purchased. The purchasing player gains a new Influence Token in the province containing his Caesar.
- 4) A player wins the Senate Vote: Influence in Rome. This player adds two new Influence Tokens in Italia.

Influence Tokens are only placed in Key Provinces and can never be moved like Units from one province to another.

Extra Influence Tokens are also used as markers to show each player’s victory points and alliance/ turn order status.

SETTING UP THE GAME

Each player chooses a color and begins the game with 1 Caesar, 1 General, 8 Infantry, 2 Cavalry, 1 Catapult, and 1 Galley, and 4 Influence Tokens in their player color. They may only use pieces in their own color. Each player begins the game with 80 Talents (8 gold coins), and three “Senator” cards (Each player gets a I, a II, and a III value card).

The five “Senate Vote” cards are removed from the deck and placed face-up next to the gameboard. Shuffle the rest of the deck and set it next to the gameboard face down.

Beginning with the First Player, each player draws 4 random Province Tokens, places one of their Influence Tokens in each of the provinces that they draw. If any Province Tokens for Italia are drawn, place them back and draw again (No player may start the game with an Influence Marker in Italia.) After each player has placed 4 Influence Tokens, those Province Tokens are removed from play.

All coins that are remaining are placed in a “bank” next to the gameboard. All payments are made from the players to the bank and all taxes are taken from the bank and are paid to the player.

Note: Players may never give each other money, units, Influence Tokens, Chaos Tokens, or Conquest Cards.

Hint

Money (In the form of silver and gold coins) is required for a variety of purposes, and players may find themselves lacking in this valuable commodity. Fortunately, a player can always get more gold by using the “Special Tax” action on their turn, but only by accepting additional Chaos. 5 Talents may be obtained for each 1 point of Chaos accepted, up to 25 Talents for each action.

CAMPAIGN SEASON SEQUENCE

The game consists of a series of Campaign Seasons, each of which consists of the following phases:

- 1) Place Province Tokens
- 2) Place Available Conquest Cards
- 3) Determine Alliances among Players and Play Order
- 4) Place Starting Units – (First Campaign Season Only)
- 5) Player Actions (2 per player per round)
- 6) Taxes and Upkeep
- 7) Victory Points & Chaos
- 8) End of Campaign Season

1) PLACE PROVINCE TOKENS

Randomly draw new Province Tokens from the unused pool and place them in their respective locations on the map face up. Any Province Tokens from previous Campaign Seasons are left on the map until purchased. The number of Province Tokens drawn is equal to twice the number of players (so, if there are 6 players, 12 Province Tokens will be drawn at the beginning of each new Campaign Season).

2) PLACE AVAILABLE CONQUEST CARDS

A number of Conquest Cards equal to twice the number of players are drawn from the deck and placed face up next to the gameboard. These cards are now available to the players and may be selected during a player’s turn.

3) DETERMINE ALLIANCES AMONG PLAYERS AND PLAY ORDER

Players must now divide into two alliances, as determined by a series of alliance auctions. The purpose of these auctions is to establish which players will be in which alliance, and also the turn order.

Hint

It can be very useful to win these auctions so that you can decide which players you can attack, and which players cannot attack you during the next Campaign Season. Winning also allows you to decide which player will take their turn before another. This can be VERY powerful and will certainly impact the flow of the game.

In the first Campaign Season, the order of bidding in the first alliance auction goes clockwise from the (randomly selected) First Player. The next auction will be started by the player to their left, and so on.

In following Campaign Seasons, the first player to bid in the alliance auction is the player who took their turn (performed their actions) last in the previous Campaign Season. The next auction will be started by the player to their left, and so on.

Players bid with Talents (coins). The first player bids and the next player can then either raise the last bid or pass. The players each bid or pass in turn (clockwise). If a player chooses to pass, he/she can still bid later in the round of the same auction provided that the bidding continues around to them again. Each auction ends when all players pass following a bid. The player who made the highest bid wins the auction. (Note: The first player may make a bid of “zero” – which is not

considered a “pass”. If no other player bids higher than zero, then the first player wins the auction for free.)

