



HUBRIS

TWILIGHT OF THE HELLENISTIC WORLD, 220-165 BCE



COMPANION BOOK



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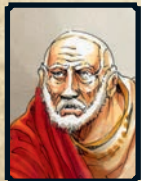
1. HISTORICAL INTRODUCTION

Hubris – Twilight of the Hellenistic World takes one to three players twenty-two centuries back in time to the Ancient Eastern Mediterranean. This period is often little known, obscured by the great epopees of Alexander the Great (that preceded it), Hannibal (that took place simultaneously) or Julius Caesar (that followed it). It was nonetheless pivotal to world history. Let's explore it a little bit...

The situation in 220 BCE

In 220 BCE, the Greek and Macedonian world forged by Alexander and his Successors is still essentially the predominant region of the Western World, and is dominated by three great dynasties descended from the most successful of the Successors: in Macedon the Antigonids, heirs to Antigonos Monophthalmos ('the One-Eyed') and his no less famous son Demetrios Poliorketes ('the Besieger'); in Egypt the Lagids or Ptolemies, heirs to Ptolemaios (I) Sôter ('the Savior'); and in Syria and Babylonia the Seleucids, heirs to Seleukos (I) Nikator ('the Victorious'). The fortunes of these dynasties have been very contrasted however in recent years.

Macedon, still barely recovered from the exertions and manpower drain consecutive to the great conquests and establishing of the new Macedonian kingdoms in the East, has been beset by the growing assertiveness of new leagues of Greek cities in Aitolia and Achaia, and the relentless pressure of barbarians on its northern borders.

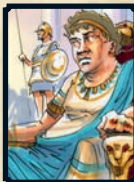


ARATOS

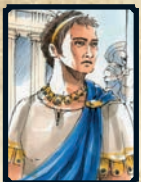
However, under the masterful leadership of Antigonos III Dôsôn ('the Caretaker'), the kingdom has been able to secure its borders and, leveraging the threat of a resurgent Sparta under king Kleomenes III, build an alliance with the Achaian League led by Aratos the Elder in the Peloponnese and reestablish Macedonian hegemony in Greece. Dôsôn however died abruptly shortly after his great victory at Sellasia against Kleomenes, leaving the throne to an untested youth, his nephew Philippos (V).

In contrast, the power of the Lagids has grown continuously over the past half-century, leveraging the prodigious wealth of Egypt into a far-reaching sea empire, controlling the seas all the way to the straits between Europe and Asia through a network of bases and the largest navy of its day. On land, the approaches to the Delta are secured by a strong glacis in Koele Syria (modern Israel, Palestine, Lebanon and southern Syria) and the great fortress of Pelousion on the easternmost mouth of the Nile.

Through its diplomats and mercenaries, Egyptian gold is everywhere, more powerful than armies. The third king Ptolemaios (Evergetes – 'the Benefactor') has recently died though after a long and successful reign, leaving the throne to his young son Ptolemaios IV Philopator ('who loves his father'), who is reputed to care more about his pleasures and luxuries than military glory...



PTOLEMAIOS IV
PHILOPATOR



SELEUKOS III
KERANOS

Finally, the Seleucids rule theoretically over the largest of the successor kingdoms, from Asia Minor (Western Turkey) to modern Iran, but brutal family rivalries and centrifugal tendencies among subject peoples have been dogging them for decades. Only three years earlier, their young king Seleukos III Keraunos ('Thunderbolt') has been assassinated while campaigning in Asia Minor against the upstart king Attalos I of Pergamon, precipitating yet another crisis. The army tried to proclaim

his cousin Achaïos, who was with him, king, but Achaïos preferred to support the younger brother of Seleukos, Antiochos, who was acting as viceroy in Babylonia. Not all major officers agreed with him though, with the governor of the Upper Satrapies (Iran), Molon, proclaiming himself king upon hearing the news. The early years of Antiochos III's reign were thus dominated by the simultaneous struggles against the usurper Molon, the encroachments of Attalos and, to top things off, a war launched unwisely against Lagid Koele Syria under the dangerous influence of his Chief Minister Hermeias. Three years later, Molon has been eliminated, Asia Minor secured by Achaïos, and Hermeias disposed of. However, Antiochos and Achaïos have now fallen out, with the latter eventually claiming the royal diadem in Asia Minor. And the war with Egypt is still dragging on with not much to show for it...



HERMEIAS

The Fourth Syrian War and the battle of Raphia



THEODOTOS

In 219, Antiochos manages to pull off a brilliant stunt, subverting several high-ranking Lagid officers, including the disgruntled governor of Koele Syria, Theodotos, who had thwarted his 221 invasion. With several major cities opening their gates to his army, Antiochos quickly ousts the new Ptolemaic commander, Nikolaos, and proceeds to subdue all Ptolemaic territories east of the Sinai, precipitating a major crisis for Ptolemaios IV, who was relying on the strong defenses of the satrapy and is not ready to meet Antiochos's army in the field.

However, his canny Chief Minister, Sosibios, achieves marvels. On the one hand, he initiates peace proceedings with Antiochos to gain his king time. On the other, he brings all the mercenary generals and troops that he can find to Egypt and undertakes an unprecedented measure by training a native Egyptian phalanx to supplement the small royal army.



SOSIBIOS



ANDROMACHOS

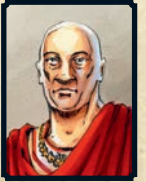
Thus reinforced, Sosibios abruptly ends the diplomatic talks the next year and Ptolemaios marches across the Sinai with his new army to face Antiochos at Raphia in 217 in what remained the largest battle of the age: 75,000 Ptolemaic troops (with 73 African war elephants) facing 68,000 Seleucid troops (with 102 Indian war elephants). Antiochos's impetuous cavalry charge on his right wing quickly crushes Ptolemaios's left wing while the latter's African elephants prove no match for the larger Indian elephants. However, Antiochos fails to maintain control of the pursuit and Ptolemaios can rally his center and, victorious on his right wing, rout the Seleucid army. Antiochos must concede defeat and give back all his gains in Koele Syria. He will be back...

Philippos and the Aitolians



At the same time that Antiochos is trying for Koele Syria, Philippos V finds his rule challenged by these eternal enemies of Macedon, the Aitolian League and Sparta under its new king Lykurgos. The young king proves equal to the task, demonstrating an untiring activity from Thessaly where Aitolian bands are raiding, down to the Southern Peloponnese, where he crushes Sparta as his uncle had done a few years before. Most of the action however is concentrated in western Greece and the central Peloponnese, where Philippos has to bolster his Achaian and Acarnanian allies against repeated Aitolian inroads.

Philippos spends most of his time in the Peloponnese, strengthening his relationship with the old Achaian strategos Aratos, long a resolute adversary of Macedon, and his son. This angers a number of senior Macedonian officials, led by his Chief Minister Apelles. Eventually, the tension boils over into open confrontation, when the



APELLES



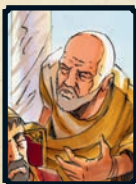
SITUATION IN 220 BCE

Macedonian army comes to the edge of mutiny over spoils of war and is only resolved with Philippos eliminating Apelles and his clique in 218.

The following year, after a campaign on the northern border of Macedon where Dardanian tribes were threatening, Philippos captures Phtiotic Thebes, the key Aitolian strongpoint in southern Thessaly, empties it and installs a Macedonian colony. He then takes ship again to relieve Aitolian pressure on Achaia, threatening another key Aitolian place in Naupaktos, where a peace conference encouraged by Ptolemaios IV finally succeeds in bringing the war to an end.

Shortly thereafter, Philippos finds himself at odds with his erstwhile ally the Illyrian warlord Skerdilaidas and builds a fleet to operate in the Adriatic. However this brings him into contact with a new power: the Republic of Rome.

Rome Enters the Scene



DEMETRIOS OF PHAROS

In 229-228, an upsurge of piracy under Queen Teuta led Rome, fresh off its victory over Carthage in the First Punic War, to intervene in Illyria, installing a protectorate around the city of Apollonia. Ten years later, Demetrios of Pharos, an Illyrian Greek whom Rome had placed to control the area, proves too ambitious and Roman forces cross the Adriatic again to oust him. He quickly finds refuge at the court of Philippos, becoming one of his main advisors. For the time being however, Philippos dares not add another enemy to an already long list and stays his hand in Illyria.

The situation changes dramatically however during the following years when Hannibal Barca, leading a Carthaginian army from Spain, invades Italy from Gaul, igniting the Second Punic War. He then proceeds to win a stunning string of victories against Rome on Italian soil. After his great victory at Cannae, he appears poised to defeat the upstart Latin republic. In 215, Philippos concludes an alliance with Hannibal where both parties agree to work together against Rome. However, before he can strike in Illyria, Philippos is compelled to hasten to the Peloponnese again where the Messenians are challenging Macedonian hegemony.



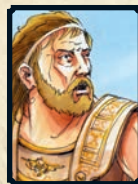
HANNIBAL

In 214, Philippos sails to the Adriatic and moves against Apollonia. The Roman answer, despite the ongoing war with Hannibal, is swift and decisive, defeating Philippos's army who must burn his ships and withdraw over the mountains into Macedonia. Over the next few years, as Rome is unable to field a significant army across the sea, Philip establishes his domination over the Illyrian interior but is unable to capture Apollonia.

The situation changes again though in 211 when Rome makes agreements with the Aitolians, Pergamon, Sparta and Skerdilaidas. Soon, with the support of the Roman navy and limited legionary forces, Philippos and his allies find themselves hard pressed everywhere. He manages still to beat the Aitolians and Attalos of Pergamon so badly that they refuse to face him in the field for the rest of the war, and slowly strengthens his positions before carrying the war to the Aitolian heartland, sacking their federal



PHILIPPOS V



PHILOPOEMEN

sanctuary at Thermon, while the new Achaian strategos Philopoemen crushes the Spartans at the battle of Mantinea.

When Attalos, threatened at home by king Prusias of Bithynia, withdraws from Greece, the Aitolians beg Rome for a more significant involvement but the republic is unable to comply. The Aitolians then elect to make what

peace they can with Philippos. The next year, Rome sends censor P. Sempronius Tuditanus to Illyria, but this is too little, too late, and as Philippos closes on Apollonia, Rome makes peace in turn, abandoning most of Illyria to Macedon with definite ill grace...

A new Alexander



Meanwhile, with his back secured by the peace sworn with Ptolemaios IV, Antiochos wastes no time ending the uneasy truce which had been prevailing with his rebel cousin Achaïos. After an arduous but systematic campaign, he has him trapped in the great fortress of Sardis in Lydia by 214. A lengthy siege begins, from which the ever resourceful Sosibios tries to extract Achaïos through the agency of a pair of Cretan agents. However, as the Ancient Greeks were wont to say, one should never trust a Cretan, let alone two, and a double cross results in a hopeful Achaïos falling into the hands of his cousin, who has him promptly executed.



ACHAÏOS

Next, Antiochos, more intent than ever to restore the full extent of the kingdom created by his ancestor Seleukos, campaigns decisively in Armenia, imposing a more compliant satrap, before embarking on extensive preparations for a great expedition into the Upper Satrapies. In 210, he expertly forces the passes of the Elburz mountains into Hyrkania and Parthylene, and quickly forces the submission of the Parthian king Arsakes.

The following year, he triumphs on the Arios river over the heavy cavalry of king Euthydemos of Bactria, and soon has him besieged in another great fortress, that of Bactra. However, forcing Euthydemos's surrender proves more difficult than expected, and after more than two years of efforts, Antiochos and Euthydemos come to an agreement, recognizing Antiochos's at least nominal suzerainty, and providing him with cash, elephants and Kataphractoi (armored cavalry).



ANTIOCHOS III

Antiochos then, consciously emulating Alexander's exploits during his Anabasis ('ascension'), returns to the West by way of Karmania and the Persian Gulf, claiming for himself the glorious epithet 'Megas' ('the Great') hitherto only bestowed on Alexander...

The Lagid Collapse



Antiochos's return to the Mediterranean shores may have been prompted by information that Ptolemaios IV's health was failing, meaning that the peace sworn between the two kings after Raphia was about to expire. Ptolemaios dies in 204, his death kept a secret for several months as his successor is only 6 years old. A ferocious struggle at the Alexandrian court results, with Sosibios and his ally Agathokles eliminating the queen-mother Arsinoe and sending many potential rivals away. Sosibios himself dies shortly thereafter, leaving Agathokles sole regent, a responsibility he would soon prove woefully inadequate at...



AGATHOKLES

While Ptolemaic officials try frantically to forestall war by attempting to seal a marriage alliance with Philippos of Macedon, he and Antiochos ready for war. In desperation, the Ptolemaic court tries an appeal to Rome, denouncing a conspiracy of Macedon and Syria to dismantle the Lagid empire, but Rome is not yet sufficiently interested in the affairs of

the East, and too busy anyway with the final stages of the struggle against Hannibal, to care.

In 202, Philippos launches a campaign with a large army and fleet in the region of the Straits between Europe and Asia, capturing many Ptolemaic-held cities, while Antiochos marches along the desert road and captures Damaskos. Soon, the toxic nature of the Lagid court is demonstrated again as another governor of Koele Syria, Ptolemaios son of Thraseas (no known relationship to the ruling dynasty) defects to Antiochos.

In 200, after more frantic recruiting of mercenaries and the recalling of overseas garrisons, a Ptolemaic army under the Aitolian condottiere Skopas counterattacks in



ZEUXIS

Koele Syria, but is utterly defeated at the battle of Panion by Antiochos, ably seconded by his grown-up sons.

In the Aegean, Philippos's successes alarm Rhodes and Pergamon, who oppose him at sea. In 201, after an indecisive naval battle near Chios, Philippos finds himself stranded in Karia, where his army is supplied by Zeuxis, the Seleucid viceroy in Sardis. The following year, he threatens Pergamon itself and pursues his seizing of Ptolemaic strongholds on both sides of the Straits.



ANTIOCHOS THE YOUNGER

The Second Macedonian War and the battle of Kynoskephalai



However, with Hannibal's defeat at Zama in 202, and the ensuing surrender of Carthage, Rome's energies are freed to, at long last, turn East and settle accounts with the king of Macedon. Seizing the pretext of a dispute between Athens and Philippos, Rome declares war in 200, promptly landing a full consular army in Illyria. While the legions probe Macedonian defenses in the mountains, the fleet joins with Rhodes's and Pergamon's and lays to waste the major Macedonian base of Chalkis on the island of Euboia, one of the so-called 'Fetters of Greece'. Arriving too late on the scene, Philippos vents his anger on Athens, but is soon compelled to withdraw to Macedonia to prepare it for war, leaving Roman envoys to ply the Greek cities and leagues for support.

The following year, the Roman consul P. Sulpicius Galba tries a decisive thrust from Apollonia up the Aous valley into Upper Macedonia, but is frustrated by Philippos's skilled defense of the mountain passes. In 198, a new Roman consul, T. Quintius Flamininus arrives in Greece with veterans and tries another route, this time from Epeiros, with similar results. Flamininus hence shifts his focus to Thessaly through the lands of the Aitolians, whose alliance he renews, making a show of "freeing" Greek cities from Macedonian garrisons.

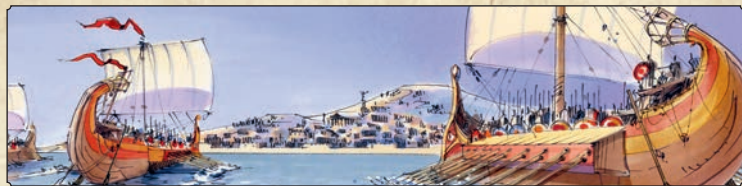


FLAMININUS

In 197, Philippos, feeling the pressure of northern barbarians, and seeing his support among the Greeks become more fragile by the day, tries to force a decision and seeks a decisive battle. He finds it in an unexpected manner at Kynoskephalai in Thessaly, where a meeting skirmish escalates into a full-blown battle. While initially successful, the Macedonian army is ultimately undone by Roman tactical flexibility on the rough terrain of the Kynoskephalai ridge and is routed.

At the ensuing peace negotiations, Rome refuses to destroy Macedon, as urged by the Aitolians, but forces it to relinquish all its garrisons in Greece as well as control of Thessaly, which had been Macedonian for 150 years, since Philippos II's reign. Philippos must also pay a heavy war indemnity and deliver his second son, Demetrios, as hostage. Flamininus refuses to install Roman garrisons in place of the Macedonian ones, and within a year all Roman troops are gone from Greece.

The Syrian War and the Battle of Magnesia



While Philippos was learning to his expense the extent of the new threat coming from the West, Antiochos was leading follow-up campaigns by land and by sea to round up the remaining Ptolemaic possessions along the coast of Asia Minor, up to Ionia. As Philippos, hard pressed by the Romans, withdraws from the Straits, Antiochos moves in and is soon campaigning across the straits in Thrace. Once more, he appears bent on restoring the full extent of the dominion of his glorious ancestor Seleukos Nikator. Maybe he should have been mindful of Seleukos's fate once he crossed into Europe...

As Antiochos is busy campaigning against the wild Thracian tribes and restoring the ruined Greek cities on the European shore, a Roman delegation meets him and delivers an ultimatum, asking him to withdraw from Europe and to free the Greek cities of Asia. Unsurprisingly, the Great King is not ready to listen to such pretensions from Italian barbarians, though he is careful to avoid an immediate clash. Roughly at the same time, envoys of the Aitolians, still resentful of what they see as Roman ingratitude, bring him enticing promises of a warm welcome should he cross to Greece, which the envoys describe as wary of foreign hegemony...

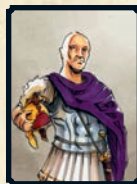
Eventually, the temptation proves too great and Antiochos, known for his daring ways, rolls the dice in 192, taking ship with a picked contingent to cross the Aegean and land in Central Greece. He soon finds that the Aitolians are not quite able to fulfill all their promises, but is nonetheless able to establish himself in Euboia, Boeotia and Thessaly before the winter. He even tweaks Philippos's nose by making a show of giving proper burial to the Macedonian dead at Kynoskephalai which had apparently been laying in the open since the battle. This results in Philippos throwing his lot in with the Romans...

The following year, Consul Manius Acilius Glabrio arrives in Thessaly with an army, and is joined by Philippos, who uses this opportunity to retrieve many places in Thessaly. Antiochos, still without his main body of troops delayed by storms in their crossing from Asia, withdraws to the famous pass of the Thermopyles. There, the Aitolians prove unable to protect the flanking routes in the mountain, dooming the Seleucid force to a fate not dissimilar to Leonidas's three centuries ago. Antiochos is however able to escape and join his main army in Asia.

While the Romans proceed to punish the Aitolians for what they perceive as treachery, the Roman fleet, reinforced by Rhodian and Pergamene squadrons, faces off against the Seleucid navy to try to gain control of the Straits crossings. The Seleucid admiral Polyxenidas, himself a Rhodian, manages to hold off the coalition's navies for a number of months, but eventually succumbs to superior numbers. A bizarre episode occurs during that period when the famous Hannibal, who had, after being compelled to flee Carthage, found refuge at Antiochos's court, is tasked by Antiochos to arm and lead a reinforcing fleet from Phenicia, only to be intercepted and beaten back by the Rhodians, proving less of a genius at sea than on land.



POLYXENIDAS



SCIPIO

With the crossings to Asia secured, a reinforced Roman army led nominally by Consul Lucius Cornelius Scipio, but in truth probably rather by his brother and 'advisor' Publius Cornelius Scipio Africanus, Hannibal's nemesis, crosses in 190 from Thrace and relieves their ally king Eumenes II of Pergamon who was besieged in his high citadel.

The allied army then moves South to Lydia where Antiochos awaits them on a field of his own choosing at Magnesia-near-the-Sipylon with an army drawn from his entire empire, totaling 72,000 men as well as elephants and even scythed chariots to oppose the Scipios' 25,000 Romans and Pergamenes.

Antiochos's elite phalanx and heavy Kataphractoi cavalry are initially successful, putting an entire legion to flight,



EUMENES II SOTER



but his unorthodox deployment of his elephants, mixed with the phalanx, eventually backfires, and Eumenes is able to force a decision on his wing, precipitating the rout of the vast Seleucid host. Recognizing his defeat, Antiochos agrees in 188 at the Peace of Apameia to evacuate all Asia Minor West of the Taurus mountains, which is promptly divided by Rome between its Pergamene and Rhodian allies.

Troubled successions



The following year, Antiochos is killed in a military adventure in Elymais in western Iran where he was trying to seize the treasures of a local sanctuary, probably to face the crushing war indemnities imposed by Rome. With his eldest son, also named Antiochos, having disappeared under foggy circumstances some years before, he is succeeded by his second son Seleukos IV Philopator, while his third son Mithradates, renamed Antiochos after the death of his eldest brother, is hostage in Rome.