When a player makes a bid, he/she must show the alliance situation that they are proposing by their bid (use an extra Influence Token from each player for this purpose). They do this by placing one un-allied player token in Proposal Box A and another un-allied token in Proposal Box B. The player making the bid may place any un-allied marker, including his/her own, in either box. The only time that a player may place a single un-allied token (without a corresponding marker in the other Box) is when it is the last remaining token in an auction with an odd number of players. When another player raises the bid, he/she may re-arrange or substitute other un-allied player tokens as they so choose.

The player who eventually wins the auction pays the amount bid in gold to the bank and then places the two markers from the Proposal Boxes into the Alliance Boxes so that they match the Proposal. (The result of the first auction would place the token from Proposal Box A to the “1st” box and the token in Proposal Box B to the “2nd” box. The result of the second auction would place A into “3rd” and B into “4th”, and so on.)

This procedure is repeated until all players are members of one of the two Alliances.

4) PLACE STARTING UNITS

(AT THE BEGINNING OF THE FIRST CAMPAIGN SEASON ONLY)

After the first auction (only), players take turns placing their starting units (8 Infantry, 2 Cavalry, 1 Catapult, 1 Galley, 1 Caesar, and 1 General) on the board. The player with their token in the “1st” box places all of his or her units first, followed by the “2nd” player, and so on until all players have placed their starting units. Starting units may only be placed in provinces which already contain that player’s Influence Token. Galleys are placed in a sea zone that is adjacent to a province containing the owning player’s Influence Token.

5) PLAYER ACTIONS

(2 PER PLAYER PER ROUND)

Each Campaign Season will last for 4 rounds. The order of play is determined by the position of each player’s token on the Alliance Display.

The player with their token on “1st” takes 2 actions, followed by the player with their token on “2nd” & so on.

In each round, a player may perform any two actions or combinations of actions (except that the Action:

“Obtain a Conquest Card” may only be performed by each player once per round). A player can perform any combination of the following actions, in any order:

- Obtain a Conquest Card (only once per round)
- Recruit
- Buy Influence
- Special Tax
- Move Land Units
- Land Battle
- Naval Move/ Naval Battle
- Pass

After all players have completed two actions, the round marker is advanced one space and the next round begins. After four rounds, play progresses to the (6) Taxes and Upkeep phase.

OBTAIN A CONQUEST CARD (ONCE PER ROUND)

The active player may select a card from those available (face up), paying the cost (shown in coin in the bottom right-hand corner) on the card to the “bank”. If the card shows no cost, then it is “free”, although the player must still use an action to obtain it. The cost shown is to purchase the card, there is no extra cost to use the card.

There are five different types of Conquest Cards. Each type of card has a unique symbol in the bottom left-hand corner of the card. Each different type also has different rules that apply:



IMMEDIATE USE: These cards, when selected, must be used immediately and are then removed from play.



SENATOR: Once selected, these cards are placed face down in front of the owning player (and may even be hidden if the player desires). Once used (as a part of Senate Vote), the card or cards are removed from play (see Senate Vote below).



DIPLOMACY: Once selected, these cards are placed face up in front of the player for the remainder of that Campaign Season. At the end of the Campaign Season, they are returned to the group of available cards (face up) next to the gameboard, and may be selected by another player.





MULTI-USE: Once selected, these cards are placed face up in front of the owning player, and are owned by that player for the remainder of the game. However, they may be used only once per Campaign Season.

They may only be used during a player's turn, but do not cost an action to use (thus, a player could "use" some, none, or all of the Multi-use cards that he owns without being charged an action during his turn). When used, the card is placed face down and may not be used again for the remainder of the Campaign Season. At the beginning of each new Campaign Season, the player should remember to turn his Multi-use cards face up to denote that they are ready for use again.

NO SYMBOL: If the card has no symbol in the bottom left-hand corner, then once that card is selected, the effects of the card last for the rest of the game. The card should be placed in front of that player face up.

RECRUIT

The active player can recruit (buy) new military units from his pool of unused units. New recruits must be placed in a province (or, for Galleys, in a sea zone adjacent to that province) in which the active player has at least one influence token and either a General or Caesar. The cost of the units is paid to the "bank" and is as follows:

| | |
|------------|----|
| ■ Infantry | 5 |
| ■ Cavalry | 10 |
| ■ Catapult | 15 |
| ■ Galley | 15 |
| ■ General | 20 |

The active player may purchase as many military units as desired, but is limited by the number of units in his color.

Raising armies tends to upset the populace as their young men are "recruited" into the army. This is even more upsetting when it's not the legitimate government that's doing the recruiting.

Each time a player uses the Recruit action, he gains 2 Chaos points.

BUY INFLUENCE

The active player can buy an influence token in any

province where an Influence Token is unprotected or Province Token is available (see below), provided that he/she has a General or Caesar in that province. A player may purchase 1 influence/province token if he has a General in that province or 2 influence/province tokens in a province that contains his Caesar unit. (Note: This may not be combined. In other words, a player may not buy 3 available influence/province tokens if he has a General and a Caesar in that province.)

Each influence/province token purchased costs the player 10 Talents (paid to the bank). When a player buys a Province Token, it is removed from the game and replaced with that player's Influence Token. When a player buys another player's influence token, it is returned to that player and replaced with the purchasing player's token.

PROTECTING INFLUENCE TOKENS

An Influence Token may not be purchased by another player as long as the owning player has at least one military land units in that province (Infantry, Cavalry, or Catapult). Therefore, a player who wishes to buy another player's Influence Token, must first successfully attack that player's military units and either eliminate them or force them to retreat.

Hint

One of the biggest challenges in Conquest of the Empire 2 is attempting to protect all of your Influence Tokens while taking them away from the other players. This means that you will probably want to concentrate your military units into one large army to ensure that you win your battles with a minimum of casualties. However, you will also want to garrison the provinces that contain your Influence Tokens with at least one Infantry unit to force your opponents to expend an additional Action before they can buy your Influence Tokens. It is sometimes also worthwhile to garrison provinces around the key province, to prevent easy access.

SPECIAL TAX

The active player may raise money through a "special tax" (essentially taking what he needs from the population with or without their consent). When performing this Action, the player takes 5 to 25 Talents from the bank (the player decides how many) and gains 1 Chaos Point for every 5 Talents taken.

MOVE LAND UNITS

The active player may choose to move his/her land units. First, the player must select a single province with at least one General or the Caesar unit in it. From the selected space, the player may move any/all units from there, subject to the following:

- Units moving by land may move any number of provinces, tracing a path from one province to another adjacent province, but must stop when they enter a province occupied by a non-Allied military unit (Infantry, Cavalry, or Catapult).
- Land units may move from one province to another adjacent province connected by arrows as long as there are no non-Allied (enemy) Galleys in the sea zone where the arrows are located.
- Units beginning in the same province may move to different destination provinces, provided that all other movement restrictions are observed. (A player could move six units that started the move in the same province to six different destinations.)
- **AMPHIBIOUS MOVEMENT:** A player may move his land units from a province adjacent to a sea zone (any distance) to a province also adjacent to a sea zone provided:
 - 1) That he has a Galley or Galleys in the sea zone adjacent to the destination province.
 - 2) That he moves no more than 4 military land units (plus any number of Generals/Caesar) per Galley that is adjacent to the destination province.
 - 3) Units may not be moved before embarking on an amphibious movement.

This movement may not be blocked by un-Allied Galleys.

LAND BATTLE

DECLARE

The active player may choose to attack only enemy (non-Allied) units that share the same province with his own units. He declares the battle location, and which player's units he is attacking.

COMMITMENT OF GALLEYS

Once a battle is declared, the participants decide if they are going to commit any of their Galleys from adjacent

sea zones. Once a Galley is committed to a battle, it participates like any other unit. If it survives the battle, it is returned to the sea zone from which it was taken.