SELEUKOS IV
PHILOPATOR



DEMETRIOS

In Macedon, Philippos's second son Demetrios has been released as a reward for his father's good behavior during the war with Antiochos, but retains upon his return to the court at Pella strong ties to his new Roman friends. Soon, the Macedonian court splits between followers of Philippos's eldest son Perseus, who favors confrontation with Rome, and those of the youngest son Demetrios, who preaches amity. The old king is torn but a conspiracy by Demetrios is uncovered, and Philippos has his younger son killed. However, the whole affair is soon revealed to be a plot by Perseus.

Heartbroken, Philippos considers disowning Perseus in favor of his cousin Antigonos, a nephew of Dôson, but he dies before he can make it a reality. Perseus then moves swiftly to secure his hold on the throne, and soon engages in a major diplomatic effort to restore Macedonian standing in Greece.



PTOLEMAIOS V



KOMANOS

In Egypt, the reign of young king Ptolemaios V has been marred by repeated coups to secure the regency and an enduring native rebellion in Upper Egypt, with native pharaohs ruling in Thebes, the old capital, for many years. It is only in 186 that Ankhwennefer, the last of these native pharaohs is captured by Komanos, a Galatian general in Lagid employ, completing the reconquest of Upper Egypt, though sporadic rebellions will keep popping up in the Delta for years.

In 180, Ptolemaios V is assassinated by courtiers who apparently feared that he was planning to confiscate their properties to finance a new Syrian War to recover Koele Syria. His widow Kleopatra (I) Syra, daughter of Antiochos III, becomes regent for their 6-year old son Ptolemaios VI Philometor ('who loves his mother'), but dies in 176, prompting a new period of instability at the top of the Lagid kingdom.

That same year, Antiochos is replaced as hostage in Rome by Demetrios, the eldest son of Seleukos IV. With the support of Eumenes II of Pergamon, Antiochos soon seeks to destabilize the rule of his brother, who is assassinated the following year by his minister Heliodoros. A confused and bloody sequence of events in Antioch sees Antiochos prevailing as Antiochos IV Epiphanes ('God manifest').



KLEOPATRA I
SYRA

The Third Macedonian War and the battle of Pydna



In Greece, the resurgence of Macedon under Perseus raises some disquiet in Rome, fed by the activism of king Eumenes II of Pergamon, who is worried that the young Macedonian king might seek in Asia Minor the aggrandizement denied to him in Greece by Roman guarantee of the Greek cities. Tensions ramp up after Eumenes escapes a possibly criminal landslide while traveling through Delphi on his way back from Rome. Perseus's envoys in Rome are unable to get heard, and when Roman troops are freed from an ongoing conflict in Spain, Rome proceeds to isolate Macedon diplomatically before declaring war on a flimsy pretext in 171.

However, decades of relative peace appear to have blunted the sharp edge of the Roman military machine, and the initial campaign by consul P. Licinius Crassus in Thessaly meets near disaster at the hands of Perseus's renewed army at the battle of Kallinikos. Perseus does not press his advantage, hoping for a peaceful settlement, but Rome will have nothing short of complete surrender. In 170, with the southern routes into Macedonia secured by Perseus, the new consul, A. Hostilius Mancinus, tries to force his way up the Aous valley, but is repulsed twice with heavy losses.



PERSEUS

Impatience mounts in Rome, and the consul for 169, Q. Marcius Philippus, takes care to reinforce and train his army before trying the Thessalian passes again, without more success. The following year, L. Aemilius Paullus, son of the consul killed at Cannae in 216, takes command and finally, through a freakish turn of events, manages to turn Perseus's positions, leading to a decisive battle at Pydna. Again, initial success of the phalanx proves unsustainable, and Perseus must surrender.

This time, Rome proves unforgiving and dissolves the centuries-old Macedonian kingdom, breaking it up into four impotent republics. Perseus and his family are brought in chains to Rome to be exhibited at Aemilius's triumph, and the last Antigonids then disappear from history...

The Sixth Syrian War and the Day of Eleusis



PTOLEMAIOS VI

Meanwhile, the chronic instability of the Lagid court has reached new heights, with Ptolemaios VI's younger brother, later known as Ptolemaios (VIII) Physkon ('the Fat-bellied') pushing for a share of power, splitting the court into two rival factions. The Ptolemaic court looks to a new war in Syria to restore a sense of unity, but in late 170, Antiochos IV, himself eager for glory to cement his rule, steals a march on the Ptolemaic army and crushes it in the Sinai. He then seizes Pelousion, the key to Egypt by ruse (or treason?), and immediately moves on the Delta.



PTOLEMAIOS VIII
PHYSKON



KINEAS

A new coup puts Komanos, the victor of Ankhwennefer and another general, Kineas, in power in Alexandria, while both rival Ptolemies enter negotiations with Antiochos, trying to make their case. Eventually, Ptolemaios VI recognizes Antiochos as his overlord, who grants him control of the territory under his control in Egypt. At the news, the populace in Alexandria rises in anger, proclaiming the younger Ptolemaios as sole king. While



SITUATION IN 176 BCE

Antiochos blockades the city, Ptolemaios sends envoys to Rome pleading for help. Unable to capture the city before the winter, Antiochos returns to Syria to winter, leaving Ptolemaios VI in charge in the old capital of Memphis. However, Philometor promptly negotiates a reconciliation with his brother.

In the spring of 168, Antiochos sends a naval expedition to attack the Ptolemaic island of Cyprus, destroying the Ptolemaic fleet and seizing the island, betrayed – once more – by its Ptolemaic governor. Meanwhile, Antiochos reenters Egypt with fire and sword and soon establishes a tight siege of Alexandria. After the Antigonids, the end of another Successor dynasty appears certain, when a Roman delegation headed by C. Popilius Laenas, a friend of Antiochos's from his time as a hostage in Rome, lands to meet the king on the beach of Eleusis, a suburb of Alexandria. As Antiochos walks to greet him, Popilius, reminding him of the recent fate of Perseus's kingdom, demands he immediately evacuate all of Egypt. Taken aback, Antiochos tries to play for time, but Popilius draws with his stick a circle in the sand around the feet of the king, demanding an answer before he leaves this circle. Aghast, Antiochos submits and agrees to withdraw, putting an end to the war, and, beyond it, to the last hope of a Hellenistic kingdom standing up to Rome...



MITHRADATES I
ANTIOCHOS IV
EPIPHANES

The agony of the Seleucid kingdom, falling prey to unending dynastic struggles and progressively deprived of its rich Iranian and Mesopotamian provinces by the increasingly assertive power of the Parthians under king Mithradates I, will be prolonged until 63 BCE when Pompey the Great deposes the last Seleucid pretenders, now reduced to squabbling over Syria itself, as part of his campaign in the East. The kingdom of the Ptolemies will last 33 more years until its last queen, the famous Kleopatra VII Philopator, commits suicide after the failure of her bid to restore the grandeur of her kingdom through her alliance with Marcus Aurelius, but apart of this last flareup, the last Successor kingdom had been effectively a Roman vassal since this fateful day at Eleusis in 168...



MITHRADATES I

2. EVENTS APPENDIX

NOTE: All numbered rule references refer to sections of the Rules of Play.



Title: Winter Quarters

ID#: Ev 1

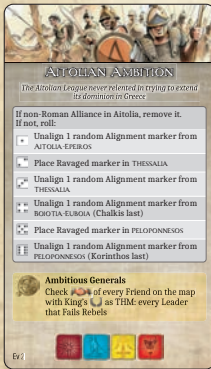
Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

Historical Background: Ancient military campaigns were usually driven by the rhythm of the seasons, with armies and navies going into winter quarters every year. It is of course slightly paradoxical to have “winter quarters” ending game turns in Hubris considering that the game has 5-year long turns, but the name felt evocative enough of the rhythm of ancient wars to be retained, though they mark more appropriately the end of wars (wars at the time rarely lasted more than a couple years) and the time needed for diplomats to travel back and forth, rather than the end of years.

Play Tips: See section 3 in the rules for details on how the ‘Winter Quarters’ card is added to the Event Deck at the start of every turn (3.2), and how the Action Phase is closed by drawing it (3.6). Make sure to keep count of the number of Recurrent Events having been drawn since revealing the ‘Winter Quarters’ card only ends the Action Phase if at least four such events have already been executed. In all other cases, shuffle the ‘Winter Quarters’ card back into the Event Deck and keep playing the Action Phase.



Title: Aitolian Ambition

ID#: Ev 2

Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

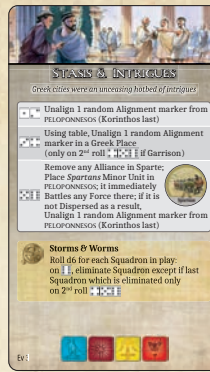
Historical Background: The Aitolian League emerged as a significant player in Greece shortly after the death of Alexander, and grew to become the major local opponent of the kingdom of Macedon through most of the period covered by the game. The Aitolian foreign policy was one of relentless pressure exerted on all its neighbors, a kind of “protection racket” where communities could either join the League or be subject to never ending raids and attacks. From its origins as a confederation of mountain tribes, the league retained a fairly decentralized structure, unlike its big rival the Achaian League, allowing individual warlords great latitude, resulting in minor raids and attacks occurring even when the league was officially at peace. This caused great ire among its neighbors and rivals, who tended to view the Aitolians as little more than pirates. The Aitolians’ actions and depredations ranged from Epeiros and Macedon in the North to the whole of the Peloponnese and the shores of the Aegean. The various results of the event represent the effects both of diplomatic pressure, raids and full-scale campaigns led by the League.

Play Tips: If there is a non-Roman Alliance marker on the Aitolia Place (in AITOLIA-EPIEIOS), the effect of the card is always simply to remove this Alliance. If there is no Alliance marker (or if there is a Roman Alliance marker), then roll the die and apply the result as stated. When calling to remove a random Alignment marker, roll randomly between the Alignment markers in the designated Satrapy; if a place is designated as “last”, it is not included in the random choice as long as there is another choice, and is removed only if it is the last Alignment marker in the Satrapy. If there is none, the event has no effect. If calling to place a Ravaged marker in a Satrapy that already has one, the event has no effect.

Do not re-roll if the event has no effect.

Game Mechanism: Ambitious Generals – see 4.10 for details.

Activation Sequence: Macedon, Ptolemies, Seleucids, Rome



Title: Stasis & Intrigues

ID#: Ev 3

Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

Historical Background: “Stasis” was the Greek name for a political crisis within a “polis” (city), typically involving some violence between rival factions, or between a tyrant (a political leader who was not drawing his power and/or legitimacy from democratic processes) and the citizenry. Issues such as land reform and exiles were endemic in the Greek cities since the 4th century, and created unending opportunities for local ambitions and foreign meddling. While this was true throughout the Greek world, the Peloponnese and the once proud city-state of Sparta were particularly subject to these crises during the period. Sparta itself went through several constitutional crises throughout the period, with the traditional institutions and kingship being increasingly flouted until the city lost entirely its rank and particularities by the beginning of the 2nd century.

Play Tips: Roll the die and apply the results as stated. On a die roll of 1, 2, 5 or 6, when called to remove a random Alignment marker, roll randomly between the Alignment markers in the PELOPONNESOS; Korinthos is not included in the random choice as long as there is another choice, and is removed only if it is the last Alignment marker in the Satrapy. If there is none, this has no effect.

On a die roll of 3 or 4, roll on the Random Table for “Greek Stasis Event” that can be found in the Player Aids, one die for the columns and one for the rows. Keep in mind that if the indicated Place contains a Garrison, it is only removed on a subsequent die roll of 4-6. Re-roll on the table if necessary until obtaining a Place with an Alignment marker (but not if a Garrison failed to be removed).

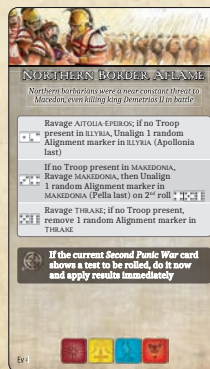
On a die roll of 5 or 6, apply all effects as much as possible. The Spartans Unit is placed on the map even if it was in the Dispersed box or on an Allied Leader card (note that any such alliance would have been removed through the removal of the Alliance marker in Sparte), and it immediately battles any Force in PELOPONNESOS, including a face-down Achaians/Philopoemen Unit if present. The Achaians/Philopoemen Minor Unit will always Emergency Muster (including Leader Philopoemen if Available). Unless the Spartans Unit is Dispersed as a result of this (or these) battle(s), then a random Alignment marker is removed as stated.

Note that the Leader block of any Leader on the map left without a Unit due to this event remains on the map in his current Satrapy.

Do not re-roll if the event has no effect.

Game Mechanism: Storms & Worms – see 4.8 for details. Make sure to roll as well for Roman and Minor Powers’ Squadrons on the map or on their respective banners.

Activation Sequence: Ptolemies, Macedon, Seleucids, Rome



Title: Northern Border Aflame

ID#: Ev 4

Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

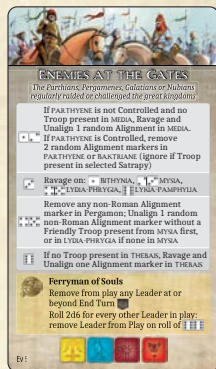
Historical Background: Throughout the history of Macedon, it was under near constant threat from its various northern, “barbarian”, neighbors: Illyrians, Dardanians, Thracians, Celts... Several Macedonian kings lost their lives fighting these peoples. For this reason, Macedonian kings could rarely afford to denude their heartlands of troops, or only after having undertaken some vigorous campaign to quell the bellicosity of their neighbors.

Play Tips: Roll the die and apply the results as stated. When calling to Unalign a random Alignment marker, roll randomly between the Alignment markers in the designated Satrapy; if a place is designated as “last”, it is not included in the random choice as long as there is another choice, and is removed only if it is the last Alignment marker in the Satrapy. If there is none, this has no effect. If calling to place a Ravaged marker in a Satrapy that already has one, this has no effect. A Troop (i.e. not a Siege Train) is considered to be present if located face-up or face-down in the Satrapy (this does not include unhired Mercenary units) or on the Leader card of a Leader whose block is in the Satrapy.

Do not re-roll if the event has no effect.

Game Mechanism: Second Punic War Continuation – see 4.9 for details. Note this only applies if the current 2nd Punic War step is either Step 3 ‘Hannibal at the Gates’ or Step 5 ‘Scipio Africanus’.

Activation Sequence: Macedon, Seleucids, Ptolemies, Rome



Title: Enemies at the Gates

ID#: Ev 5

Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

Historical Background: The Hellenistic kingdoms were not lacking in aggressive neighbors who were recurrent threats and often required constant vigilance. In Central Asia, the Parthians, a Scythian tribe, had taken over in 247 the satrapy of Parthylene, along the southeastern shores of

the Caspian Sea, and become known as the Parthians. They were yet to reach the full extent of their power, but proved a recurrent threat to the Seleucids whenever weakened by internal dissensions or when Media was left undergarrisoned.

The Galatians, a confederation of Celtic tribes, after having ravaged Macedonia and central Greece between 281 and 279, and founded the kingdom of Tylis in Thrace, had been invited by rival Bithynian claimants into Asia Minor, and had ravaged most of the region for years until being defeated by the Seleucid king Antiochos I near Sardis during the “Battle of the Elephants” around 270. Since then, they had settled in the northeastern parts of Phrygia, from where they continued to harass the local cities and dynasts, while supplying much sought after mercenaries to the kings.

Still in Asia Minor, the Attalid dynasts had turned their holdings around the formidable fortress of Pergamon into a significant power by advertising their successes – however minor – over the Galatians to pose as protectors of the Greek cities, and by leveraging the various succession crises and usurpations in the Seleucid kingdom to their advantage, though they were likely to lose all they had gained when a strong king was sitting on the Seleucid throne. The arrival on the Eastern Mediterranean scene of a new major power, the Roman Republic, soon offered new opportunities for expansion to the Pergamene kings.

Similarly, the Ptolemies regularly experienced problems on their southern border in Upper Egypt, known as the Thebais, whether from the encroachments of the Nubian kingdom to their south, particularly in the disputed region known as the Dodekaschoinos, south of the First Cataract, or from local rebellions of native Egyptians.

Play Tips: Roll the die and apply the results as stated. When calling to Unalign a random Alignment marker, roll randomly between the Alignment markers in the designated Satrapy (or Satrapies if two are mentioned). If there is none, this has no effect. If calling to place a Ravaged marker in a Satrapy that already has one, the event has no effect. A Troop (i.e. not a Siege Train) is considered to be present if located face-up or face-down in the Satrapy (this does not include unhired Mercenary units) or on the Leader card of a Leader whose block is in the Satrapy.

On a die roll of 1 or 2, the first thing to check is if **PARTHYENE** is Controlled. If it is not, check if there is a Troop present in **MEDIA**: if there is, the Event

has no effect; if there is not, place a Ravaged marker in **MEDIA** and Unalign one random Place in this Satrapy. If **PARTHYENE** is Controlled, remove a total of two random Alignment markers from **PARTHYENE** and **BAKTRIANE**; if a Troop (not the Parthians Minor Unit) is present in a Satrapy where an Alignment marker would be removed by one of these rolls, the Alignment marker is not removed (do not re-roll).

EXAMPLE: This event is drawn while the Seleucid King is present with Troops in **PARTHYENE**. A ‘2’ is rolled for effects and since **PARTHYENE** is Controlled, the Seleucid player checks to see which Alignment markers are “attacked” by the Parthians. Since there are three such markers, they roll a d6 twice with a ‘1’ or ‘2’ being Baktra, a ‘3’ or ‘4’ being Syrinx, and a ‘5’ or ‘6’ being Tapouroi. The first roll is a ‘4’ which has no effect given the Troops present in **PARTHYENE**, but the second roll is a ‘1’, which removes the Alignment marker in Baktra.



NOTE: This outcome is significantly modified when Mithradates I of Parthia (Leader P09) is in play.

A roll of 3 represents a Galatian raid: place the Ravaged marker (if there is not already one) notwithstanding Control or presence of Troops.

On a die roll of 4 or 5, first remove any non-Roman Alignment marker on the Pergamon Place, i.e. any Kingdom’s Garrison. Then, check if there is one or more non-Roman Alignment marker in **MYSA** (i.e. in Abydos or Kyzikos) without a Troop Friendly to the Aligned Kingdom: if that is the case, Unalign randomly one of these Places. If all the Places in **MYSA** are Unaligned or with a Roman Alignment marker (i.e., in game terms, controlled by Pergamon), check if there is one or more non-Roman Alignment marker in **LYDIA-PHRYGIA** without a Troop Friendly to the Aligned Kingdom: if that is the case, Unalign randomly one of these Places. If there is no Place that can be Unaligned, the event has no effect.

Do not re-roll if the event has no effect.

Game Mechanism: Ferryman of Souls – see 4.7 for details. Note that you must roll for Minor Power Leaders in play, but not for Consuls nor Leaders that would be brought in play by an event that is already in the Event Deck but is yet to be drawn.

Activation Sequence: Seleucids, Ptolemies, Macedon, Rome



Title: Revolt!

ID#: Ev 6

Type: Recurrent

Added to the Deck on Turn: Every Turn

Removed: Never

Historical Background: Many regions conquered by Alexander barely a century before were prone to revolts, particularly those which had been the centers of major empires in the past and where national sentiment remained strong. Such revolts had better be stamped out quickly before they had a chance to spread and build strength. Hellenistic kingdoms were also subject to rebellions by disgruntled royals or ambitious governors who would also strive to extend their dominions if given the chance.

Play Tips: This event must be executed sequentially.

First, roll 2 dice and sum the rolls to determine a Satrapy where a Revolt flares (if the roll totals 6, there is no such new Revolt and you should

proceed to the next step). If the rolled Satrapy has several Alignment markers of any obedience (remember that Revolt markers are not Alignment markers), choose one randomly, first among Places that are not Garrisoned Strongholds (i.e. have no Garrison and no Siege THM). If the only Alignment markers are Garrisons on Strongholds, choose one of them randomly, but only remove the Garrison on a second d6 roll of 5 or 6. Replace any removed Alignment marker with a Revolt marker. Note that the presence of Units has no bearing on this. If no Revolt marker may be placed, this step has no effect.

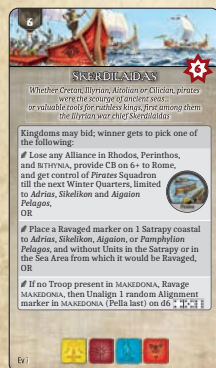
Second, check if there is any other Satrapy with at least one Revolt marker and at least one Place without a Revolt marker: in any such Satrapy, place a new Random marker as per the first step.

Third, check if any Satrapy has all its Places with a Revolt marker: in any such Satrapy, remove all Revolt markers.

Finally, check if there is any Rebel in play that can Muster at least one Land Unit, or whose Leader block is already on the map with at least one Land Unit on its Leader card: any such Rebel Campaigns immediately with all the Land Units he can Muster (no Logistics costs to be paid) into the nearest Satrapy with the highest (Full Control) VP value; this can be the Satrapy he is located in if he does not have Full Control, or a Satrapy Adjacent to a Satrapy he Controls and can Campaign from. This can only be a Land Campaign (5.2), not a Naval or Overseas Campaign. The player with the least Total VPs that is not targeted by this Campaign should make any decision if needed.

Game Mechanism: *Intrigues at Court* – see 4.6 for details. Remember to use adjusted Intrigue (1) ratings by adding half of Renown (1) (positive or negative), and that only the King and Chief Minister are subject to Plots while not At Court. Plots are resolved sequentially and a Friend may be involved in multiple Plots.

Activation Sequence: Ptolemies, Seleucids, Macedon, Rome



Title: Skerdilaidas

ID#: Ev 7

Type: Recurrent

Added to the Deck on Turn: Every Turn up to Turn 5

Casus Belli: Threshold of 6, conditional to a Kingdom exercising the first option

Removed: At the beginning of Turn 6

Historical Background: This event is named after the Illyrian war leader and later king who played a major role between 220 and 205, but represents in general the various “pirate” leaders whether Illyrian, Aitolian, Cretan or Cilician who, with their fleets of light lembi, were the scourge of the seas at the time, unless they found lucrative arrangements with the rival kings.

Skerdilaidas was a younger brother of Illyrian King Agron of the Labiatan dynasty. He served him and his wife Queen Teuta as a war leader, in particular during the Illyrian invasion of Epeiros in 230. He continued to hold a major role after Teuta's defeat in the First Illyrian War, alongside Demetrios of Pharos who made himself regent for Pinnes, the young son of Agron. In 220, they jointly led a major expedition along the coast of the Ionian Sea all the way to the Peloponnese, an expedition which brought the break between Demetrios and Rome, which had proscribed the Illyrians from sailing a war fleet south of Lissos. After ravaging the coast of Messenia, Skerdilaidas went to Naupaktos to collaborate with the Aitolians in an attack on the Achaians while Demetrios went on sailing into the Cyclades, before, having made an agreement with Philippos V, coming back through the Macedonian-controlled Isthmus of Corinth.

Demetrios was ousted from power by the Romans in the Second Illyrian War in 219, finding refuge at Philippos's court, leaving a free hand to Skerdilaidas in Illyria. In 218, he usurped his nephew Pinnes and became king. He had also made his peace with Rome and turned openly against Macedon. In 217, he attacked Macedonian and Corinthian shipping, and sent his fleet to plunder the southern coast of the Peloponnese. He followed this

up by launching a large attack in western Macedonia, looting and trying to reclaim some disputed border districts. However, while Philippos was unable to catch the elusive Illyrian sea raiders, he was much more successful in securing his western border and, planning an invasion of Illyria itself, built a fleet of light warships in the Illyrian style. Skerdilaidas was able to thwart this threat with the support of Rome's forces in their protectorate, formally joining Rome's alliance during the First Macedonian War. The following years however saw Philippos make great inroads by land into Illyria, capturing most of the southern parts up to the coast. Skerdilaidas died before the Peace of Phoenice in 205 which confirmed Macedonian gains.

His son Pleuratos III embraced his father's pro-Roman policy fully, becoming known as an example of a client king to Rome. During the Second Macedonian War, Pleuratos, in alliance with Bato, king of the Dardanians, launched at least one invasion of Macedonia in 199, but does not appear to have contributed very actively over the duration of the war. He still was rewarded after Philippos's defeat in 197 with several disputed districts, including Lynkestis which had been Macedonian for two centuries. Pleuratos died in 181 and was succeeded by his son Genthios who eventually broke with Rome and allied briefly with Perseus during the Third Macedonian War, for which he was crushed and deposed by the Romans in 168 (Third Illyrian War), and the Illyrian kingdom dissolved.

Play Tips: When this event is revealed, the players may bid for the right to exercise one, and only one, of the three offered options. The bidding process is the same as for other bids such as during the Mercenaries Phase, with a minimum bid of 1T.

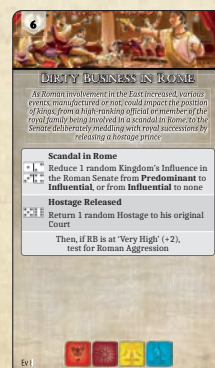
The first option gives control of a special naval unit, the *Pirates Squadron*, until the next Winter Quarters. This squadron is considered as a Squadron of the Kingdom in all respects, except that it is restricted to the *Adrias*, the *Sikelikon Pelagos* and the *Aigaion Pelagos*. As any Squadron, these must be Friendly Seas to the Kingdom employing the *Pirates* to undertake any Campaign or Reaction in these. The *Adrias* is always considered to be a Friendly Sea for the *Pirates* (6.3.1). The kingdom may place the *Pirates* in any of these eligible Sea Areas (if Friendly) upon exercising the option, and must lose any Alliance marker it may have had in Rhodos (**RHODOS**), Perinthos (**THRAKE**), Nikomedeia and Bithynoi (**BITHYNIA**). It also provides an immediate Casus Belli with a threshold of 6 to Rome.

The second option allows to place a Ravaged marker on one and only one coastal Satrapy bordering either the *Adrias*, *Sikelikon*, *Aigaion* or *Pamphylion Pelagos*, as long as there is no Unit either in the Satrapy to be Ravaged, nor in the Sea Area from which it is to be Ravaged.

The third option allows, if **MAKEDONIA** is devoid of any Troop, to place a Ravaged marker there and, on a roll of 4 to 6 on a d6, to Unalign one single random Alignment marker in **MAKEDONIA** (Pella is not included in the random choice as long as there is another choice, and is removed only if it is the last Alignment marker in the Satrapy).

Game Mechanism: None

Activation Sequence: Seleucids, Macedon, Ptolemies, Rome



Title: Dirty Business in Rome

ID#: Ev 8

Type: Recurrent

Added to the Deck on Turn: Every Turn from Turn 6

Removed: Never

Historical Background: The Ptolemies were the first under Ptolemaios III, to establish diplomatic relations with the Roman Republic, but progressively, all the kings, leagues and cities grasped the ever growing role of Rome and its senate in the affairs of the Hellenistic world, and tried building influence there. The difficulty was there was no single ruler to court, and that building influence in Rome meant developing relationships with various individuals, families and factions engaged in the ever changing cut-throat struggles for preeminence within the Senate. The situation was complicated

by the tensions between conservative Roman values and emerging philhellene trends among the Roman elite, not to mention the high flying and debauched life in Rome. A scandal involving a king's representative or family member, or a shift in the political landscape, could easily ruin years of effort in days, while the naked ambitions of individual senators to increase their prestige and wealth by leading a war in the East could also bring escalation in an unpredictable manner.

In parallel, Rome grew more and more involved in the internal affairs of the kingdoms, particularly after the first victorious wars in the East brought royal family hostages to Rome. While this proved a way to develop sometimes useful relationships among the elites, this gave Rome a tool to interfere with the successions, either by holding a hostage, or releasing one at a critical time, always with the result of weakening the stability of the kingdoms.

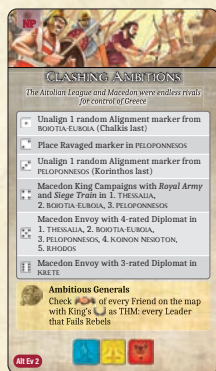
Play Tips: This event card replaces the Recurrent Event **Ev 7 'Skerdilaidas'** at the start of Turn 6. Note that this modifies somewhat the previously perfect balance of sequence orders, replacing one where the Seleucids came first by one where Rome comes first, followed by Macedon.

When the card is revealed, first roll a die: a roll of 1-4 leads to one random influence marker in the Senate being reduced, while a roll of 5-6 leads to one random hostage prince being returned to his original court.

Then, if Rome is at Peace and Roman Belligerence is at 'Very High' (+2), test for Roman Aggression (8.2.1) as if RB had gone above 'Very High'.

Game Mechanism: None

Activation Sequence: Rome, Macedon, Seleucids, Ptolemies



Title: Clashing Ambitions

ID#: Alt Ev 2

Type: Recurrent

Added to the Deck on Turn: Every Turn when playing with 2 players with Macedon as a non-player Kingdom

Removed: Never

Historical Background: This card is a blend of the regular **Ev 2 'Aitolian Ambition'** event card, keeping the elements that most directly impact the Satrapies most likely to be of interest to the players

in the 2-players game, and adding possibilities of a Macedonian campaign or diplomatic offensive in Greece, which was the prime area of concern for Macedonian kings since Philippos II, and Crete, where Philippos V maintained a strong interest through most of his reign.

Play Tips: This event card replaces the Recurrent Event **Ev 2 'Aitolian Ambition'** when playing with 2 players with Macedon as a non-player Kingdom. It is through, and only through, this card, and its accompanying card **Alt Ev 4 'Macedon Strikes'**, that Macedon will Activate in the 2-players game (see 10.5): a DR of '4' results in a Land Campaign, whereas DRs of '5' or '6' trigger an Envoy Action.

Macedon, as per any regular Activation, only undertakes one single Action in a single target Satrapy when this card is resolved. Note that Macedon in this case Activates always before any other Kingdom. The target Satrapy is either the Satrapy where the King is located (if a military Campaign is rolled and the King's Satrapy is not under Full Macedonian Control), or the first Satrapy in the list that is not Fully Controlled by Macedon.

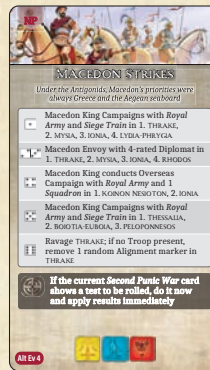
Every Macedonian Campaign is undertaken by the King (**PHILIPPOS V** until Turn 8 included, **PERSEUS** from Turn 9 onward), who is always considered Available. Each Macedonian Envoy Action is undertaken by a generic Leader with a Diplomacy (D) rating as indicated by the roll.

Game Mechanism: Ambitious Generals – see 4.10 for details.

Activation Sequence: Ptolemies, Seleucids, Rome

REMINDER: NP Macedon only Activates per the DR above on Alt Ev 2 and Alt Ev 4, not during regular Activation sequences.

EXAMPLE: The next event card drawn is **Alt Ev 2 'Clashing Ambitions'**. The players roll a '4', generating a Land Campaign by the Macedon King, who is currently in **THESSALIA**, which is Fully Controlled by Macedon, as is **BOIOTIA-EUBOIA**. The Macedon King Campaigns in **PELOPONNESOS**. After resolving this Campaign, the Ptolemies player takes their Activation, followed by the Seleucids and Rome.



Title: Macedon Strikes

ID#: Alt Ev 4

Type: Recurrent

Added to the Deck on Turn: Every Turn when playing with 2 players with Macedon as a non-player Kingdom

Removed: Never

Historical Background: During this period, Macedonian ambitions, aside from securing their northern borders, laid primarily in Greece, from Thessaly to the Peloponnese, and secondarily along the northern and eastern Aegean seaboard, from Thrace, through the Straits all the way down to Caria (south of IONIA). Philippos V spent most of his reign trying to maintain his grip on Greece, through a mix of campaigning and diplomacy, but as soon as he had his hands free there, he turned to Thrace and the Aegean, especially during the period from 203 to 200.

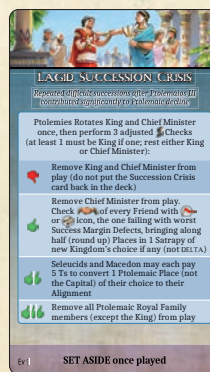
Play Tips: This event card replaces the Recurrent Event **Ev 4 'Northern Border Aflame'** when playing with 2 players with Macedon as a non-player Kingdom. It is through, and only through, this card, and its accompanying card the alternate **Alt Ev 2 'Clashing Ambitions'**, that Macedon will Activate in the 2-players game (see 10.5): a DR of '1' or '5' results in a Land Campaign, a DR of '4' in an Overseas Campaign, while DRs of '2' or '3' trigger an Envoy Action.

On a DR of '6', Macedon takes no Action: simply place a Ravaged marker in **THRACE** (unless there is already one) and, if no Troop (Macedonian or other) is present in **THRACE**, remove one random Alignment marker (can be Macedonian) from the Satrapy (like the similar result in **Ev 4 'Northern Border Aflame'** event, this represents the activities of local Thracian tribes and warlords).

Refer also to the Play Tips for **Alt Ev 2 'Clashing Ambitions'**.

Game Mechanism: Second Punic War Continuation – see 4.9 for details.

Activation Sequence: Seleucids, Ptolemies, Rome



Title: Lagid Succession Crisis

ID#: Ev 9

Type: Immediate Event

Added to the Deck on Turn: Immediately when a Ptolemies King is removed from play for any reason except the resolution of this event

Removed: When it has been resolved, the event is set aside until needed again

Historical Background: In an era where power was intensely personal, nowhere was this keener than in the Hellenistic kingdoms, whose entire structure revolved around the person of the King, whose legitimacy was still largely based on his personal prestige and victories on the battlefield. This made royal successions high risk events, especially as there was yet no clear rule of succession such as primogeniture. Kings often picked their chosen successor (usually a son, sometimes a brother) and associated them to the throne during their own reign to try to ease the succession, but this rarely went without challenges from passed over male relatives backed by powerful courtiers, who could lose their standing if the wrong person became king.

Ptolemaios I Soter, son of Lagos, founded the Lagid dynasty of Egypt and dealt ruthlessly with his succession, setting aside his eldest son, Ptolemaios

Keraunos, in favor of his son by a second wife, who reigned as Ptolemaios II Philadelphos. Keraunos fled the court of his father and joined that of his brother-in-law Lysimachos, then king of Thrace, Macedon and Asia Minor. He would later betray Lysimachos, then Seleukos I Nikator to set himself up as king of Macedon, only to be killed in battle by the invading Galatians. Magas, a stepson of Soter, was installed as governor of Kyrenaïke, where he made himself independent after the old king's death, eventually assuming the royal title. Philadelphos's own succession went smoothly to his own son, Ptolemaios III Evergetes, who eventually brought back Kyrenaïke within the Lagid realm by marrying Berenike, Magas's daughter, though she had initially wed an Antigonid prince. On Evergetes's death, the Chief Minister Sosibios proceeded to an absolutely ruthless purge to clear the way for the young Ptolemaios IV Philopator, eliminating his younger brother Magas (who had demonstrated some military talent in Asia in alliance with Pergamon), their mother Berenike as well as their uncle, another Lysimachos. In 204, upon Philopator's untimely death, the succession was not in doubt since he only had a son, aged 5 (Ptolemaios V Epiphanes), but Philopator's sister-wife, Arsinoe III, was eliminated by the aging but still redoubtable Sosibios, who himself disappeared from the scene soon after, leaving the regency in the hands of the incapable Agathokles. Crises convulsed the always intrigue-prone Lagid court for several years with such figures as Agathokles, Tlepolemos, Aristomenes and Skopas vying for the regency, often at the cost of their life, while a native Egyptian rebellion burned in Upper Egypt, and the governor of Koile Syria, Ptolemaios son of Thraseas, went over to the Seleucids.

Ptolemaios V himself died suddenly in 180, very possibly assassinated, prompting yet another period of court struggles, with his wife, the Seleucid princess Kleopatra I Syra and then her protégés Eulaïos and Lenaïos, failing to establish themselves strongly as regents.

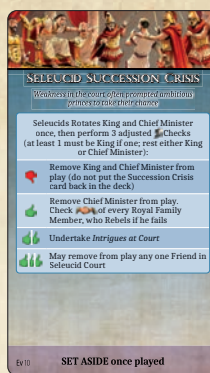
This bloody tradition of court plots will continue pretty much unabated until the very end of the dynasty, down to her last queen, the famous Kleopatra VII, eliminating her brothers and husbands Ptolemaios XIII and XIV in 47 and 44.

Play Tips: See 4.5 for specific rules pertaining to Succession Crisis events. Remember to add to the Intrigue (🌀) ratings of the King (if there is one) and Chief Minister half of their Renown (👑) for the Checks. You must roll 3 such Checks: at least one must be against the King's adjusted Intrigue (🌀) (unless there is no King), the balance against the Chief Minister's. It is allowed to use the King's adjusted Intrigue (🌀) for all three Checks if so desired. Tally how many Successes you get and apply the corresponding outcome (the downward red thumb (👎) is applicable only if all three Checks failed).

In the case of only 1 Success (👍), one (single) Friend, who may be At Court or on the map, may Defect, in which case see 2.2.9 for the possible bids and procedure. If multiple Leaders fail with the same Success Margin, determine randomly which one Defects. If another Kingdom acquires the Defecting Leader, this Kingdom's player picks both the Satrapy and the Places within it that defect to them (it cannot be **DELTA**), unless the Defecting Leader was on the map (not in **DELTA**) in which case the Satrapy impacted is the one where they were located (this may result in no Places changing Alignment). When a Place is transferred, it retains the same type of Alignment marker (i.e. Alliance for Alliance and Garrison for Garrison).

Similarly, in the case of 2 Successes (👍👍), it is the beneficiary Kingdoms who pick the Place to convert if they pay the 5 Ts, retaining the same Alignment type.

Finally, with 3 Successes (👍👍👍), all members of the Ptolemies' Royal Family who are in play (unless in another Court) are removed from play, in the tradition of Sosibios.



Title: Seleucid Succession Crisis

ID#: Ev 10

Type: Immediate Event

Added to the Deck on Turn: Immediately when a Seleucid King is removed from play for any reason except the resolution of this event

Removed: When it has been resolved, the event is set aside until needed again

Historical Background: When Seleukos I Nikator died in 281, at his hour of greatest triumph, under the knife of Ptolemaios Keraunos on the road to Macedon, his son Antiochos I Soter had been associated to the throne as viceroy of the Upper Satrapies since 294. The son of Seleukos's Persian wife, Apama, he was more than 40 years old at the time of his accession. Though it is known that he was not his father's only child, we do not know of any challenge from within his family, though he did have to suppress a revolt in Syria. Sources are sparse for the later part of his reign, but he appears to have had his eldest son Seleukos put to death for conspiracy, and died possibly in battle against the Pergamene king Eumenes I in 261. His son Antiochos II Theos had been viceroy since his elder brother's death, probably in 268, and, despite the difficult circumstances, does not appear to have faced any significant challenge.

Things took a decided turn for the worse upon his death however. Perhaps unsurprisingly, this is linked to the Ptolemies: in 253, as part of the peace agreement putting an end to the second Syrian War, which was a clear Seleucid victory, he wed a daughter of Ptolemaios II Philadelphos, Berenike. Antiochos was at the time already married to his cousin Laodike I, with whom he had two sons, Seleukos and Antiochos. In 246, Antiochos II died suddenly in Ephesos as he was visiting Laodike, possibly poisoned, and his eldest son, aged 19, was promptly proclaimed king as Seleukos II (Kallinikos). The rival claim of Antiochos, the infant son of Berenike, was soon snuffed out as he and his mother were assassinated in Antioch, though not before the young queen's brother, king Ptolemaios III, had landed in Syria to support her. While Seleukos III was busy expelling the Lagids, his younger brother Antiochos, nicknamed Hierax ("Falcon"), who had been left in charge of Asia Minor, rebelled, supported by their mother, prompting a bitter and disastrous civil war, the "War of the Brothers", which lasted until Hierax's death in 226.

Seleukos II did not survive him long, dying of a fall from his horse. He appears to have been succeeded without trouble by his eldest son, Seleukos III. In 223 however, the young king was assassinated by two of his officers in obscure circumstances while campaigning against Attalos I of Pergamon who had taken the opportunity of the fratricide war to expand his domains. The army offered the throne to his cousin Achaïos, a great-grandson of Seleukos I, but Achaïos refused and supported Seleukos III's brother Antiochos (III), who was then viceroy in Babylonia. Antiochos immediately faced rebellion from Molon, governor of the Upper Satrapies, while having to deal with an overbearing Chief Minister, Hermeias. Molon's rebellion was crushed in 221, and Hermeias assassinated through a plot led by a close confidant of Antiochos, his personal doctor. Achaïos himself, having thrown back Attalos I, proclaimed himself king in 221 and was only eliminated in 213 after a hard campaign.