ALLIES COMMIT TROOPS

Now allies of the two participants may declare (in player order) whether they are going to lend any of their military units to the battle. Allies may only lend land units that are in the province where the battle is taking place, and/ or Galleys that are in sea zones adjacent to the battle. Once an ally declares that he is lending units, he chooses them and hands them over to the control of the participant for the duration of the battle. If any survive the battle, they are returned to the owner's control. An ally cannot lend any Conquest Cards or units from a DIPLOMACY card. A City/Fortification can never be lent by an ally.

THE BATTLE

Both players form their "battle army" and place all of the units under their control opposite each other. The battle is then fought in rounds. In each round the players roll the battle dice and remove the losses. The battle must last at least one full round and ends when one player has no military units remaining or has "Retreated" (see below).

BATTLE ROUND

Each player rolls 3 dice, regardless of the number of military units involved. A player may also roll 1 additional die if there is a General/Caesar from their Alliance in the battle, 1 additional die if the defender owns a city in the province where the battle is taking place (and is thus defending a city), plus any extra dice gained through "Army Training" cards.

Each die that matches a unit type in their "battle army" results in one "hit" on the opponent's battle army (Note: Hits are limited by the number of units of that type in your battle army. For example, if the red player has one Infantry unit and one Cavalry unit in the battle and rolls three Infantry, one Cavalry, and one Catapult, he has scored two hits – one for the Infantry and one for the Cavalry.)

For each "hit" rolled, the opponent must select one unit to be removed. Generals/Caesars may not be selected for loss (they can not be eliminated in battle). Rolls and losses for both players are considered to be simultaneous, except when the defender is defending a city, in which case the Defender rolls first and the Attacker's losses are determined and removed prior to the Attacker rolling.



RETREAT

Following each round of the battle, either player may elect to retreat (defender decides first). A player must retreat all of his units in that province to any single adjacent province where there are no non-Allied (enemy) military units (Generals and Caesars do not count).

If a player loses all of his military units, any surviving Generals or Caesars must retreat to an adjacent province, even if occupied by a non-Allied military unit.

Note: Galleys do not retreat; they simply return to the sea zone from which they came.

CHAOS

The loser of each battle gains 2 Chaos Points. Allies who contributed forces do not gain Chaos Points.

NAVAL MOVE/ NAVAL BATTLE

When a player chooses this Action, he may move any or all of his Galleys regardless of their location, any distance, to a single destination sea zone. This naval movement may not be blocked by un-Allied Galleys.

The player may also declare a Naval Battle as a part of the same Action. The move part of the Action must come before the battle or not at all.

NAVAL BATTLE

Naval Battles are fought exactly like land battles with the following exceptions:

- 1) One die is rolled for each Galley in a player's "battle navy" plus any extra dice gained through "Naval Training" cards.
- 2) Land units may not participate in Naval Battles.
- 3) Galleys from adjacent sea zones may not participate.
- 4) Galleys do not retreat.
- 5) Naval Battles last a maximum of 3 rounds.

PASS

A player may choose to pass. This player may still carry out actions in later rounds.

6) TAXES AND UPKEEP

During this phase, each player gains taxes from their influence in each province.

Each player gains 5 Talents per influence token they have on the board. They gain a bonus 5 Talents per influence token in provinces where they own a city (i.e. 10 Talents per Influence Token in provinces where they own a city).

7) VICTORY POINTS & CHAOS

At the conclusion of each Campaign Season, the players determine how many Victory Points they gain. For each key province, two numbers are shown (three in Italia). These represent the number of Victory Points gained by the player having the most and second most influence tokens in that province (and third most in Italia). If more than one player is tied for either position, all tied players receive the number of Victory points for that position.

Example: The province of Neapolis is worth 15/5. Angela has 3 influence tokens here, as does Charles, while Blake has 2 influence tokens and Dave has 1 influence token. Angela and Charles will each receive 15 Victory Points, and Blake will receive 5 Victory Points. Dave receives nothing.

Each city owned by a player reduces his Chaos Points by 3.

After the reduction in chaos from cities, players lose Victory Points for having more Chaos points than other players. The player having the most Chaos points loses 10 Victory Points, and the player having the second-most Chaos points loses 5 Victory Points. Ties are handled in the same fashion as victory points.