Antiochos III died in 187. It is possible that he had had to eliminate his eldest son, Antiochos the Younger, in 193. His second son, Seleukos (IV) took the throne, but was assassinated in 175 by his minister Heliodoros. Antiochos III's third son, Antiochos (IV), who had been recently released from his duty as hostage in Rome, quickly established control in Antioch and soon assumed the diadem, possibly after having eliminated his infant nephew Antiochos. His own death in 164 sent the Seleucid dynasty into unprecedented chaos, with rival branches descended from Seleukos IV and



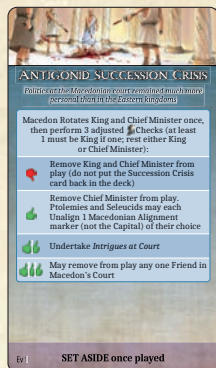
Antiochos IV vying for the throne in the midst of ever growing external pressure from various neighbors, chief amongst them Mithradates I, king of Parthia.

Play Tips: See above for general playing tips of Succession Crisis cards.

In the case of only 1 Success (👍), check the Loyalty (👊👊) of every Seleucid Royal Family member (unless he belongs to another Court), and apply 2.2.10 if he fails the Check (it is possible for more than one to Rebel at the same time, in which case resolve fully their Rebellion in their rank of succession).

In the case of 2 Successes (👍👍), implement *Intrigues at Court* (4.6) for the Seleucid Court only.

With 3 Successes (👍👍👍), the Seleucid player may (but does not have to) remove from play one single Friend in the Seleucid Court (who may be At Court or on the map).



Title: Antigonid Succession Crisis

ID#: Ev 11

Type: Immediate Event

Added to the Deck on Turn: Immediately when a Macedon King is removed from play for any reason except the resolution of this event

Removed: When it has been resolved, the event is set aside until needed again

Historical Background: For some reason, the Antigonid dynasty exhibited remarkable stability in its various successions, ever since Antigonos

Monophthalmos and his son Demetrios Poliorketes demonstrated the strength of their relationship. Antigonos (II) Gonatas, son of Demetrios, was the first to establish himself firmly on the throne of Macedon, and while he had to deal with the rebellion of his half-brother's son Krateros of Corinth in 249, he was succeeded smoothly by his son Demetrios II, who had been associated to the throne since 256, in 239.

Demetrios II was killed in battle against the Dardaniens in 229, leaving an infant son, Philippos (V) as heir. Due to the critical military situation, the Macedonians chose Antigonos (III) Doson, a nephew of Gonatas, as regent, and he assumed the royal title in 227, though still holding Philippos as his heir. Upon his death in 221, Demetrios II's son, now 17, became king. He had to deal however with rivalries within the regency council installed by Doson, culminating in the bloody suppression of the clique led by his Chief Minister Apelles in 218.

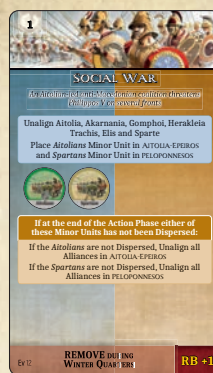
Philippos V's own succession, which turned out eventually to be the last within the Antigonid dynasty, was however marred by the bitter drama that took place between his two sons, Perseus and Demetrios, each backed by rival anti- and pro-Roman factions in the Macedonian court. Demetrios was eventually eliminated on his father's orders, possibly as a result of Perseus's intrigues, sending the old king into a depression where he may have supported in the end a cousin, another Antigonos, as heir. On Philippos's death however, Perseus quickly established himself and eliminated Antigonos. The kingdom of Macedon was abolished after Perseus's defeat at Pydna in 168, and Perseus himself died in captivity in Italy in 166.

Play Tips: See above for general playing tips of Succession Crisis cards.

In the case of only 1 Success (👍), note that the Places picked by the rival Kingdoms are simply Unaligned rather than converted to that other Kingdom's Alignment.

In the case of 2 Successes (👍👍), implement *Intrigues at Court* (4.6) for the Macedonian Court only.

With 3 Successes (👍👍👍), the Macedon player may (but does not have to) remove from play one single Friend in the Macedonian Court (who may be At Court or on the map).



Title: Social War

ID#: Ev 12

Type: Immediate/Pending Event

Added to the Deck on Turn: 1

Casus Belli: None

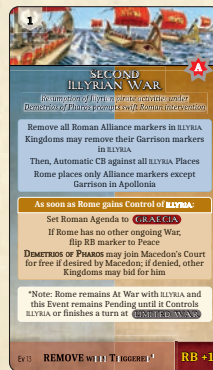
RB impact: RB+1 automatically when the event is revealed

Removed: During the Pending Events segment of the Winter Quarters Phase of the Turn the event has been revealed

Historical Background: In 220, the Aitolian war party, led by Skopas and Dorimachos, decided to take advantage of the death of Antigonos Doson and the accession to the throne of Macedon of the young king Philippos V, to challenge the dominance of the alliance of Macedon and the Achaian League. The Aitolians attacked the Messenians, who had recently joined the Achaian League, and joined forces with the Spartans and Eleans. The war lasted for more than three years, during which the Peloponnese, Central Greece and Thessaly were thoroughly ravaged, with no less than three major Hellenic sanctuaries being sacked and desecrated. The energy and daring of Philippos, as well as the experience of the Achaian strategos Achaio, brought the Aitolians to the negotiating table as the developments across the Adratic Sea with Hannibal's victories against Rome prompted Philippos to make peace on a status quo basis.

Play Tips: When the event is revealed, immediately Unalign the Places listed (cancelling any possible minor alliance with the Aitolian League and Sparta) and place the Aitolians and Spartans Units in their respective Satrapies, even if currently in the Dispersed Box or on a Leader's card. Increase RB by 1. There is no Battle unless as part of a Campaign initiated by a Kingdom.

If, at the end of the Action Phase where the event has been revealed, the Aitolians Unit is not in the Dispersed Box, immediately Unalign any Alliance (not Garrison), from any Power, in AITOLIA-EPEIROS; if the Spartans Unit is not in the Dispersed Box, immediately Unalign any Alliance (not Garrison), from any Power, in PELOPONNESOS. In both cases, the presence of Friendly Troops does not prevent the Unalignment.



Title: Second Illyrian War

ID#: Ev 13

Type: Immediate/Pending Event

Added to the Deck on Turn: 1

Casus Belli: Automatic against all Places in ILLYRIA and any Kingdom electing to maintain a Garrison in ILLYRIA

RB impact: RB+1 automatically when the event is revealed

Removed: When the Pending part is Triggered, i.e. when Rome gains Control of ILLYRIA, or during

Winter Quarters Phase if the Roman Agenda is on LIMITED WAR

Historical Background: In 220, the Greek-Illyrian dynast Demetrios of Pharos, whom the Romans had left in charge of the protectorate they had established in Illyria after the First Illyrian War, strengthened his personal rule on the Illyrian coastline and islands, and sailed a large Illyrian fleet south of Lissos in violation of the existing agreements, plundering all the way to the Cyclades. Preoccupied with the escalating tension with the Carthaginian Hannibal in Spain, Rome decided to promptly address the Illyrian issue and sent the Consul L. Aemilius Paullus against Demetrios in 219. Aemilius Paullus's forces quickly swept away the partisans of Demetrios, securing Apollonia and capturing his island strongholds in short order, forcing him to take refuge with Philippos V. The consul restored Roman overlordship in Illyria and went home to a triumph.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

When the event is revealed, any Kingdom (usually Macedon) having a Garrison in **ILLYRIA** must immediately opt either to remove all its Garrisons from the Satrapy or maintain them. If they elect to maintain them, Rome immediately declares War on any such Kingdom (a player may attempt to forestall this War as normal). In any case, Rome will wage war against all the places in **ILLYRIA** (reminder: attacking a place with an Alliance is not an Act of War).

Increase RB by 1 when the event is revealed.

The Trigger condition for the Pending part of the event is Rome taking Control (Simple Control is sufficient) of **ILLYRIA**. As soon as this happens, the Roman Agenda progresses to **GRAECIA**, remaining on the same side (**LIMITED WAR** or **FULL WAR**) as the previous Agenda. In the unlikely cases where it was already at **GRAECIA** or **ORBI**, it remains unchanged.

Then, if Rome took Control of **ILLYRIA**, Macedon has first call to add the Unaffiliated Leader **DEMETRIOS OF PHAROS** to its Court at no cost; if it declines to do so, the Seleucids and Ptolemies may bid for him as per 2.2.7 (minimum bid: 1T).

Note that, unlike other Pending Events, this event, once revealed, remains Pending (and Rome at War with **ILLYRIA**) until either Rome establishes Control or ends a turn with the Roman Agenda on its **LIMITED WAR** side. This means that if the Roman Agenda was already on its **LIMITED WAR** side when the event is revealed, Rome has the remainder of the turn to try to establish Control, and the war will end at the end of that turn if it fails to do so.

However, if Rome went to War with a Kingdom through this event, that War follows normal rules and does not end with this event being Triggered or Rome finishing a turn at **LIMITED WAR**.



Title: Hannibal's War (1)

ID#: Ev 14

Type: Immediate Event

Added to the Deck on Turn: 1

Casus Belli: None

RB impact: Variable according to the new step of the Second Punic War

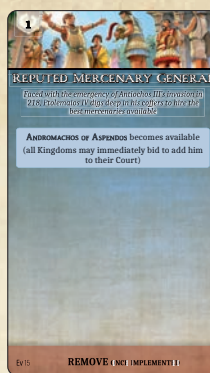
Removed: Once implemented

Historical Background: This first card in the series represents the opening year of the war in 218, with

Hannibal leading his army from Spain through Southern Gaul and across the Alps into the Po Valley where it stunned the Romans by defeating in succession the consuls P. Cornelius Scipio at the Ticinus and T. Sempronius Longus at the Trebia. Hannibal thus secured control of Cisalpine Gaul and the support of the Gallic tribes there.

Play Tips: This is one of four identical events representing the progress of the Second Punic War. The order in which they are revealed is irrelevant, as what imports is the current step of the Second Punic War (see 8.3). If Rome has already been conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Every time such an event is revealed, after resolving the new step of the Second Punic War, if the war is not concluded, one face-down (unhired) Mercenary among **Aitolians (AITOLIA-EPEIROI)**, **Arcadians (PELOPONNESOS)** and **Cretans (KRETE)** is placed in the appropriate box to the right of the Second Punic War card: these units do not contribute to the resolution of the War but remain unavailable to all players until the War is concluded. If none of these Mercenary units remains face-down, none is placed in the box; if several are, choose one randomly among them.



Title: Reputed Mercenary General

ID#: Ev 15

Type: Immediate Event

Added to the Deck on Turn: 1

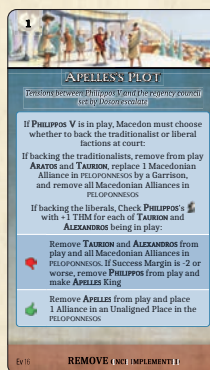
Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: In 218, after the defection of the governor of Koile Syria, Theodotos, to the Seleucids and the subsequent occupation of the whole province by Antiochos III, the court of Alexandria frantically hired every reputed mercenary general and available soldier in order to rebuild the Ptolemaic army to prepare the counter-offensive. Possibly the most famous of these was Andromachos of Aspendos.

Play Tips: When this event is revealed, all players may immediately bid for the services of the Unaffiliated Leader **ANDROMACHOS OF ASPENDOS** (minimum bid: 1T). If no Kingdom wishes to hire him, he is removed from play.



Title: Apelles's Plot

ID#: Ev 16

Type: Immediate Event

Added to the Deck on Turn: 1

Casus Belli: None

RB impact: None

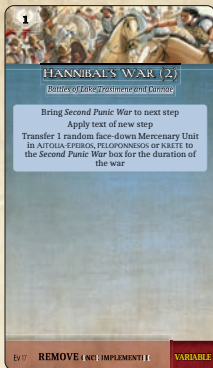
Removed: Once implemented

Historical Background: Apelles had been appointed by Antigonos Doson before his death to head the regency council guiding his young successor Philippos V. It appears that Apelles was intent to secure his personal control of the kingdom, while being hostile to the policy of close association with Aratos and the Achaian League. To these ends, he did not hesitate to intrigue against his opponents at court, including the Macedonian governor of Corinth, Taurion, and Aratos the Achaian. Things came to a head at the end of the Social War, after some of Apelles's associates were accused of sabotaging the king's campaigns, and Apelles himself of misappropriation and usurpation of royal prerogatives. Philippos V had Apelles and his main allies at court arrested and executed, but Apelles's clique was not without its supporters, notably within the army, and it is doubtful that Philippos could have taken such drastic action and prevailed without the prestige gained during the war and the support of key courtiers, with the price of failure possibly as high as it comes: he would not have been the first Macedonian king to fall under the knife of assassins...

Play Tips: If either **PHILIPPOS V** or **APELLES** is no longer in play when this event is revealed, it is void.

If both are still in play, the Macedonian player must choose between the two offered options. Picking **APELLES** and the traditionalists requires no roll, however picking the liberals against **APELLES** entails an Intrigue (d4) Check, which is easier if **TAURION** and/or **ALEXANDROS** are in play at that point.

If **PHILIPPOS V** fails his Check by 2 or more, he is removed from play and **APELLES** made King, in exception to the normal rule that only members of a royal family may become King.



Title: Hannibal's War (2)

ID#: Ev 17

Type: Immediate Event

Added to the Deck on Turn: 1

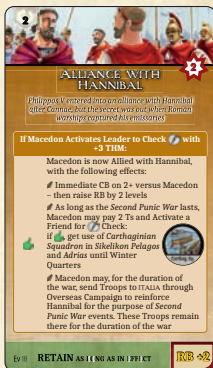
Casus Belli: None

RB impact: Variable according to the new step of the Second Punic War

Removed: Once implemented

Historical Background: This second card in the series represents Hannibal's most spectacular successes achieved during the years 217 and 216 in Italy: the successful ambush of consul G. Flaminius on the shores of Lake Trasimene, and, the following year, his utter triumph at Cannae against the combined armies of consuls G. Terentius Varro and L. Aemilius Paullus, the victor of the Second Illyrian War. Following this victory, Hannibal declined to besiege or assault the city of Rome itself, but many Italian cities and peoples, some only recently subjugated by Rome, defected to the Carthaginian general, and Philippos V of Macedon entered into an alliance with Hannibal, hoping to take advantage of Rome's difficulties to extend his dominions in Illyria.

Play Tips: This is one of four identical events representing the progress of the Second Punic War. See the Play Tips for the first such event (Ev 14).



Title: Alliance with Hannibal

ID#: Ev 18

Type: Pending Event

Added to the Deck on Turn: 2

Casus Belli: Conditional to Macedon successfully Triggering the event, with a base threshold of 2

RB impact: RB +2 if Macedon successfully Triggers the event

Removed: If not successfully Triggered at the end of the Action Phase during which the event is revealed, or if cancelled by the 'Rome Victorious' outcome of the Second Punic War

Historical Background: King Philippos V of Macedon observed with keen interest Hannibal's spectacular successes against the Roman Republic in Italy, and, possibly on the advice of Demetrios of Pharos, eventually decided that this was an opportunity to extend his dominion in the Roman Illyrian protectorate. Accordingly, he entered in 215 into a formal alliance, negotiated by the Athenian Xenophanes, with Hannibal, with provisions to keep the Romans out of Corcyra and Illyria, and including some long-term support between Carthage and Macedon, beyond the scope of the current war. Philippos was meaning to keep the agreement secret, but the ship of the negotiators was captured by the Roman navy on its way back to Greece.

This alliance created a lot of anxiety in Rome, traumatized by the recent disasters suffered at Hannibal's hands, and where the memory of the invasion of Pyrrhos of Epeiros was still fresh. Eventually, the Republic determined that its best course was to keep Philippos preoccupied in Greece by allying with his archenemies the Aitolians, precipitating the First Macedonian War which lasted until the Peace of Phoenice in 205.

In the event, actual cooperation between Carthage and Macedon proved to be limited to a Carthaginian squadron under one Bomilcar timidly operating in the Ionian Sea in 209 and 208, drawing the Roman navy back from the Aegean for a time, but failing to engage them or to join the Macedonian ships at the Isthmus.

According to Livy, Philippos sent a substantial sum of money and 4,000 men, possibly posing as volunteers or mercenaries, to help Carthage after Scipio landed in Africa, and said that some Macedonian prisoners were taken at Zama in 202. This is generally disregarded as Roman propaganda by historians, especially as Philippos and Rome were at peace since 205.

Still, the event allows Macedon, if it opts to ally with Hannibal, not only to possibly receive the support of Bomilcar's squadron, but also to send troops to support Hannibal in Italy or, later, in Africa and thus possibly tip the balance against Rome. While such an active support would come at great costs in treasury and men, being associated in a complete Carthaginian victory would be, in game terms, rewarded by a Macedonian hegemony over the Greek cities around the Ionian Sea, from Corcyra to Magna Graecia (southern Italy) and Syracuse, on top of being relieved of the Roman threat forever.

Play Tips: This event cannot be Triggered if the Second Punic War is still on 'Step 1 – Inter War'. Should the turn during which the event is revealed end with the Second Punic War still on its Step 1, the event is discarded as any untriggered Pending Event.

If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Macedon must, during one of its Activations, Activate a Diplomacy (D) -capable Leader and be successful in a +3 THM Diplomacy (D) Check (in other words, automatic success with any Leader rated a '3' or more in Diplomacy (D)) to Trigger the event. Only Macedon may Trigger this event.

If the Diplomacy (D) Check is Failed, the event is discarded with no further effect.

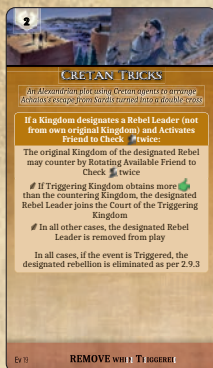
If successful, Rome gets an immediate Casus Belli against Macedon with a base threshold at '2' (so very likely to result in war, even if RB is capped at -1 by 'Hannibal at the Gates'), and then RB is increased by 2 (unless capped by the current Second Punic War step). Note that the RB increases even if Macedon is already at War with Rome.

Once the Alliance is in place, and as long as the war lasts, Macedon may try to get use of the *Carthaginian Squadron*. This requires another Activation and successful Diplomacy (D) Check each time, plus a cost of 2 Ts (paid only if successful). If successful, Macedon places the Squadron in one of the two Sea Areas, i.e. the *Adrias* or *Sikelikon Pelagos*, where it can operate (subject to these being Friendly Seas to Macedon). Macedon retains use of the Squadron until the next Winter Quarters Phase, assuming it is not Sunk before. If Sunk, Macedon may try again to obtain the Squadron per the rules above in a subsequent Activation (possibly in the same turn it was Sunk).

In order to send Troops to Hannibal, Macedon must undertake an Overseas Campaign with **ITALIA** as its Target, as per normal rules, including paying all associated costs (the Supply Cost of the Target Satrapy is assumed to be 0 for Troops and 3 for Squadrons). If not Defeated on its Path, return the Campaigning Leader to Court (remove his block from the map), place the transported Troops in the appropriate box to the bottom right of the Second Punic War cards, and any escorting Squadron in *Adrias*. There is no Battle in **ITALIA** at the end of such an Overseas Campaign. Note that these Troops will remain in the Second Punic War until the war is concluded with the victory of Rome or Carthage, at which time they are placed in the Dispersed Box, like any Mercenary Unit placed in the associated box. Macedon can send any Troop under its control, either its *Royal Army*, Mercenaries it has hired, or Military Colonists it has access to. Minor Ally Units cannot be sent since none of them has **ITALIA** among the Satrapies they can operate in.

If Macedon has sent Troops (not Squadrons) to him, Hannibal benefits from a positive DRM (+1 for each such Troop) when rolling for capturing Rome (and winning the war) on Step 3 of the Second Punic War, as well as to survive Scipio Africanus's invasion (and staying in the war) on Step 5.

If Macedon is allied with Hannibal and he emerges victorious in the Second Punic War (even without Macedon having sent him Troops), Macedon gains VPs and revenues, as well as the permanent usage of Bomilcar's *Carthaginian Squadron* for the rest of the game (see 'Carthage Victorious' Second Punic War outcome).



Title: Cretan Tricks

ID#: Ev 19

Type: Pending Event

Added to the Deck on Turn: 2

Casus Belli: None

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

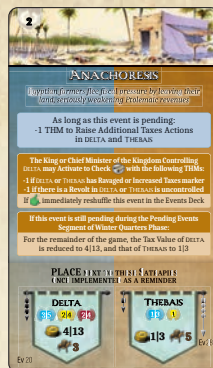
Historical Background: In 213, Sosibios decided to try to rescue Achaïos, who was then besieged in the citadel of Sardis in Lydia by Antiochos III. Achaïos was a cousin of Antiochos and his viceroy in Asia Minor, who had rebelled in 220. Antiochos, busy with his war with Ptolemaïos IV, had waited until 216 to march against the rebel but had him besieged in the citadel of Sardis for nearly two years (the city itself having fallen before).

To achieve this daunting task, Sosibios chose an esteemed officer of the Alexandrian court, a Cretan named Bolis, who devised an audacious plan taking advantage of the fact that a parent of his, another Cretan named Kambylos, was in command of the Cretan mercenaries of Antiochos, in charge of holding a particularly steep sector. Bolis traveled to Ephesos and activated the Lagid agents who had been dealing with Achaïos in the past. He also arranged to meet Kambylos to discuss his plan. Soon, the two Cretans, "discussing things from a thoroughly Cretan point of view" says Polybios (Cretans had in ancient times a solid reputation for duplicity), decided that exfiltrating Achaïos presented major risks, and that it would be much easier to pocket the large sum provided by Sosibios for the plot and contact Antiochos to betray (for more money) Achaïos to him. Whether the nationality of the two protagonists was the key factor, or this is another example of the fragile loyalty of high-ranking Ptolemaic officers, we can't know. In any case, Kambylos talked to Antiochos who, always ready to adopt creative methods to solve problems, gave his green light to the scheme.

After careful preparations and communications to convince Achaïos to trust them and risk leaving the citadel, Bolis sneaked at night into the citadel to lead Achaïos, accompanied only by a few of his friends, back out by the agreed route through the Cretan mercenaries' sector. There, Kambylos was lying in ambush and promptly Achaïos was captured and handed over to Antiochos. The Seleucid king is said to have been taken by emotion at seeing Achaïos thus bound and betrayed, both by the fickleness of fate and maybe out of his prior affection for his cousin. Nonetheless, in council with his Friends, it was decided to mutilate Achaïos before beheading him and exposing his body, sewn in a donkey's skin, nailed on a cross, in sight of the citadel and the army. Despair seized the garrison and Achaïos's widow Laodike, a Pontic princess and probably a sister of Antiochos III's wife, and soon the citadel's commander opened the gates to Antiochos.

Play Tips: This can only target a Rebel leader who rebelled against another Kingdom, not yours. The Kingdom against whom the target rebelled can try to counter, prompting a duel. If they decline to counter, the Triggering Kingdom must still achieve at least 1 Success (👍) among the two Intrigue (🕵️) Checks.

Note that Kings cannot be involved, only Friends, and that whether or not the attempt is successful, the targeted Rebel's rebellion is over and the Places Aligned with him return to the Alignment of their original Kingdom.



Title: Anachoresis

ID#: Ev 20

Type: Immediate/Pending Event

Added to the Deck on Turn: 2

Casus Belli: None

RB impact: None

Removed: Never

Historical Background: The power of the Lagid dynasty was built on the extraordinary wealth it was able to extract from Egypt, mainly based on its enormous production of cereals, which were highly needed in the Greek world. This was achieved through an extremely thorough exploitation of native Egyptian peasants, whose villages were under the heavy thumb of temples and royal administrators. The Ptolemies and their administration typically had to focus most of their time and attention to running this system and managing the tensions it generated.

Under Ptolemaïos IV, this fiscal pressure, both regular and extraordinary contributions, was increased, probably at least partly to finance external wars. As a result, peasants began to seek escape from this relentless fiscal pressure by simply fleeing their land and home. Predictably, the response of the authorities was authoritarian, pursuing "deserters" and placing the burden of responsibility on the whole villages, resulting in further departures (Gr. "Anachoresis") of farmers and other laborers, which soon fed endemic revolts throughout the country. The result was a significant weakening of Ptolemaic revenues, which contributed to the overall decline of the Lagid kingdom.

Play Tips: When this event is pending, the King and/or the Chief Minister of the Kingdom Controlling (Simple Control is enough) **DELTA** (i.e. typically the Ptolemies) may, during a regular Activation, Activate (this uses up this Kingdom's Activation) to Check their Admin (🕵️) with the following (cumulative) THMs:

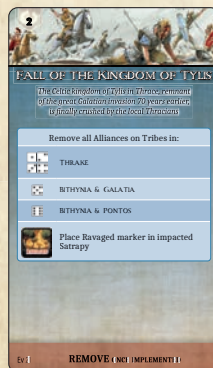
- 👉 -1 if there is at least 1 Ravaged or Increased Taxes marker in either **DELTA** and/or **THEBAIS**
- 👉 -1 if there is a Place in Revolt in **DELTA** or if **THEBAIS** is uncontrolled (for instance due to a Revolt in Ptolemais or Ev 28 'Oracle of the Potter')

If the Admin (🕵️) Check is a Success (👍), immediately reshuffle this event into the Events Deck. If it is failed (👎), the event remains pending.

This means that the event can be revealed and reshuffled again several times during the same turn.

Meanwhile, whenever the event is pending, a penalty (-1 THM) is applied to any Raise Additional Taxes Action in **DELTA** or **THEBAIS**.

If, after the end of the Action Phase, during the Pending Events segment of the Winter Quarters Phase, the event is still pending, the Pending text is Triggered: place the event card close to Egypt as a reminder for the rest of the game, and, if using those, swap the Satrapy Cards for **DELTA** and **THEBAIS** to reflect the new Tax Values.



Title: Fall of the Kingdom of Tyllis

ID#: Ev 21

Type: Immediate Event

Added to the Deck on Turn: 2

Casus Belli: None

RB impact: None

Removed: Once implemented

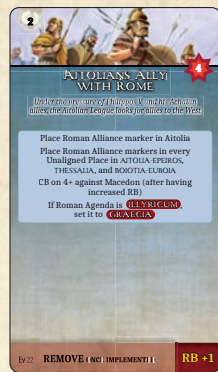
Historical Background: Thrace during these centuries was a complex tangle of warlike rival tribes, only agreeing on their rejection of any central authority, whether of local or foreign origins. The Diadoch Lysimachos had for a few decades managed to impose his authority, though not without major difficulties, but the fragile edifice crumbled after his death and the subsequent Galatian invasion. While some of these Galatian Celts crossed the Hellespont and eventually settled in the Anatolian interior,

a larger group under King Komontorios founded the kingdom of Tyllis in Thrace. This kingdom extracted a regular tribute from Greek cities as powerful as Byzantion, and fought regularly against the native Thracian tribes. In 212, their last king, Kavaros, was crushed by an alliance of local tribes and the kingdom destroyed.

This event does not only represent this particular event, but more generally the additional instability created by the Galatian kingdoms in Thrace and in Asia, and the difficulty for the great kingdoms to assert lasting authority on these lands.

Play Tips: This event does not impact Cities but only Tribes, but removes all Alliances, from whichever Kingdom.

The Ravage occurs even if no Alignment marker is removed.



Title: Aitolians Ally with Rome

ID#: Ev 22

Type: Immediate Event

Added to the Deck on Turn: 2

Casus Belli: Automatic against Macedon with a base threshold of 4

RB impact: RB+1 automatically when the event is revealed.

Removed: Once implemented

Historical Background: In 212, two years into the First Macedonian War, Rome, unable to bring its full weight to bear against Philippos due to its ongoing war against Hannibal, began talks with his enemies: the Aitolians, Skerdilaidas's Illyrians, the Spartans, Eleans, Messenians as well as King Attalos of Pergamon. The Aitolian League, always more than willing to challenge Macedon, entered into an agreement with the Roman Republic in 211 regarding the capture of cities: to the Aitolians the real estate, to the Romans the movable goods and slaves. The Aitolians were to provide the bulk of the troops, the Romans the warships.

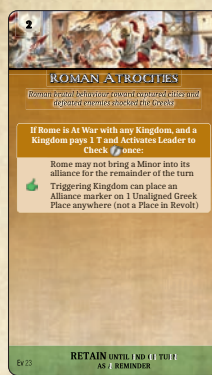
Over the following years, the allies captured a number of cities in the Ionian islands and along the coast from Acarnania to Phocis, and across the Gulf of Corinth in Achaia, resulting in much plunder and slaves taken by the Roman navy. However, the determined resistance of the Acarnanians, supported by Philippos, brought an effective stalemate, before Philippos's successes in Locris and Euboa forced Pergamon and the Aitolians out of the war in 206.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

The Roman Alliance is placed in the Aitolia Heartland Place even if there was already another Alliance marker there. Then all Unaligned places in **AITOLIA-EPEIROS**, **BOIOTIA-EUBOIA** and **THESSALIA** receive Roman Alliances (all these Places are assumed to be under Aitolian control).

Make sure to increase RB (if possible considering the current step of the Second Punic War) before rolling the CB against Macedon.

Note that this event may take place even if Macedon is not at War with Rome, and notwithstanding the status of the Second Punic War. It is assumed that **PHILIPPOS's** ambitions over **ILLYRIA**, and Rome's bottomless appetite would sooner or later lead to a clash and the expansion of Roman objectives in Greece, and that the Aitolians were bound to find common cause with their archenemy's newest enemy.



Title: Roman Atrocities

ID#: Ev 23

Type: Pending Event

Added to the Deck on Turn: 2

Casus Belli: None

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

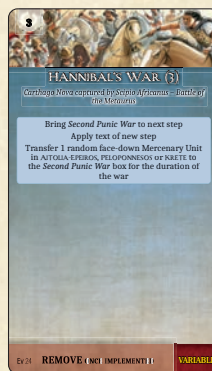
Historical Background: Greek conflicts had always been rife with sacked cities and enslaved populations, but the extent and abandon with which the Romans, who were seen as little better than barbarians, plundered captured cities, carrying away treasures and slaves, shocked the Greeks. Significant cities such as Zakynthos, Oeniadai, Phokian Antikyra, Aigina, Kyllene, Dyme and Oreos were thus devastated.

The Macedonians and Achaia tried to leverage these atrocities to discredit their enemies and dissuade other Greek states from joining the Roman-Aitolian alliance, though with dubious effect.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Note that the Kingdom Triggering this event does not need to be at War with Rome at that time, and that, in case of success, they can place their Alliance marker on any Unaligned Greek Place (not a Place in Revolt) on the map, not necessarily in Greece.

If the Diplomacy (D) Check is Failed, the event is discarded with no effect.



Title: Hannibal's War (3)

ID#: Ev 24

Type: Immediate Event

Added to the Deck on Turn: 3

Casus Belli: None

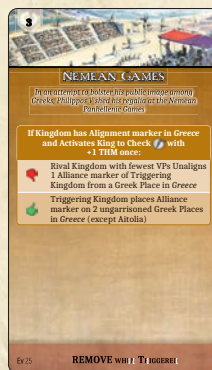
RB impact: Variable according to the new step of the Second Punic War

Removed: Once implemented

Historical Background: This third card in the series represents the stalemate achieved in Italy itself by the Roman armies facing Hannibal between 215 and 206, Scipio Africanus's successes in Spain at Cartagena (209), Baecula (208) and Ilipa (206), and the crushing victory of consuls G. Claudius Nero and M. Livius Salinator over Hannibal's brother Hasdrubal at the battle of the Metaurus in 207.

While Hannibal's army was still essentially intact and remained unbeaten, the tide had turned, with his Italian allies deserting him or being reduced one after the another, no hope of being reinforced, and Spain lost, and the perspective of forcing Rome to peace now an impossible dream.

Play Tips: This is one of four identical events representing the progress of the Second Punic War. See the Play Tips for the first such event (Ev 14).



Title: Nemean Games

ID#: Ev 25

Type: Pending Event

Added to the Deck on Turn: 3

Casus Belli: None

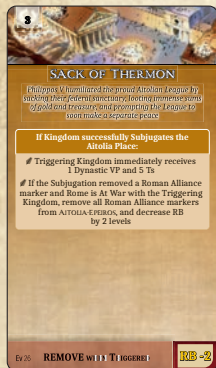
RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: In 209, as the First Macedonian War was in its sixth year, Philippos V traveled to Argos, a Peloponnesian city dear to his heart, and from where Macedonian kings had of long claimed descent, to

attend the Nemean games, one of the four great Panhellenic games. Laying aside his diadem and purple robe (i.e. his royal emblems), he strove to appear approachable in order to reinforce his ties with his Peloponnesian allies (essentially the Achaïans). Polybios who, arrived at this stage of Philippos's career, has turned decidedly against him, says that this false pretenses did nothing to offset his now tyrannic and depraved behavior, but this initiative, coming soon after a string of successes against the Aitolians and Pergamenes, was followed by joint Macedonian-Achaian operations in the Peloponnese which were largely successful.

Play Tips: Note that only a King can Trigger this event. If successful, the Alliances can be placed on any ungarrisoned Greek Place in Greece (**PELOPONNESOS**, **BOIOTIA-EUBOIA**, **AITOLIA-EPEIROS** and **THESSALIA**) except Aitolia (in other words, the Aitolian League cannot switch sides through this event) or a Place in Revolt. Replace existing Alliance markers, if any, in the chosen Places.



Title: Sack of Thermon

ID#: Ev 26

Type: Pending Event

Added to the Deck on Turn: 3

Casus Belli: None

RB impact: RB -2 if a Roman Alliance marker was removed and Rome is at War with the Triggering Kingdom

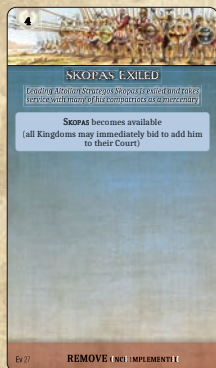
Removed: When Triggered or during Winter Quarters once revealed

Historical Background: The sanctuary of Apollo Thermos at Thermon near Lake Trichonis was the federal center of the Aitolian League, where assemblies were held and strategoi elected. The sanctuary was sacked a first time by Philippos V in 218 during the Social War, in reprisals for the sack of the Macedonian royal sanctuary of Dion, and again in 207 as part of a devastating raid in the Aitolian highlands. Polybios says that what he had not destroyed or plundered eleven years ago, he did this time, blaming him once more for his impiety, "venting his anger at men against the gods"...

In any case, the Aitolians, seeing their heartlands devastated and no succor coming from Rome, made a separate peace with Philippos the following year...

Play Tips: The Trigger for this event is not an Activation itself, but a positive result of any Campaign successfully Subjugating the Aitolia Heartland Place. The Triggering player does not need to announce beforehand that they are trying to Trigger the event, they can wait until they are successful to announce it.

Note that RB is only lowered (by 2) if Triggering this event removed a Roman Alliance on Aitolia. This may result in forcing Rome to make peace (through War Weariness) if RB was Low or Very Low before the event's Triggering.



Title: Skopas Exiled

ID#: Ev 27

Type: Immediate Event

Added to the Deck on Turn: 4

Casus Belli: None

RB impact: None

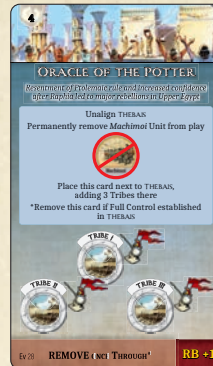
Removed: Once implemented

Historical Background: After the Aitolians were compelled to make a separate peace with Macedon in 206, it appears that the League went into a social

and political crisis. Skopas, who had been a leader of the war party, and several times elected Strategos of the League, was tasked with undertaking reforms, but proved unable to find an acceptable solution. Faced with the loss of his position, and possibly fearing for his life, Skopas elected in 204 to follow in the footsteps of many Aitolian military men before him, selling his

services. The Lagid court in Alexandria, always short of capable generals, and faring badly in its new war with Antiochos III, was more than happy to welcome him, though, despite his initial successes, he would soon fall foul of the lethal power struggle around the young king Ptolemaios V.

Play Tips: When this event is revealed, all players may immediately bid for the services of the Unaffiliated Leader **SKOPAS** (minimum bid: 1 T). If no Kingdom wishes to hire him, he is removed from play.



Title: Oracle of the Potter

ID#: Ev 28

Type: Immediate Event

Added to the Deck on Turn: 4

Casus Belli: None

RB impact: RB+1 automatically when the event is revealed

Removed: Once a Kingdom has established Full Control of **THEBAIS**

Historical Background: Resentment over the foreign rule of the Macedonian Ptolemies had been growing among native Egyptians throughout the reign of Ptolemaios IV at least. As often in ancient Egypt, this took form in circulated prophecies, here the "Oracle of the Potter": the "Potter" himself is an allusion to the god Khnum, the "Lord of the Potter Wheel" who, in Egyptian mythology, fashioned the world. The prophecy, supposed to have been written down during the reign of one Amenophis, tells of chaos and destruction following the unfair rule of foreign "beltwearers" (Greeks) worshipping the evil god Set, whose city (Alexandria) will be deserted when they kill each other (an allusion to the frequent deadly purges at the court), and of the return of Ptah, the god of Memphis (the traditional capital of Pharaonic Egypt).

A key factor was the decisive participation of a large number of machimoi, native Egyptian soldiers, in the Ptolemaic phalanx at Raphia in 217. These soldiers, called upon in a time of great emergency, were sent back home after the war, resulting in the presence throughout the country of large groups of men trained in modern warfare and confident that they were the equals of the Greek-Macedonian soldiers.

This deadly mix resulted in a large-scale revolt in Upper Egypt, where lay Thebes (Eg. Waset), the ancient capital of the Pharaohs of the New Kingdom, and far from Alexandria. Details are sketchy, but we know that a native Pharaoh named Herwennefer was crowned in Thebes in 207 after having won a victory over Ptolemaic forces, though the city itself appears to have been securely in native hands only in 204. Herwennefer was succeeded by Ankhwennefer in 201 or 200, and had to face both the Ptolemies to the North and the Nubian kingdom of Meroe to the South. In 196, he recaptured Thebes which had been briefly reconquered by the Ptolemies, and it was only in 186 that he was decisively beaten and captured by the Ptolemaic general Komanos, who completed the recovery of Upper Egypt, including the southern Dodekaschoinos region from the Nubians.

Play Tips: Once you have executed the card's instructions, slip this card under the mapboard, so that the three Tribe Places show below the **THEBAIS** Satrapy. As long as Full Control over the Satrapy has not been achieved, it has four Places (the City of Ptolemais and the three Tribes) instead of just the one City. Taxation (at the reduced Tax value of 1 T) is possible if Simple Control (three out of these four Places Aligned) is achieved. As soon as all four are Aligned with a single Kingdom, the card is removed from play and **THEBAIS** reverts to its original state. Note that in all cases the Supply Cost of **THEBAIS** remains unchanged at 5.



Title: Anabasis

ID#: Ev 29

Type: Pending Event

Added to the Deck on Turn: 4

Casus Belli: None

RB impact: None

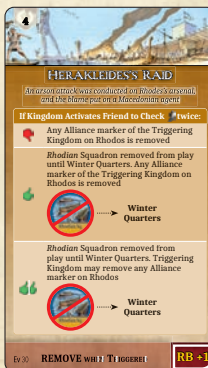
Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Between 211 and 206, Antiochos III, in conscious imitation of Alexandros the Great, undertook his own "Anabasis" (Gr. "Journey up-country") into the so-called Upper Satrapies, i.e. the Iranian plateau and its mountainous perimeter. He thus earned for himself the epithet of "Megas" (Gr. "the Great"), the only Hellenistic king to do so after Alexandros, but his objective was also to restore the authority of his dynasty on the satrapies beyond Media, which had been compromised by the takeover of the satrapy of Parthylene by the Parnoi, since then known as the Parthians, in 238.

Prior to embarking on this campaign, Antiochos had campaigned in 212 in Armenia, reducing the too-independent local king, Xerxes, to submission, and marrying him to one of his sisters. The following year, Antiochos seized a large amount of silver from the temples' treasures in Ekbatana and prepared his campaign. In 210, he brilliantly forced the passes of the Elburz range, took the main Parthian city of Syrinx by siege, and received the submission of the Parthian king Arsakes I. In 209, he defeated the army of the Greek king of Bactria, Euthydemus, and his 10,000 strong cavalry at the Arios river, and laid siege to Euthydemus's capital of Baktra. However, the formidable defenses of the city and the guerilla war led by Euthydemus prevented Antiochos from capturing the city, despite a three-year siege. In 207, Antiochos and Euthydemus made peace, with the latter officially recognized as king, but swearing allegiance to Antiochos, resupplying his army and handing to him all his elephants. Antiochos then, like his ancestor Seleukos I Nikator, crossed the Paropamisades mountain range into India. There, he received the submission of the Indian king Sophagasenos and acquired another contingent of war elephants, bringing his total herd to 150. He then returned to Mesopotamia, touring the lands by the Persian Gulf in 206, and receiving the allegiance of various local Arab rulers.

In 205, having acquired considerable prestige, he was back in Asia Minor, establishing his authority in Ionia and various parts disputed with Pergamon and Bythinia.

Play Tips: The Trigger for this event is not an Activation but a condition: if a Kingdom (presumably the Seleucids) satisfies the Trigger condition, even from before the event is revealed, it can simply Trigger the event during one of its Activations without needing to do anything specific (i.e. it can Activate an eligible Leader to do whatever they wish).