8) END OF CAMPAIGN SEASON

Move the Round marker back to its starting position and move the Campaign Season marker ahead one. Any Multi-use cards that were used during the prior Campaign Season should be turned up again, indicating that they may be re-used. All Diplomacy cards should be returned to the available cards area face up. Clear the Alliance Display after noting who was the Last Player (and will now begin the Alliance Auction of the next Campaign Season).

SENATOR CARDS



“Senator” cards, each display a Roman numeral (I-IV). This is the value of that card for bidding in Senate Votes. Senator cards (worth 6 total votes) are provided to each player at the beginning of the game, and additional Senators may be obtained by choosing Senator cards when they become available. Senators may be bribed (taken) from other players through the use of Bribe Senator cards! Finally, the player with the most influence in Italia gains one random Senator card out of the Senator cards paid by the winner of each Senate Vote (see below).

THE SENATE VOTE



There are five (5) Senate Vote cards that begin the game face-up in the available cards area. These cards are available throughout the game until purchased by a player. Once purchased, that player will control that particular Senate Vote for the remainder of the game.

A player may, after obtaining a Senate Vote card, “use” that card once during each Campaign Season. Using the card does not count as an Action, but must be done during the player’s normal turn (before or after any number of Actions).

To begin a Senate Vote, the player simply announces, “I am calling a Senate Vote on ...” whatever the particular card he holds states. He then begins the voting by selecting one or more of his Senator cards and

displaying them face-up. (Note: The player initiating the vote may “pass”). The next player (to his left) may either vote a larger number (by displaying more Senators than the existing vote) or “pass”. The vote continues in this fashion until all players have “passed” on a bid (other than the bidder).

The last player voting (the highest bid) wins the vote, pays his bid in Senator cards (no “change” is given; the cards paid must equal the bid), and receives the benefit stated on the Senate Vote card immediately. If no one votes (all players pass!), the benefits of that card are received by no one (but the card has still been “used” for this Campaign Season).

Players who did not win the vote reclaim their displayed Senators.

PAYING THE BID/ INFLUENCE IN ROME

The player who has the most Influence Tokens in Italia (Rome) now selects one random card from among those Senator cards spent by the player who won the vote. The remaining spent Senator cards are removed from play. If there is a tie for the most Influence Tokens in Rome, no player receives this benefit.

Multiple Senate Votes (from different cards) may be called by a single player during that player’s normal turn.

ENDING THE GAME

The game ends at the end of 4 Campaign Seasons (5 if the players wish to play a longer game). The player having the most Victory Points wins. In case of a tie, the player with the most Victory points AND the most Influence Tokens wins, and becomes the next Caesar of the Roman Empire!

EXAMPLES OF PLAY

Jack has 2 Influence Tokens in Egypt, and there are no other Influence or Province Tokens available there now. Jack also has 8 Infantry, 2 Cavalry, 1 Catapult and a General and Caesar in Egypt. For his first Action, he decides to Move Land Units. He “activates” this province, and moves (ONE Action) as follows:

- 1 Infantry to Numidia
- 1 Infantry to Hispania
- 1 Infantry to Sicilia
- 4 Infantry, 2 Cavalry, the Catapult and General to Galacia

Jack was able to move to Hispania (and Numidia) because there were no non-allied troops between Egypt



and Hispania along the African coast, and no non-allied Galleys blocking the straights of Gibraltar. Jack could not reach Hispania via the (long) northern route, as non-allied units blocked the path. He was able to move to Sicilia because he already had a Galley in a sea zone adjacent to Sicilia (amphibious movement). And finally, he was able to move to Galacia because there were no non-allied troops between Egypt and Galacia. As you can see, movement can be quite extensive provided that a player is not blocked by opposing troops.

Jack left 1 Infantry (and his Caesar) in Egypt as a protective garrison against would-be aggressors. Any opponent would have to use two Actions to remove the garrison: one to move to Egypt and one to battle his single Infantry unit. Jack would then be able to move troops back to Egypt (assuming they are not blocked!) or move his Caesar back (after the retreat) to recruit additional troops and protect his Influence there.