Title: Herakleides's Raid

ID#: Ev 30

Type: Pending Event

Added to the Deck on Turn: 4

Casus Belli: None

RB impact: RB+1 automatically when the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Following his victory in the First Macedonian War, Philippos V turned his attention to the Aegean. To that end, he set up to reinforce his navy, and cultivated friendships in Crete. The navy of the free city of Rhodes, preoccupied with the freedom of commerce, had been policing the seas against pirates, and this has led to significant enmity with the various Cretan cities. They had also tried to restrict the Seleucid resurgence along the Aegean coast, though without much success, and no open conflict. The Rhodians saw Philippos as a threat

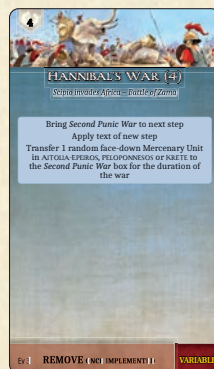
to their position in the Aegean, and possibly to their independence. The memory of the arduous siege imposed by Demetrios Poliorketes, Philippos's great-grandfather, a century ago was certainly a factor in their assessment.

In 203, a fire destroyed thirteen Rhodian warships in their arsenal, and they narrowly prevented the loss of most of their fleet. Quickly, one Herakleides, a Tarentine in the service of Philippos, was accused of having undertaken or arranged this arson attack. As usual, Polybios paints him as an extremely unsavory character, but there is no evidence that he or Philippos actually were involved. The Rhodians made a big fuss of the event, even appealing to Rome, though they dismissed the plea, remembering that the Rhodians had pushed for peace with Philippos only recently.

In any case, Philippos would soon clash with the Rhodians and their Pergamene allies in the waters of Chios...

Play Tips: Two Successes (👍👍) in the Intrigue (🕵️) Checks allow the Triggering Kingdom not only to neutralize the Elite Rhodian Squadron for the rest of the Turn, but to shift the blame on someone else and remove any existing Alliance on Rhodos. A single Success (👍) also neutralizes the Squadron, but the trail of the arsonists leads to the Triggering Kingdom. Note that any Success removes from play temporarily the Rhodian Squadron even if it is on its Banner.

Note also that RB is increased if the event is Triggered, no matter the result of the Intrigue (🕵️) Checks.



Title: Hannibal's War (4)

ID#: Ev 31

Type: Immediate Event

Added to the Deck on Turn: 4

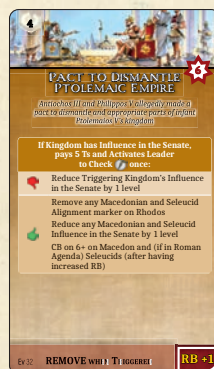
Casus Belli: None

RB impact: Variable according to the new step of the Second Punic War

Removed: Once implemented

Historical Background: This fourth card in the series represents the final phase of the Second Punic War, with Scipio Africanus landing in Africa in 205 and, with the support of the former Carthaginian ally Massinissa, eventually defeating Hannibal at Zama in 202, leading to Carthage's surrender.

Play Tips: This is one of four identical events representing the progress of the Second Punic War. See the Play Tips for the first such event (Ev 14).



Title: Pact to Dismantle Ptolemaic Empire

ID#: Ev 32

Type: Pending Event

Added to the Deck on Turn: 4

Casus Belli: Conditional to the event being Triggered and the Diplomacy Check being Successful, with a base threshold of 6

RB impact: RB+1 automatically if the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Ptolemaios IV's death at the age of 40 in 204 brought a resurgence of international tension both as the peace treaties signed with him expired, and his successor was a 6-year old boy. The brutal purge that took place at the top of the court of Alexandria did nothing to ease these tensions, leaving the regency in the tenuous hold of Agathokles and his family. Soon after the announcement of the death of the king, Thebes, the capital of Upper Egypt, fell to native rebels. Both Antiochos III and Philippos V offered their help to fight the rebels, which was obviously refused. Meanwhile the Lagid navy and overseas possessions went completely neglected.

In 203, Philippos spurned an offer from Egypt to wed one of his daughters to the young Ptolemaios V, and rumors sprang that he and Antiochos has signed a secret treaty to divide Ptolemaic overseas possessions between themselves. This may be the first – but far from the last! – time that we see the Alexandrian Court resort to public propaganda and appeal to Rome to counter the growing power of its rivals...

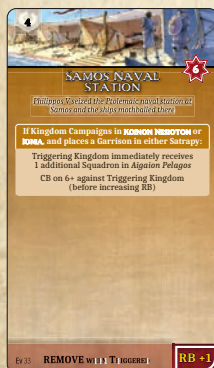
In any case, the two kings did indeed soon go on the offensive, Philippos snatching Ptolemaic possessions in the Aegean and the Straits, and Antiochos renewing his war with the Ptolemies in what is known as the Fifth Syrian War, where his great victory at Panion in 200, overturning the stinging memory of Raphia seventeen years before, finally gave the Seleucids possession of this eternal apple of discord, Koile Syria.

It is not necessary to assume that the two kings conspired to work together against Ptolemaios V: after all, their two dynasties had a long history of friendship and marriage alliances going all the way back to Demetrios Gonatas and Antiochos I at least, and it was not until 192 when Antiochos, at the apex of his power, sought to take advantage of Philippos's defeat in the Second Macedonian War to claim hegemony in Greece itself that the two kingdoms found themselves opposed, and even then only in a limited manner.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

In order to Trigger this event, it is necessary to have some Influence in the Senate. If the Diplomacy (7) Check is a Success, there is always a CB against Macedon, but one against the Seleucids only if they have at least one Aligned Place within the current Roman Agenda, i.e. presumably in Greece or Europe, unless the current Agenda is **ORBI** of course.

Note that RB is increased only if the event is Triggered. Make sure to increase it before rolling the CB(s).



Title: Samos Naval Station

ID#: Ev 33

Type: Pending Event

Added to the Deck on Turn: 4

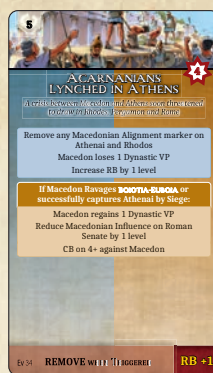
Casus Belli: Conditional to the event being Triggered, with a base threshold of 6

RB impact: RB+1 automatically if the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: In 201, Philippos V led a major naval expedition in the Aegean, taking control of a number of islands in the Cyclades and along the Ionian coast. One of these was Samos, until recently a Ptolemaic naval base, where he seized a number of mothballed ships, which had certainly been laid up for lack of money to pay their crews. With his augmented fleet, he proceeded to Caria where he defeated a 25-strong Rhodian fleet off the island of Ladè before capturing Miletos from its Ptolemaic garrison, along with many coastal cities. Thoroughly alarmed, Pergamon, Chios and Byzantion, among others, joined forces with Rhodes, forcing Philippos to battle off Chios. Attalos of Pergamon was put to flight, his flagship captured, but Philippos lost half his ships (one may wonder if the ships seized at Samos were really seaworthy). Philippos pursued Attalos and marched on Pergamon, ravaging the temples below the city, but had to withdraw as the Pergamenes had brought all the crops inside the walls. Philippos returned to winter in the Carian port of Bargylia, where he was blockaded and had to be supplied by land by Zeuxis, the Seleucid viceroys of Asia Minor.

Play Tips: The Triggering Kingdom receives an additional Squadron from its pool (if one is available to be built). None is lost by any other Kingdom. Note that the CB is rolled before increasing RB.



Title: Acarnanians Lynched in Athens

ID#: Ev 34

Type: Immediate/Pending Event

Added to the Deck on Turn: 5

Casus Belli: Conditional to the Pending part of the event being Triggered by Macedon, with a base threshold of 4

RB impact: RB+1 automatically when the event is revealed

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: In 200, the Roman elite was set on starting a new war with Philippos V to avenge the affront of the First Macedonian War, and gorge themselves on the treasures of Greece and Macedon. A bizarre incident in Athens would provide them the casus belli...

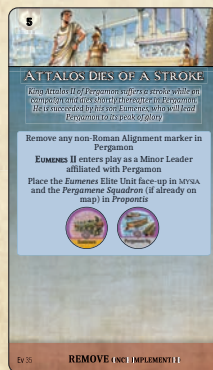
Anti-Macedonian sentiment in Athens had been running high since the city liberated itself from its Macedonian garrison by buying out its commander, Diogenes, in 233, but had declined to join the Achaian League and instead elected to remain officially neutral, though strongly sympathetic to the Ptolemies. In 200, two Acarnanian youths were arrested then lynched for having allegedly violated the sacred Eleusian Mysteries. Incensed, the Acarnanian League, long-time allies of Macedon, supported by Macedonian ships and auxiliaries, raided Attica, only withdrawing upon the arrival of Attalos of Pergamon with some Rhodian ships and ambassadors.

In turn, the Athenian assembly declared war on Macedon, dissolved the tribes named for Antigonos Monophthalmos and Demetrios Poliorketes (Philippos's ancestors), and named a new one for Attalos. Logically, Philippos sent his general Nikanor with a small army, intent on punishing the Athenians' presumption. Nikanor proceeded to ravage the Attic countryside again. Faced with superior force, Athens appealed to Roman representatives who happened to be in the city... The Roman officials then delivered an ultimatum to Nikanor, demanding that he withdraws. Nikanor forwarded the message to his king, then resumed his pillaging, while Philippos, dismissing the ultimatum, departed on campaign to round up the last Ptolemaic possessions in Thrace. That was enough for the Roman Senate to escalate, sending a new, proper ultimatum to Philippos in Thrace while consul P. Sulpicius Galba crossed the Adriatic with two legions and landed in Apollonia. The Second Macedonian War was on.

Play Tips: If Macedon declines to Trigger the Pending part of the event, it loses 1 Dynastic VP (remember that Dynastic VPs can be negative) but does not give a CB to Rome. If it does Trigger it, it recovers its Dynastic VP but loses one level of Influence in the Senate (if it had some) and gives a dangerous CB to Rome.

If **BOIOTIA-EUBOIA** already has a Ravaged marker, Macedon needs to successfully capture Athenai by Siege to Trigger the Pending part.

Note that RB is only increased once (when the event is revealed).



Title: Attalos Dies of a Stroke

ID#: Ev 35

Type: Immediate Event

Added to the Deck on Turn: 5

Casus Belli: None

RB impact: None

Removed: Once implemented

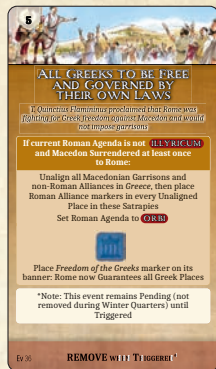
Historical Background: In 197, while he was in Greece working hard to bring various Greek leagues, notably the Achaians, to the Roman side during the Second Macedonian War, King Attalos I of Pergamon was attending, along with the roman consul T. Quinctius Flaminius, an assembly of the Boiotian League at Thebes, when he collapsed suddenly during his address, with one side of his body paralyzed. He was taken back to Pergamon where he died

a few months later, roughly at the time when Flaminius was triumphing over Philippos V at the battle of Cynoscephales. It is uncertain if he knew of the defeat of Macedon, of which he had been a constant enemy for more than twenty years. His death brought to the throne his son Eumenes II, who would pursue his father's policy of close association with Rome, and bring the kingdom of Pergamon to the peak of its power.

Play Tips: If there is any Garrison in the Pergamon Place, remove it. The **EUMENES II** leader enters play but can never join a Kingdom's Court since no Kingdom may place an Alliance on Pergamon.

The Pergamon (Standard) Minor Unit is replaced by the Elite Eumenes Unit (per **EUMENES II**'s Special Ability) and placed face-up in **MYRIA** even if the Pergamon Minor Unit was in the Dispersed Box, and the Pergamene Squadron placed in the Propontis, but only if it was already in play.

When Pergamon, as a Minor Power with **EUMENES II** in play, is defending on its own against a Land Campaign in **MYRIA**, it fights with the Elite Eumenes Minor Unit (assuming it has not been Dispersed previously) commanded by **EUMENES II** using his Battle (X) rating. When Pergamon (still with **EUMENES II** in play) is a Minor Ally of Rome, the Elite Eumenes Minor Unit will fight under a Roman Consul when applicable but will then use the Consul's Battle (X) rating.



Title: All Greeks to be Free and Governed by their own Laws

ID#: Ev 36

Type: Pending Event

Added to the Deck on Turn: 5

Casus Belli: None

RB impact: None

Removed: When Triggered (it is not removed in Winter Quarters)

Historical Background: After having defeated

Philippos V at Cynoscephales in 197, forcing the surrender of Macedon, proconsul T. Quintius Flaminius set to define the new political order in Greece, now freed from the Macedonian fetters. Fluent in Greek and well versed in Greek culture, Flaminius was well aware of the political theme of the freedom and autonomy of the cities which had been used repeatedly by various diadochs and kings to undermine the position of their rivals in Greece and gain support among the Greeks. He must also have been well aware that these promises had very rarely been kept once their objectives had been achieved...

In 196, the Roman Senate, despite some opposition from the new consul-elect, ratified the peace negotiated by Flaminius with Philippos, and sent ten commissioners with the senate-consult text. According to this, Philippos was to remove all his garrisons from Greece including Thessaly, and all Greeks in Europe and Asia were to be free and governed by their own laws. This raised as much hope as suspicion as the Aitolians, who were hoping for much harder terms and more aggrandizement, said that Greece was exchanging one master for another as Roman garrisons were replacing Macedonian ones in the key cities of Chalkis, Demetrias and Corinth. It appears that this question had been left up to the commissioners, and Flaminius had to convince them that it would be disastrous politically to maintain Roman garrisons.

Shortly after, Flaminius appeared at the Isthmian Games, one of the great Panhellenic games, held near Corinth, recently freed from its Macedonian garrison and returned to the Achaian League, which had switched sides during the war. Even more people than usual had congregated there, in anticipation of some announcement. There, under a thunder of applause, he proclaimed the freedom and autonomy of the Greek states. He was nearly mobbed by the Greeks, who hailed him as savior.

Not surprisingly, Roman ambassadors hurried across the Aegean to convey the Roman proclamation to the Seleucid king Antiochos III, who was then asserting his domination over most Greek cities on the Asian seaboard, and preparing an expedition across the Straits into Thrace to complete the recovery of the lands held by his ancestor Seleukos Nikator.

In the following years, the Romans, to the surprise of many, did actually withdraw their garrisons and troops from Greece, eventually leading the Aitolians and Antiochos to miscalculate the strength of the Roman commitment in Greece, leading to Antiochos's disastrous war with Rome in 192.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

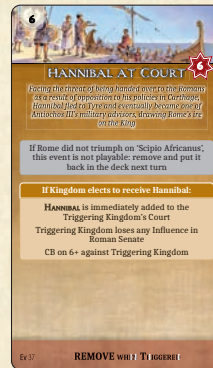
This event removes all Macedonian Garrisons and all Alliances from any Kingdom in Greece. Then place Roman Alliances even in Places that were Unaligned before the event.

This event shifts the involvement of Rome in the game in several major ways: first by setting the Roman Agenda to **ORBI**, i.e. putting the whole map in their agenda; second Rome now Guarantees all Greek places, which makes it much more complicated for the various Kingdoms to campaign against Greek Places. It also populates the map with a large number of Roman Alignment markers, even if only Alliances...



When setting the Roman Agenda, retain the previous **LIMITED WAR** or **FULL WAR** aspect.

Note that this event, once revealed, is not discarded in Winter Quarters if its Trigger conditions have not been met: once it is revealed, it remains Pending as long as it takes to be Triggered.



Title: Hannibal at Court

ID#: Ev 37

Type: Pending Event

Added to the Deck on Turn: 6

Casus Belli: Conditional to the event being Triggered, with a base threshold of 6

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

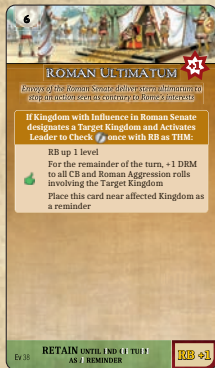
Historical Background: After the conclusion of the Second Punic War, Hannibal was elected suffete (chief magistrate) in Carthage and undertook an ambitious program of reforms of the state aiming, in particular, to reduce embezzlement of state funds by the oligarchs. Himself the scion of a great family, the Barcids, he leveraged his popularity among citizens to reduce the power of the great families. This allowed Carthage to pay the crushing indemnity imposed by Rome relatively easily, without increasing taxes.

Unsurprisingly, when in 195, a Roman delegation, alarmed at Carthage's rapid recovery and suspicious of Hannibal's intentions, came to Carthage, they found many ears sympathetic to their attacks against Hannibal. Preferring not to wait for Rome to demand his being handed over to them, he fled into voluntary exile. He was then aged 53. He went to Tyre, Carthage's mother city, then part of the Seleucid Kingdom of Antiochos III, and then journeyed to Ephesos where Antiochos received him with honors. The tension between the king and Rome was then ramping up following Philippos V's defeat in the Second Macedonian War and his subsequent ejection from Greece, while Antiochos, after his victory over the Ptolemies in the Fifth Syrian War had been consolidating his control over western Asia Minor and across the Straits in Thrace.

Antiochos obviously picked Hannibal's brain to prepare for the likely upcoming confrontation with Rome, but appears not to have trusted him to the point of handing over to him military policy. While Polybios mentions some Roman actions aiming at discrediting Hannibal in the eyes of the king, it is very likely that the main reason was that Antiochos, very much in the Hellenistic royal tradition, saw military matters as his personal domain, and was – justifiably – proud of his own military achievements to date.

Play Tips: If Carthage triumphed in the Second Punic War (Final state: 'Carthage Victorious'), then this card is not playable and can be removed from play. If the Second Punic War is not concluded yet when it is revealed, put it aside and put in back in the next turn's deck until the war is concluded.

It is not necessary for a Kingdom to Activate or Rotate a Leader to Trigger this Pending Event: a simple declaration during an Activation of this Kingdom is enough, and does not prevent the Kingdom from Activating a Leader normally. “First come, first serve”.



Title: Roman Ultimatum

ID#: Ev 38

Type: Pending Event

Added to the Deck on Turn: 6

Casus Belli: None

RB impact: RB+1 if the event is successfully Triggered

Removed: During the Winter Quarters Phase of the turn it was revealed

Historical Background: On numerous occasions,

the Roman Senate sent envoys deliver an ultimatum (“coming to an end”) to rulers they deemed threatening to Roman interests, intimating to refrain from undertaking or pursuing certain actions. Examples pertaining to the period include the ultimatum given to Philippos V in 200 about Athens, to Antiochos III in 196 and 193 about the Greek cities of Asia and Thrace, to Philippos V again in 187 about Thessaly and Thrace, to king Prusias of Bithynia in 183 about Hannibal, to Seleukos IV in 177 about his war elephants, or to Antiochos IV in 168 while he was besieging Alexandria.

As can be expected, Hellenistic rulers typically did not take well to such presumption from upstart western barbarians, and initially tended to ignore them entirely. After the Republic brutally humbled Philippos V and Antiochos III in, respectively, 197 and 190, the kings began to pay a lot more attention to Rome’s demands, as did Antiochos III’s sons Seleukos IV and Antiochos IV in 177 and 168...

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

The higher RB is, the easier it is to successfully Trigger this event. If successfully Triggered, the effect lasts until the end of the turn.

If the Diplomacy (D) Check is Failed, the event is discarded with no effect.



Title: Aitolian Promises

ID#: Ev 39

Type: Immediate/Pending Event

Added to the Deck on Turn: 6

Casus Belli: Conditional to the Pending part being Triggered, with a base threshold of 5

RB impact: RB+1 automatically when the event is revealed

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: The Aitolian League had been a key ally of Rome during the First and Second Macedonian Wars, and was not happy with what they considered to be the lenient peace conditions imposed by the Romans on their old enemy Macedon at the conclusion of the second war. They were hoping to see the kingdom dismantled (something which happened after the Third Macedonian War), and, as a minimum, to be allowed to expand their dominion in Thessaly and Central Greece, but were mostly denied by Flamininus.

Soon, they started looking for a powerful ally, and found an interested ear in Antiochos III, who was at the time asserting his power over the Asian shore of the Aegean and in Thrace, earning himself the antagonism of Rome. At the same time, Rome withdrew in 195 its troops from Greece, which was seen as a sign of weakness. The Aitolians painted to Antiochos a picture of Greece resenting the Roman domination, and ready to welcome a savior king. This certainly had some truth, but was greatly exaggerated, as Antiochos would soon discover...

In 193, the Aitolian League tried to form an alliance with Philippos V and king Nabis of Sparta. Philippos rejected the opening but Nabis seized some coastal Laconian cities, eliciting an official protestation of the Achaian League, which appealed to Rome, which sent a delegation. In response, the Aitolians voted a decree inviting Antiochos III to liberate Greece and arbitrate their dispute with Rome. They followed with attempts to seize Demetrias (the former royal Macedonian city of Thessaly), Chalkis (another of the so-called “Fetters of Greece”) and Sparta. Their coup de main was successful in Demetrias, but not in Chalkis nor in Sparta, though Nabis was murdered by Aitolian soldiers). This convinced Antiochos to land in Demetrias and proclaim himself as the Champion of Greek Freedom...

It took some time for Rome to send warships and a consular army under M. Acilius Glabrio, but Antiochos soon realized that there was not much substance behind the Aitolian claims of Greek support. He managed to make Chalkis open its gates and establish control over most of Thessaly, though more through force of arms than popular support. Worse, Philippos V, angry at Antiochos’s public gesture of giving a sepulture to the Macedonian dead at Cynoscephales, and certainly not ready to accept another king taking Macedon’s place in Greece, allied with Rome and started recapturing Thessalian places to his benefit. In 191, Antiochos, who was still waiting for the main body of his troops to cross the sea, had to withdraw from Acarnania to face Glabrio’s legions at the Thermopyles, where he became another illustration of the difficulty of holding this pass against a superior enemy and soon had to retreat to Asia to renew the war...

Play Tips: If the event’s Pending part is Triggered by an appropriate campaign, the Triggering Kingdom gets to place an Alliance on Aitolia even if another Alliance had been placed there since the Immediate part of the event was executed previously.

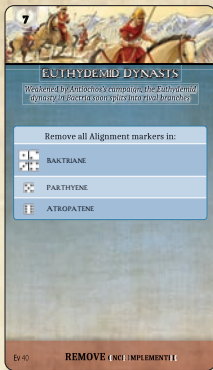
The Pending part is implemented as soon as the Campaign is announced and paid for, before any Battle, Siege or Subjugation attempt.

Note that the campaign must be led by the King himself, not by a Friend.

Roll separately for each listed Place:



The RB increase occurs immediately, the CB only if the Pending part is Triggered. This CB covers all aspects of the Triggered event: placing a Garrison on a Guaranteed or Roman-Allied Place through the event does not generate any additional CB. Such placement also does not trigger any loss of Alliances in Greek Places in the same Satrapy. However, any attack or garrisoning of a Guaranteed or Roman-allied Place as part of the Campaign (not as an effect of the event itself) would generate an additional CB as per normal rules (8.5) and may bring the loss of Alliances in Greek Places.



Title: Euthydemid Dynasts

ID#: Ev 40

Type: Immediate Event

Added to the Deck on Turn: 7

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: The Laodicean War (Third Syrian War) and the following War of the Brothers between Seleukos II and Antiochos Hierax severely

weakened Seleucid rule in the Upper Satrapies, with Andragoras, the satrap of Parthia, rebelling in 256 before being himself ousted by Scythian tribes under Arsakes in 247. Cut off from the Seleucid capitals, Diodotos, the satrap of Bactria, took the royal title around 250. Euthydemos, a Ionian Greek, somehow usurped power from his son Diodotos II in 224, and expanded the rule of the Greco-Bactrian kingdom into Sogdia up to the Iaxartes (modern Syr Darya). From 209, he had to face the Anabasis campaign of Antiochos III, eventually making peace and submitting as a vassal king in 207.

The Greco-Bactrian kingdom prospered after Antiochos's expedition, expanding its rule to the West and Southwest, and was prompt to forget its ties to the Seleucids after Antiochos's defeat at Magnesia in 190, and his death in 187. At the same time, the Mauryan empire in India had been in decline for several decades, and their last king Brihadratha Maurya was assassinated in 180. Demetrios (I) Aniketos ("the unconquered"), son and successor of Euthydemos I, took advantage and invaded Arachosia and Gandhara in 186. Over the years, he and his successors conquered areas as far as Pataliputra (modern Patna), founding the Yavana (Indo-Greek) kingdoms that lasted for almost two centuries.

Meanwhile, Antimachos (I), who was probably a brother or half-brother of Demetrios I, unless he was a descendant of Diodotos, was king. In 170, he was overthrown by one Eukratides, leading to an enduring split between the Greek kingdoms of Bactria and India, despite several attempts at reunification by force over the years.

Play Tips: This is one of several events representing the centrifugal tendencies of the Seleucid satrapies of Upper Asia.



Title: Manlius Vulso Campaigns against the Galatians

ID#: Ev 41

Type: Immediate Event

Added to the Deck on Turn: 7

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: The three Galatian tribes of the Tectosages, Trocmii and Tolistobogii had

been a constant threat to the various peoples and cities of Anatolia since their installation around 270 in northern Phrygia around the ancient city of Ankyra (modern Ankara). The Attalid kings of Pergamon in particular had largely built their reputation by fighting the Galatians. The Galatian Gauls were recognized as fearful warriors and had been a major source of mercenaries in the Hellenistic world in the 3rd century.

At the time of the war between Rome and Antiochos III, the Galatians were loosely allied to the Seleucids and provided him with some 4,000 troops at the battle of Magnesia in 190, possibly as mercenaries. Following the subsequent Peace of Apamea in 188, much of Seleucid territory in Asia Minor went to the kingdom of Pergamon, staunch Roman allies.

In 189, the new Roman consul Gn. Manlius Vulso arrived in Asia, taking over the army of his predecessor L. Cornelius Scipio Asiaticus. Not content with overseeing the peace negotiations, he was eager to win some glory for

himself. With Antiochos subdued, he soon set his sights on the Galatians, seeing both an opportunity to assuage the long standing Roman mix of fear and hatred of Gauls, and earn some popularity points with the local populations, while enriching himself with the treasures accumulated by the Galatians from decades of plundering. After some hesitation, Attalos, brother of king Eumenes II (who was in Rome), joined Manlius's army with a Pergamene contingent.

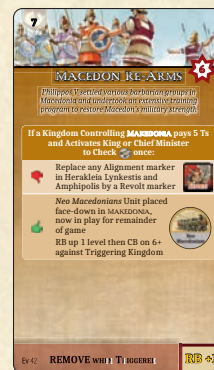
After harassing the Roman march inland with their strong cavalry, the three Galatian tribes chose to make a stand on twin summits in the Olympos (modern Uludağ) range in northern Galatia. The legions stormed the Tolistobogii's entrenchments, massacring some 10,000 men and capturing 40,000 according to Livy. Shortly thereafter, the Tectosages tried to negotiate for peace but talks broke down (Livy says they tried to assassinate Manlius under cover of the peace talks), and another great battle near Ankyra resulted in another crushing Galatian defeat, though not before the women and children had found refuge across the Halys river with the Trocmii.

Only then did Manlius accede to the remaining Galatians suing for peace, leaving their ulterior fate in the hands of Eumenes II. Upon his return in Rome, Manlius, greatly enriched by his plunder, faced strong criticism for his unauthorized war against the Galatians, but eventually was awarded a triumph by the Senate.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

This event is not playable until and unless there is at least one Roman Alignment marker in Asia Minor. If it is drawn without being applicable, replace it in the next turn's event deck.

Once the event is executed, the Galatians Mercenary Unit if removed from play for the remainder of the game.



Title: Macedon Re-Arms

ID#: Ev 42

Type: Pending Event

Added to the Deck on Turn: 7

Casus Belli: Conditional to the event being successfully Triggered, with a base threshold of 6

RB impact: RB+1 conditional to the event being successfully Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: By the time of the Second Macedonian War, Greece and Macedon in particular had still not fully recovered from the drain of men consecutive to Alexander's conquests and their consequences both in terms of battle losses and people settling in the new kingdoms founded by the Successors. After his defeat at Cynoscephales, where, according to Polybios and Livy, the Romans killed 8,000 Macedonians, fully half of his phalanx, Philippos V determined that he would need to rebuild Macedon's military strength if there ever were to be hope of revenge. The revenues of the kingdom were also in jeopardy with the loss of its historical possessions in Thessaly and allies in Greece.

In the following years, as he worked hard to secure his northern borders from the threats of various Thracian and Dardanian tribes, he resorted to transfer, either by force or gifts of land, a number of these tribal groups to Macedonia itself. These new inhabitants rejuvenated the economy and provided fresh contingents of men whom his officers set to drill to the Macedonian way of fighting.

Polybios blames this policy as a root cause of the Third Macedonian War which eventually destroyed the Macedonian kingdom, as his son Perseus pursued his father's policies and eventually used this rebuilt army against Rome. However, in the light of the sequence which led to this war, it is clear that Rome was never going to allow a strong independent Macedon to exist, and that Philippos had been right to prepare how best he could.

Play Tips: Note that this event need not be Triggered by Macedon,

though obviously it usually is. No matter who Triggers it, the *Neo Macedonians* unit is a Military Colonists unit with its Home Satrapy in **MAKEDONIA**, and so can be Mustered by any Kingdom Controlling **MAKEDONIA**.

Note that only the King or the Chief Minister may Activate to Trigger this event, and that Macedon may not Trigger this event if **DEMETRIOS** is King.



Title: Armenia Asserts Itself

ID#: Ev 43

Type: Immediate Event

Added to the Deck on Turn: 7

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: Historically, the various regions of Armenia (Greater Armenia, Lesser Armenia, Sophene and Commagene) had been,

under the Orontid dynasty, client kingdoms of the Persian Achaemenid empire, then of the Seleucid kingdom, though with varying degrees of autonomy. The Orontids claimed descent from the Achaemenid King of Kings Darios I.

In 212, Antiochos III campaigned in Armenia, besieging Artaxata, the capital of the young dynast Xerxes who, like his father before him, had failed to send his tribute for some time. Xerxes, who was ruling Sophene and Commagene, submitted and resumed the payment of tribute, and was wed to Antiochos's sister Antiochis. Antiochos then proceeded to subdue Hydarnes, another Orontid dynast who was ruling Greater Armenia, and divided his territories between his generals Artaxias and Zariadres, who both claimed Orontid descent.

This lenient behavior gained Antiochos the good will of the Armenians as long as he lived, but the arrangement fell apart nearly as soon as he died in 187: Artaxias claimed kingship of Greater Armenia, founding the Artaxiad dynasty, while the Orontids retained the rule of Lesser Armenia and Commagene. Over the following decades, the Artaxiad dynasty would unite Armenian lands, with their power culminating with the reign of Tigranes the Great (95-55), who briefly ruled what was remaining of the Seleucid kingdom in Syria before falling foul of Rome and its great generals Pompeius Magnus and Lucullus.

Play Tips: This is one of several events representing the centrifugal tendencies of the Seleucid satrapies of Upper Asia.



Title: Sanctuary Looted

ID#: Ev 44

Type: Pending Event

Added to the Deck on Turn: 8

Casus Belli: None

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Ever since Alexander and his Successors, Macedonian kings had regularly

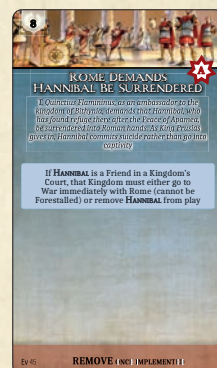
resorted to confiscating the immense treasuries of the great sanctuaries of Asia in order to refill their war chests. Though one must be wary of historiographical errors, both Antiochos III and Antiochos IV are said to have resorted to this expedient, the first in Elymais in 187, possibly to raise funds to pay the indemnities imposed by Rome at the Peace of Apamea, the second in Ekbatana in 165 and possibly later in Persia to fund his eastern expeditions against the Parthians.

Such actions, besides the immediate cash generation, were not without risk as local populations did not take kindly to such confiscations: Antiochos III is believed to have been killed while plundering the aforementioned temple

in Elymais, and some traditions tie the death of his son Antiochos IV to the plundering of that Persian temple.

Play Tips: This Pending event is Triggered by a Campaigning King declaring that he is looting a local sanctuary. A non-Greek Place within the Target Satrapy must be designated as the looted Place. The looted Place must not be Aligned with another Power at the time of the declaration, though it is allowed to wait until the resolution of Siege and/or Subjugation actions to make the declaration. It can be Unaligned or in Revolt (or Aligned with the Triggering Kingdom). Note that it is allowed for the King to declare the Campaign against a Satrapy he fully Controls, in which case the only effect of the Campaign will be to Trigger the event (Logistics costs must be paid in any case). The designated Place to be looted need not be targeted by a Siege or Subjugation attempt.

If the Intrigue (2) Check is failed, a roll of 4 or 5 on the subsequent d6 roll has no effect, while a roll of 6 removes the King from play (do not forget to shuffle the appropriate Succession Crisis into the Event deck).



Title: Rome Demands Hannibal Be Surrendered

ID#: Ev 45

Type: Immediate Event

Added to the Deck on Turn: 8

Casus Belli: Automatic if the Kingdom whose Court Hannibal is a member elects to keep Hannibal in play

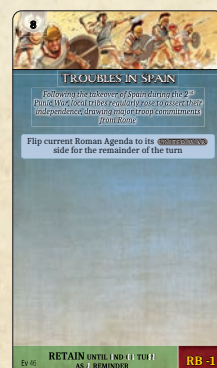
RB impact: None

Removed: Once implemented

Historical Background: After his defeat at Magnesia in 190, Antiochos III agreed to hand over Hannibal and several Greek enemies of Rome to the Romans. Hannibal had anticipated this Roman demand and sought refuge first in Crete, then possibly in Armenia, before taking service in 183 with king Prusias I of Bithynia, who was then at war with Eumenes II of Pergamon. Hannibal led the Bithynian forces to several victories at sea and on land against the Pergamenes, leading eventually to Rome taking notice and sending T. Quinctius Flaminius to Bithynia to demand that Prusias give up Hannibal to him. Prusias submitted to the demand, but Hannibal, determined not to fall in Roman hands, took poison rather than be captured.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

If Hannibal is not in play when the event is revealed, it is void.



Title: Troubles in Spain

ID#: Ev 46

Type: Immediate Event

Added to the Deck on Turn: 8

Casus Belli: None

RB impact: RB -1 automatically when the event is revealed

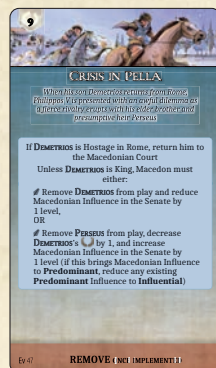
Removed: During the Winter Quarters Phase of the turn it was revealed

Historical Background: As part of the Second Punic War, Rome conquered the Carthaginian territories in Hispania, from which P. Cornelius Scipio (future Africanus) expelled the last Carthaginian army in 206. In 198, Rome created two provinces in Spain: Hispania Citerior with its capital in Tarraco (modern Tarragona) and Hispania Ulterior with its capital in Cordoba (modern Cordoba). Soon, two independent revolts by local tribes flared in reaction to the organization of the new provinces. Many other tribes and cities joined the revolts, plunging Rome into a major conflict in Spain that lasted, with varying intensity, until 179 (end of the First Celtiberian War). Even though Hispania enjoyed a period of relative peace until the outbreak of the Second Celtiberian War in 155, the Spanish provinces remained unsettled

with various revolts flaring up occasionally, requiring Rome to periodically send significant reinforcements to the peninsula.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

When the event is revealed, flip (if necessary) and maintain the current Roman Agenda on its **LIMITED WAR** side until the end of the turn. If the Agenda was on its **FULL WAR** side, flip it back to **FULL WAR** as the last action of Winter Quarters. It is suggested to keep this event card face-up next to the game board as a reminder to flip the Agenda back at the end of the turn.



Title: Crisis in Pella

ID#: Ev 47

Type: Immediate Event

Added to the Deck on Turn: 9

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: Philippos V had two sons, born of different mothers. The eldest, Perseus, was his designated heir and had been associated to the throne by his father, in the Hellenistic tradition. The youngest, Demetrios, had gone to Rome as a hostage as part of the peace conditions at the end of Second Macedonian War in 196, where he remained until 190 when he was allowed to return to Macedon as a reward for the cooperation of his father against Antiochos III. During that time, the young prince had built a network of relationships with several leading families in Rome, and after his return, he retained good relationships with the Romans, in particular T. Quinctius Flaminius, who had defeated his father at Cynoscephales and remained the principal Roman patron of post-Macedonian Greece. In several circumstances, Rome marked its favor for Demetrios, who acted several times to represent Macedonian interests in various disputes.

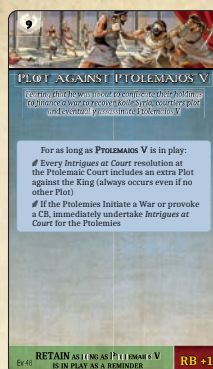
Unsurprisingly, this led to a mounting rivalry between the two half-brothers, who found themselves the de facto leaders of antagonistic factions at court, with the supporters of revenge against Rome backing Perseus, and those in favor of cooperation backing Demetrios. In 180, a letter supposedly written by Flaminius outlining a plan for a Roman-backed coup to place Demetrios on the throne came into Philippos's hands, leading him to order the arrest of his youngest son. Demetrios was then secretly executed, paving the way for Perseus to succeed Philippos without opposition.

Polybios, who follows a pro-Roman point of view, proceeds to narrate that Philippos later learned that the letter had been a forgery, part of a plot by Perseus to bring the loss of his brother, leading him to a deep depression and even trying to support a cousin, Antigonos, as his successor. Whatever the truth may be, on Philippos's death in 179, Perseus secured the throne without much trouble, though his reign would be placed under the near constant enmity of Rome, culminating in the disastrous Third Macedonian War.

Play Tips: If **DEMETRIOS** is King when the event is revealed, it is void. If **DEMETRIOS** becomes King when returning to the Court (i.e. if **PHILIPPOS V** and **PERSEUS** have been removed from play), there is no further effect of the event.

If **DEMETRIOS** is no longer in play when the event is revealed, the Macedon player may still select either option; selecting the first option just reduces its Influence in the Senate by one level.

If **PERSEUS** is no longer in play when the event is revealed and **DEMETRIOS** is not or does not become King, the Macedon player may also still select either option; selecting the second option reduces **DEMETRIOS**'s Renown (☾) by 1 and increases Macedon's Influence in the Senate.



Title: Plot against Ptolemaios V

ID#: Ev 48

Type: Immediate Event

Added to the Deck on Turn: 9

Casus Belli: None

RB impact: RB+1 automatically when the event is revealed

Removed: When Ptolemaios V is removed from play

Historical Background: Ptolemaios V's position on the Lagid throne had been weak from the start as his reign started – though he was still a child – with the loss of Koile Syria, this eternal bone of contention between the Seleucids and Ptolemies, and his marriage to Kleopatra “the Syrian”, a daughter of his victor, Antiochos III, in 194. His kingdom had been facing a major native Egyptian revolt in Upper Egypt since 206, and it was only in 185 that the last rebel pharaoh, Ankhwennefer, was crushed. As Antiochos III had died in 187, Ptolemaios was free of his peace oath, and he started to consider renewing war to recover Koile Syria. He was however a cautious man and knew that his kingdom needed time to recover from the revolts (that had also touched the Delta), so was in no hurry to act.

However, his caution was seen as weakness by many at court, as the legitimacy of Hellenistic kings was strongly tied to success in war, while other courtiers were worried about the cost of such a war: when asked where he would find the resources for war, Ptolemaios once pointed to the wealthy men around him, describing them as his «moneybags»... In 180, a conspiracy by a group of such courtiers resulted in his murder, supposedly by poison, leaving place for some doubt that he had been, in fact, assassinated. He was only 29 years old. His widow, Kleopatra Syra, assumed the regency for their elder son Ptolemaios VI, who was 6 years old at the time. As the sister of the Seleucid king Seleukos IV, and a female regent, whose position must have been weak, she promptly terminated any idea of war with the Seleucids.

Play Tips: In the unlikely event that **PTOLEMAIOS IV** is still King when this event is revealed (and **PTOLEMAIOS V** in play though not yet King), **PTOLEMAIOS IV** would be the target of the extra Plot. On the other hand, if **PTOLEMAIOS V** has already been removed from play when the event is revealed, the event is null.

Note that this extra Plot comes in addition to any Plot resulting from the normal *Intrigues at Court* (4.6) resolution, meaning that there could possibly be up to 4 Plots, two of them against the King. The extra Plot can be executed first or last, as desired by the Ptolemies player.

Note that a void CB (due to current RB) or a Forestalled CB does not invoke *Intrigues at Court* (4.6).