BATTLE

Let's continue with Jack's turn from the example above. He moved into Galacia because he wants to gain influence there. Unfortunately, Galacia is already occupied by non-allied troops (belonging to Keith) that are protecting Keith's Influence Tokens there. Jack decides to fight a battle, hoping to defeat Keith and then in a later round buy (replace) Keith's Influence Tokens. Jack's move took one Action; this battle will be his second Action.

Keith has only a single infantry unit (garrison) in Galacia, and no City. Thus, this battle will be short: Jack will roll 4 dice (because he has a General, but no "Army Training" cards), while his opponent will roll 3 dice (no General, no City, and no "Army Training"). Jack gets at least one "hit", eliminating the enemy Infantry. However, his opponent rolled a blank and 2 Infantry symbols! Of course, with only 1 Infantry, Keith can only use one of these. Jack must lose 1 unit. He selects an Infantry as his casualty, so both players lost 1 Infantry in the battle. Jack makes sure that his opponent takes 2 Chaos points from the "bank" for losing the battle!

BUY INFLUENCE

We'll continue the example... On the following round, Jack finds that his opponent did not reinforce Galacia. Without protection, Jack may purchase one Influence Token for 10 Talents, which he pays to the bank. Jack decides he wants to purchase both of the available enemy Influence Tokens in Galacia, so that requires 2

Actions. Too bad Jack didn't bring his Caesar along, as that unit could have purchased 2 Influence Tokens for a single Action!

PLAY TIPS

Place at least one infantry unit as a garrison to protect your influence. Opponents will have to spend an Action to defeat the garrison, making it more attractive for them to seize unprotected influence. The delay may also give you time to reinforce that province with additional troops.

It is also prudent to move single infantry units into blocking positions to prevent enemy land units from being able to move into your provinces. This strategy usually develops later in the game after players have started to build larger armies and can afford to lose a few infantry units from their main armies.

Control of the seas can be critical. By placing your Galleys strategically, you can block the crossing points for opponents (players who are in the other alliance). In land battles, if you have Galleys in the sea zone adjacent to the battle, you can add them to your forces, adding an additional "hit" face to your battle dice. This can make the difference between winning and losing a close-fought battle.

Try to gain influence in several provinces. It is better to have the same number of influence in several places because you can gain more Victory Points. While harder to defend, remember that Victory Points are how you win the game – not with money or the raw number of Influence Tokens.

There are two main strategies to winning: take Rome (Italia), Neapolis, and perhaps Sicilia or another province adjacent to Italia. This "central" strategy nets you many Victory Points for holding Rome and its environs. It also allows you to attempt to control the Senate (the player with the most influence in Italia gains a random Senator in every Senate vote).

The alternative strategy is to gain control over most of the outlying provinces, preferably including Egypt. This "provincial" strategy can be successful while other players struggle to gain control of Rome.

An interesting element of the game is the Senate Vote. A player can, through judicious use of the Senate, win the game without continuous military effort. The Senate is most devastating when combined with the "central" strategy, as the player calls Senate votes, gains benefits, and also replenishes his number of Senators!

Watch out for instances where your troops can be surrounded by an enemy prior to battle. This leaves you without the option to retreat!

TYPES OF CONQUEST CARDS (AND SPECIAL RULES)

MERCHANT (7 unique cards)

SYMBOL: PURPLE DIAMOND

The Merchant card allows the owner to collect extra income once per Campaign Season. This card may be used at any time during a player's Action Phase. Using the card does not cost an Action.

- EGYPT – Gain 10 talents for each of your influence markers in Egypt. Cost: 25
- SICILIA – Gain 10 talents for each of your influence markers in Sicilia. Cost: 25
- HISPANIA - Gain 5 talents for each of your influence markers in Hispania. Cost: 15
- ITALIA - Gain 5 talents for each of your influence markers in Italia. Cost: 15
- ITALIA - Gain 5 talents for each of your influence markers in Italia. Cost: 15
- ACHAIA - Gain 5 talents for each of your influence markers in Achaia. Cost: 15
- ASIA - Gain 10 talents for each of your influence markers in Asia. Cost: 25

ASSASSIN (1 unique card)

SYMBOL: PURPLE DIAMOND

Having an Assassin means you will be feared. Once per Campaign Season, you may strike down a General or a random Senator card. Since the Assassin can't be traced, you can even "stick it" to one of your allies!

- Eliminate any general unit or random senator card. This card may be used on an ally. Cost: 20

LOOT THE COUNTRYSIDE (1 unique card)

SYMBOL: PURPLE DIAMOND

This handy card enables you to obtain twice the normal "special" tax revenue for the same chaos. And, you can use it once every Campaign Season without spending an extra Action!

- Gain 50 talents and receive only 5 chaos points. Cost: 10

SENATE VOTE (5 unique cards)

Note: These cards have different fronts and backs than the other cards since they are removed from the deck before the game begins and start the game available for purchase.

SYMBOL: PURPLE DIAMOND

Having one of these cards can be a great help to a Caesar-in-waiting. Having two or three of these cards makes you a powerhouse in Rome. Only you can call the Votes that you control, and you can call multiple Votes – in the order you choose – forcing your opponents to use their Senators or give you cheap benefits. And once your opponents are out of Senators...

- EMERGENCY TAX – Winner gains 40 talents. Cost: 15
- BREAD AND CIRCUSES – Winner discards 10 chaos points. Cost: 15
- HAIL CAESAR! – Winner gains 15 Victory Points. Cost: 15
- NEW LEGIONS – Winner gains 6 infantry units in Italia or Neapolis. Cost: 15
- INFLUENCE IN ROME – Winner gains 2 new influence markers in Italia. Cost: 15

SENATOR (4 unique cards, each in a different quantity)

SYMBOL: A HAND OF CARDS

Senators are the lifeblood of the Senate Vote portion of the game. You can win with a few votes, but it won't be easy. On the other hand, having Senators and using them properly can change a losing effort into a winning strategy. You'll wish you had more of these at some point in the game. Remember to take one when you can't think of a better Action. After all, they're free!!!

- I << 8 of these >>
- II << 8 of these >>
- III << 8 of these >>
- IV << ONLY 4 of these >>

DIPLOMACY (6 unique cards)

SYMBOL: GREEN CIRCLE

The DIPLOMACY cards are only purchased for a single Campaign Season and must be returned to the available card display at the conclusion of each Season (so that they can be purchased again in the next campaign season). The troops shown on each card re-appear at full-strength for EACH new battle during the campaign season (Note: Players should use a “third party” color pieces to represent these troops). The controlling player may take his losses from these troops first! However, a player must have at least one of his own military land units in the province to “attack”.

- **ITALIA** – Alliance with the Senate. Add 4 Infantry and 1 Cavalry to your forces for each battle in Italia this campaign season. Cost: 40
- **MESOPOTAMIA** – Alliance with Parthia. Add 3 Cavalry to your forces for each battle in Mesopotamia this campaign season. Cost: 15
- **NUMIDIA** – Alliance with Numidian tribes. Add 4 Infantry to your forces for each battle in Numidia this campaign season. Cost: 15
- **EGYPT** – Alliance with Egypt. Add 2 Infantry, 1 Cavalry, and 1 Trireme to your forces for each battle in Egypt this campaign season. Cost: 15
- **ACHAIA** – Alliance with several Greek cities. Add 2 Infantry and 2 Triremes to your forces for each battle in Achaia this campaign season. Cost: 15
- **PIRATES** – Alliance with pirates. Add 2 Triremes to your forces that are involved in any naval battle this campaign season. Cost: 15

COMMANDEER A FLEET (2 unique cards)

SYMBOL: RED X

Player actually gains 2 Galleys (in his color) through these cards.

- Move a trireme to Mare Aegaeum and gain 2 triremes in Mare Aegaeum. The move is immediate and does not cost an additional action.
- Move a trireme to Mare Alexandria and gain 2 triremes in Mare Alexandria. The move is immediate and does not cost an additional action.