Title: Aitolian Civil War

ID#: Ev 49

Type: Immediate Event

Added to the Deck on Turn: 9

Casus Belli: None

RB impact: RB+1 automatically when the event is revealed

Removed: Never

Historical Background: The Aitolian League, unhappy with the Roman arrangements in Greece following the defeat of their long-standing enemy Macedon in 197, had maneuvered to create an anti-Roman coalition, eventually drawing in the Seleucid king Antiochos III when they initiated hostilities against Roman allies in 192. They however failed to deliver on their promises of support to Antiochos, and the king was defeated at the Thermopyles in 191, and decisively at Magnesia in Lydia in 190, leading to him making peace with Rome. The war however continued in Greece, with consul M. Fulvius Nobilior scouring Aitolian lands in 189. Rhodian intercession allowed to

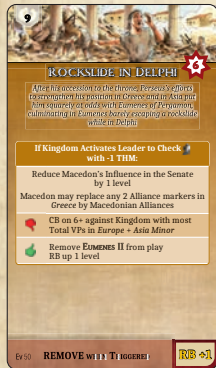
moderate the terms demanded by Rome, and the League made peace in 189. Its power was broken however, as it was reduced to a client state allowed no independent policy and burdened by a heavy war indemnity which effectively bankrupted its elites.

More ominously, Delphi, the most important Greek sacred centre, and seat of the Amphictyonic Council (whose control had been a major lever of expansion for the League since 279), was declared free, and Aitolian landlords evicted. With the loss of its political power, coupled with the severe curtailing of their customary predation on their neighbors, the League fell in a profound debt crisis and was riven by divisions between individual cities and tribal groups, as well as pro- and anti-Roman factions, effectively putting an end to its influence in Greece.

Play Tips: Once the event is in effect, the Aitolia Place will remain Unaligned no matter what until the end of the game. Place the appropriate marker on this Place as a reminder. **AITOLIA-EPEIROS** is still considered to have three Places, which means that only Simple Control (through the Alignment of both Phoinike and Akarnania) of this Satrapy may now ever be achieved.



The two impacted Units are removed immediately, regardless of their present status and location. If they were the only Unit(s) on a Leader's card, the Leader block remains in its current Satrapy.



Title: Rockslide in Delphi

ID#: Ev 50

Type: Pending Event

Added to the Deck on Turn: 9

Casus Belli: Conditional to the event being Triggered but the Intrigue (🕵️) Check failed, with a base threshold of 6

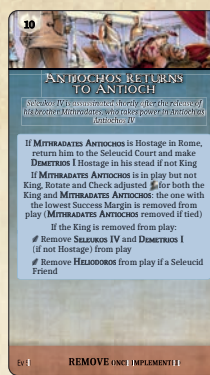
RB impact: RB+1 conditional to the event being Triggered and the Intrigue (🕵️) Check a Success

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: In 172, as he was on his way back from a personal embassy to Rome to try to convince the Senate to declare war on Macedon, King Eumenes II of Pergamon was seriously injured in a rockfall while he was visiting the Delphi oracle. He lost no time accusing King Perseus of Macedon of having tried to assassinate him, calling on the highest ranking Roman delegate in Greece, G. Valerius, to investigate, even producing a local woman supposedly involved in a plot with Macedonian assassins. While this tendentious interpretation appears to have been ultimately leveraged by the war party in the Senate to go to war with Perseus the following year, and was duly reported by Polybios, it is actually doubtful that Perseus was behind the supposed attempt on Eumenes's life, assuming it was not purely accidental. Eumenes at the time was widely disliked among the Greeks, the Rhodians and many cities actually accusing him of being "worse than Antiochos", and resenting his very close alignment with Rome.

Play Tips: Note that the loss of Macedonian Influence in the Senate and gain of Alliances in Greece occurs as soon as a Kingdom (which may or may not be Macedon) Triggers the event, irrespective of the success or failure of the Intrigue (🕵️) Check.

Note also that Macedon may not Trigger this event if **DEMETRIOS** is King.



Title: Antiochos Returns to Antioch

ID#: Ev 51

Type: Immediate Event

Added to the Deck on Turn: 10

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: In 176, Rome asked King Seleukos IV, who had ascended the Seleucid throne in 187, to send his eldest son Demetrios (then about 9 years old) to Rome as hostage to replace Seleukos's brother Antiochos, who had been hostage since the Peace of Apamea in 188. Antiochos, then aged 40, went to Athens rather than going back to Antioch.

The following year, Seleukos IV was assassinated, possibly on the orders of his minister Heliodoros, who claimed the position of regent for Seleukos's young son, also named Antiochos. Upon hearing of this, the elder Antiochos, with the help of King Eumenes II, traveled promptly to Antioch and eliminated Heliodoros. He assumed the regency, married Seleukos's widow, Laodike, their own sister, and adopted the young Antiochos as his son. At some point, he claimed the diadem for himself as Antiochos IV, though it is not clear when. He would later have a son of his own, another Antiochos, from Laodike, and his nephew/adopted son will be murdered in 170, probably on his uncle's orders.

Surprisingly, Rome did not oppose this takeover, nor send back the young Demetrios (who was certainly too young to reign anyway). In 174, a Roman delegation was sent to Antioch, and Antiochos IV made no difficulty in paying the arrears of tribute owed by his brother Seleukos IV. The hand of Eumenes II, who remained a stalwart supporter of Antiochos IV throughout his reign, may possibly be glimpsed here. And this raises the question of who arranged the murder of Seleukos IV, since that king had been opposing Eumenes's position in Asia Minor, even moving to support King Pharnakes I of Pontos (his uncle, being the brother of Seleukos's mother Laodike) against Eumenes in 181. It is tempting to see Eumenes's hand in the removal of an adversary, and its replacement by someone obliged to him, on the Seleucid throne.

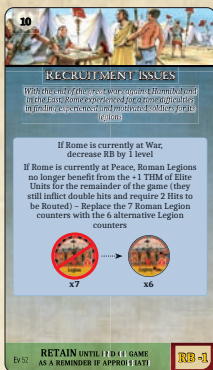
Play Tips: If **MITHRADATES/ANTIOCHOS IV** is King or has been removed from play when the event is revealed, the event is null. If he becomes King by returning to the Court, the event has no further effect.

If **DEMETRIOS I** is King when the event is revealed, **MITHRADATES/ANTIOCHOS IV** is still returned to the Seleucid Court if he was still Hostage in Rome, and is not replaced, then the Intrigue duel occurs between **DEMETRIOS I** and **MITHRADATES/ANTIOCHOS IV**.

If **DEMETRIOS I** is Hostage in Rome (including through the first paragraph of this event), he remains in play (though Hostage) if the King, presumably **SELEUKOS IV**, is removed from play as a result of the intrigue duel with **MITHRADATES/ANTIOCHOS IV**.

If **MITHRADATES/ANTIOCHOS IV** was not Hostage, **DEMETRIOS I** does not become Hostage through this event.

Note that it is not needed that one of the protagonists be Successful in their Intrigue (🕵️) Checks: just consider the respective Success Margins, even if both Failed, and apply the appropriate result.



Title: Recruitment Issues

ID#: Ev 52

Type: Immediate Event

Added to the Deck on Turn: 10

Casus Belli: None

RB impact: RB -1 conditional to Rome being currently At War when the event is revealed

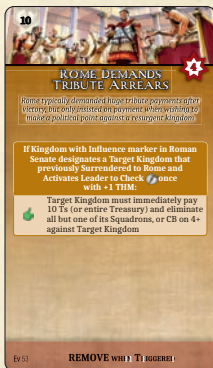
Removed: Once implemented if Rome was At War when the event was revealed; never if Rome was At Peace when the event was revealed

Historical Background: When Rome declared war on Perseus in 171, its legions had not fought a major engagement since Magnesia in 190, and the campaign against the Galatians the following year, i.e. in twenty years. The Senate tried to encourage some veterans, some of them now more than 50 years old, to reenlist, but still the new consul for the Macedonian war, P. Licinius Crassus found himself with a very inexperienced army, which he had to reinforce with local Greek allies. Since he himself was as clueless as his soldiers, the first year of the war, despite Perseus's cautiousness and attempts to avoid all-out war turned to the advantage of his army. The same pattern was largely reproduced in 170 and 169, despite ramping up recruitment efforts. It was only with the arrival in 168 of Consul L. Aemilius Paullus, a veteran of the wars in Spain and Liguria, that the Roman army came back to a proficiency level approaching that of its forebears, and triumphed over Perseus at the battle of Pydna.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Note that it is possible that this event forces Rome to make Peace if it was already At War and at Very Low Belligerence.

If it was At Peace, for the remainder of the game the Legions remain Elite inasmuch as needing 2 Hits to Rout, and Roman Legions in inflicting double Hits, but they no longer enjoy the +1 THM of Elite units.



Title: Rome Demands Tribute Arrears

ID#: Ev 53

Type: Pending Event

Added to the Deck on Turn: 10

Casus Belli: Conditional to the event being successfully Triggered and the targeted Kingdom not complying, with a base threshold of 4

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Rome systematically imposed heavy, sometimes crushing, war indemnities on defeated enemies, along with the destruction of rare and expensive war assets such as war elephants and warships. Enforcement and collection of these indemnities tended to be rather random though, with the Republic often using the demand of tribute arrears as a political tool to weaken or destabilize rivals at critical moments, such as when they demanded payment of arrears and the hobbling of war elephants from Antiochos V as he was faced with internal unrest in the cities of Seleucid Syria.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Since only a Kingdom which has previously Surrendered to Rome may be targeted by this event, this event cannot be Triggered as long as no such Surrender has taken place.

If the Diplomacy (D) Check is Failed, the event is discarded with no effect.

The Target Kingdom can choose not to comply with Rome's demands and roll for the CB. If its Treasury is at less than 10 Ts, giving up the whole

Treasury (as well as any excess Squadron) is compliance. If the Target Kingdom does not have more than one Squadron and its Treasury is empty, it is considered to be in compliance.

Note that if the Target Kingdom cannot trigger a CB, for instance due to a Surrender earlier in the Turn, or its King being **DEMETRIOS**, it must comply.



Title: Roman Unpopularity in Greece

ID#: Ev 54

Type: Pending Event

Added to the Deck on Turn: 10

Casus Belli: None

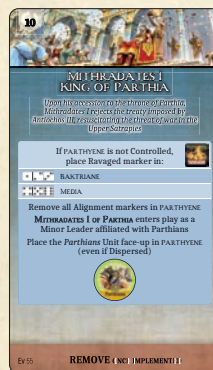
RB impact: RB+1 automatically if the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Though Rome did not exert direct control over any part of Greece until the mid-second century BCE, it made it increasingly clear from the end of the Second Macedonian War and Syrian War that it would not brook the slightest opposition to its will, while strongly associating itself with the conservative order incarnated by the oligarchies ruling the Achaian League and by King Eumenes II of Pergamon. In the Greek cities, as always much attached to ideals of autonomy and riven by social and political tensions, this quickly turned into widespread resentment. While this did not necessarily turn into outright armed action, as Antiochos III found to his dismay in 192-191, it offered fertile ground for outside influence, as Perseus quite successfully achieved between his assumption of the throne in 179 and his fall in 168.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

To Trigger this event, a player must Activate a Diplomacy (D)-capable Leader and declare that it Triggers the event; they may then, as their Activation, undertake two (instead of the regular one) Envoy Actions in two distinct Satrapies in Greece, but only targeting Roman Aligned Places (Alliances and/or Garrisons) and/or Unaligned Places (not in Revolt). If only one such Satrapy qualifies, the event grants only one Envoy Action (in that Satrapy). Since these are Envoy Actions, no CB may result from this event.



Title: Mithradates I King of Parthia

ID#: Ev 55

Type: Immediate Event

Added to the Deck on Turn: 10

Casus Belli: None

RB impact: None

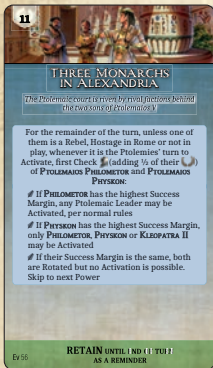
Removed: Once implemented

Historical Background: The death of Antiochos III in 187 had reignited the perennial centrifugal tendencies of the outlying provinces of the Seleucid kingdom. King Phraates I had begun to reassert Parthian authority along the southern shore of the Caspian Sea, but he died young and was succeeded in 171 by his brother Mithradates I, who would bring the power of the Parthians to unprecedented heights. He began by pushing his border with the Greek-Bactrian kingdom East, seizing the satrapies of Aria and Margiana. He then extended his rule to the old city of Hekatompylos across the Elburz range, cutting effectively the Seleucid kingdom from Bactria and India. His first forays in Media along the old Royal Road appear to have been checked by the eastern campaign of King Antiochos IV in 164, and again before 148 by the Seleucid governor of Media, Kleomenes. However, in 147, as King Alexandros Balas had to face the landing of his rival claimant Demetrios II, and probably recalled troops from the East to do so, Mithradates conquered all of Media up to the Besistun Pass leading to Mesopotamia and Babylonia. Five years later, Demetrios II, who had

prevailed over Alexandros Balas, tried to recover Media but was defeated, and in 141, Mithradates captured Seleukeia-on-the-Tigris and Babylon, turning Parthia into a major player on the international scene for the best part of the next four centuries.

Play Tips: Determine if **BAKTRIANE** or **MEDIA** is Ravaged before removing Alignment markers in **PARTHYENE**. Then, if there are any Alignment markers in **PARTHYENE**, remove them. The **MITHRADATES I** leader enters play but can never join a Kingdom's Court since no Kingdom may place an Alliance on Syrinx. He can only command the *Parthians* Minor Unit. The *Parthians* Minor Unit is placed face-up in **PARTHYENE** even if it was in the Dispersed Box.

Note that, with **MITHRADATES I** in play, the resolution of the first outcome (die roll of 1-2) of Recurrent Event **Ev 5** 'Enemies at the Gates' is modified as per **MITHRADATES I**'s *Siegecraft* Special Ability.

**Title:** Three Monarchs in Alexandria

ID#: Ev 56

Type: Immediate Event

Added to the Deck on Turn: 11

Casus Belli: None

RB impact: None

Removed: Never

Historical Background: The rivalry between the three children of Ptolemaios V and Kleopatra II defined the politics of the Lagid kingdom from its beginning much to the final weakening of the once-proud empire of their ancestor Ptolemaios I Soter. The eldest son, Ptolemaios VI, was crowned king in 180 on the death of their father, but he was only 6 at the time. His first years of rule were shadowed by the influence of his mother Kleopatra I then, after her death in 177, by his uncle Ptolemaios IV and his eunuch, Linaios, a eunuch and a former slave. In 170, Ptolemaios V and his brothers, Ptolemaios VI and Ptolemaios VII, came to power, and the two regents proclaimed the three children co-regents. Ptolemaios VI and Ptolemaios VII, however, and announced their intention to go to war with Antiochos IV (Kleopatra I's brother) who had recently died. Ptolemaios VI's rule was seen as fragile. Ptolemaios VI's gamble backfired spectacularly as Antiochos IV's army routed it in the Sinai before it could reach the fortress of Pelousion and invading the Delta. The Ptolemaic army was toppled by two renowned generals, Kommanos and Antiochos. Ptolemaios VI failed to negotiate the withdrawal of Antiochos IV from Egypt. Antiochos threatened, Ptolemaios VI, now 17, made his peace with Antiochos, recognizing his authority as subordinate king.

At the news, the Alexandrian populace rose in anger, and the city council repudiated Philometor's treaty and proclaimed his younger brother, Ptolemaios (VIII) Physkon (then 12), king, along with their sister, Kleopatra. Antiochos laid siege to the city but, with the news of troubles in Judaea, did not press his assaults and withdrew to Palestine, leaving Philometor in charge at Memphis. Philometor quickly found an agreement with his siblings and returned to Alexandria, where he took Kleopatra as sister-wife, and recognized his younger brother's association to the throne. The next year, Antiochos came storming back, this time claiming the throne by getting himself crowned in Memphis, the traditional royal city of the Pharaohs, and putting Alexandria under siege again. Only Roman intervention through the envoy C. Popilius Laenas saved the Ptolemaic dynasty, forcing Antiochos to evacuate Egypt.

Ptolemaios VI's authority had been severely diminished however, and a major indigenous revolt in the Delta following the Seleucid withdrawal further weakened him. In 164, Physkon achieved a coup against his brother, who had to flee into exile in Rome. This success was short-lived however as Roman troops installed Philometor back on the throne the following year, forcing Physkon in turn to flee to Kyrenaike, which he detached from Egypt and ruled as king. Ptolemaios VI's death from battle wounds sustained in Syria in 145 did not put an end to the bloody rivalry between the siblings, now reduced to Kleopatra II and Ptolemaios VIII.

Play Tips: This event remains in effect until the end of the turn, i.e.



Title: Zealot Troubles in Jerusalem

ID#: Ev 57

Type: Immediate Event

Added to the Deck on Turn: 11

Casus Belli: None

RB impact: None

Removed: Once implemented

Historical Background: The Macedonian conquest and subsequent rule had brought in contact Greek and local cultures and, in many ancient cities

of the Near East and Middle East, this resulted in a process of cultural acculturation which went hand in hand with political integration, with cities adopting Greek institutions and elites Greek culture and language, often reinforced by the installation of Greek and Macedonian migrants or military colonists.

In Hierosolyma (modern Jerusalem), this led to growing tension between the traditionalists following the high priest Onias III, a “zealot of the laws” (in other words, a religious conservative) and a growing number of Jews who aspired to adopt Greek culture. In 174, the latter petitioned successfully Antiochos IV to form a community of the “Antiochenes of Hierosolyma” around a gymnasium, this quintessential Greek educational institution. Onias objected vehemently, leading Antiochos to depose him and replace him with another high priest, who went by the Greek name of Jason. Jason tried to hold a balance between the traditionalists and the hellenizers, but this last group found him too moderate and obtained his replacement by one of their own named Menelaos. It should be noted that the support of Greek institutions in local cities was fairly common practice throughout the Seleucid kingdom to ensure the smooth functioning of relationships between communities, and that the appointment of high priests throughout the kingdom had been a royal prerogative since before Alexander’s conquest.

However, with three men claiming the office, the volatile situation in Judaea only worsened, especially after the assassination of Onias. Jason, with the support of Hyrkanos, a former Ptolemaic tax collector with a strong power base across the Jordan river, and who was strongly suspected of having retained his connection with the Lagid court, returned to Hierosolyma and overthrew Menelaos. Antiochos IV, then engaged in his campaign in Egypt, could not tolerate a possible Ptolemaic agent taking power in open defiance of his edicts close to his line of communication to Syria. He henceforth sent his army to Judaea, seized Hierosolyma, defeated Jason's partisans and looted the temple's treasury, in one stroke securing his rear and funding his Egyptian war. Menelaos was reinstated and, with his fellow hellenizers, set to complete the normalization of Hierosolyma as a modern Hellenistic city. He thus petitioned the king to be allowed to convert the cult in the temple to that of Zeus Olympios (with whom Yahweh had most probably already been identified). With more important matters than a small provincial city, Antiochos IV, probably not measuring the sensitivity of the matter to the Jews, agreed. He then left the handling of the matter to his governor of Koile Syria and returned to Syria and the affairs of his kingdom. Little did he know that this minor unrest would fester and in time escalate into a major ulcer that would eventually result in Judaea recovering its independence under the Maccabees in 142, taking advantage of the unceasing dynastic struggles between his descendants and those of his assassinated brother Seleukos IV.

Play Tips: This event represents, beyond the historical flashpoint that was Judaea, a general discontent at the time in Southern Syria-Palestine and in Egypt, hence the spread of possible revolt locations.

The event is also similar to the Recurrent Event **Ev 6 'Revolt'** in allowing pre-existing Revolts to spread, though without the opportunity given to Rebels to do likewise.



Title: Palace Power Play

ID#: Ev 58

Type: Pending Event

Added to the Deck on Turn: 11

Casus Belli: None

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Hellenistic courts tended to be cutthroat affairs, with intrigues swirling

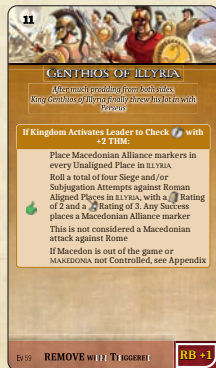
to jockey for position and gain greater influence on the king or secure profitable positions. Everyone's position depended primarily upon the king's favor, but on occasions some individuals managed to build such strong positions and following, either through their achievements or their birth, that even the king, in particular if young or weak, had to tread carefully around them. In several cases, they resorted to leading their own conspiracy to make a power play and dispose of the overbearing minister or family member.

The Alexandrian Court was infamous for its lethality and instability, with several regencies during the period, but even the Macedonian and Seleucid courts were far from exempt: think of Apelles, Perseus and Demetrios, Antiochos III and Hermeias, Seleukos IV and Antiochos IV... Things will actually go from bad to worse in Syria and Egypt as their real power waned and ambitions turned inward.

Play Tips: This event represents a King trying to get rid of a problematic Friend at their own Court, which is why the King always Activates when Triggering it, even if the Intrigue (🔪) rating of another Friend is actually used for the Check (in which case this Friend must be