BUILD CITY (6 unique cards)

SYMBOL: RED X

Players may only build a City through obtaining the appropriate Build City card. The player may choose to build in only one of the two provinces listed. There may be only one city built in any province. The player who builds the city places his units that are in that province next to the city there to show that he owns it. Thereafter, a player who successfully attacks the owner's land units in that province and wins the battle, owns the city. If the city is ever left vacant, the first player to move land units into the city owns it.

- Build City in Egypt or Numidia. Cost: 40
- Build City in Hispania or Sicilia. Cost: 40
- Build City in Italia or Neapolis. Cost: 40
- Build City in Italia or Mesopotamia. Cost: 40
- Build City in Narbonensis or Achaia. Cost: 40
- Build City in Asia or Galatia. Cost: 40

BARBARIANS AT THE GATE (6 unique cards)

SYMBOL: RED X

When a player obtains one of these cards, he must be able to execute a normal “MOVE” action (i.e. following the rules of movement), as indicated on the card. However, the MOVE does not require an Action (i.e. obtaining the card and conducting the MOVE is a single Action).

- Move 4 army units to Moesia and gain 3 Infantry and 1 cavalry in Moesia. The move is immediate and does not cost an additional action.
- Move 4 army units to Dacia and gain 3 Infantry and 1 cavalry in Dacia. The move is immediate and does not cost an additional action.
- Move 4 army units to Armenia and gain 40 talents. The move is immediate and does not cost an additional action.
- Move 4 army units to Pannonia and gain 40 talents. The move is immediate and does not cost an additional action.
- Move 4 army units to Germania and gain 10 Victory Points. The move is immediate and does not cost an additional action.
- Move 4 army units to Britannia and gain 10 Victory Points. The move is immediate and does not cost an additional action.

POLITICIAN (5 cards...all the same)

SYMBOL: RED X

The player takes one of his unused Influence Tokens and places it in the province that contains his Caesar unit.

- Gain a new Influence Token in the province containing your Caesar. Cost: 15

BRIBE SENATOR (6 cards...all the same)

SYMBOL: RED X

The player chooses another player and takes a random Senator card from the other player's hand.

- Take one random Senator card from any opponent (even an ally). Cost: 5

SLAVE REVOLT (1 unique card)

SYMBOL: RED X

The player playing this card chooses a province for the revolt and then attacks one player's army first. The "slaves" fight all armies in this province one at a time until they are eliminated or there are no military land units remaining. (Note: the slaves will even attack the army of the player who played the card, if there is one in the province, and all others have been defeated.)

- 4 Infantry units appear in any province and attack all armies there until eliminated. If the "slaves" survive, they are removed. May be used against an ally!

ARMY TRAINING, SIR (5 cards...all the same)

SYMBOL: NONE

The effect of these cards is cumulative: A player with two Army Training cards gets 2 extra dice in land battles, etc.

- Owner gets an extra die in all land battles. Cost: 10

NAVAL TRAINING (3 cards...all the same)

SYMBOL: NONE

The effect of these cards is cumulative: A player with two Naval Training cards gets 2 extra dice in naval battles, etc. These cards have no effect on land battles containing Galleys.

- Owner gets an extra die in all naval battles. Cost: 5

FAVORABLE WIND (1 unique card)

SYMBOL: NONE

The owning player can end any naval battle declared on his galleys before the battle begins. Unlimited use.

- Avoid any naval battle.

CREDITS

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CAMPAIGN SEASON SEQUENCE

1. Place Province Tokens
2. Place Available Conquest Cards
3. Determine Alliances among Players and Play Order
4. Place Starting Units – (First Campaign Season Only)
5. Player Actions (2 per player per round)
6. Taxes and Upkeep
7. Victory Points & Chaos
8. End of Campaign Season

PLAYER ACTIONS

- Obtain a Conquest Card (only once per round)
- Recruit
- Buy Influence
- Special Tax
- Move Land Units
- Land Battle
- Naval Move/ Naval Battle
- Pass

UNIT COSTS

- Infantry 5
- Cavalry 10
- Catapult 15
- Galley 15
- General 20

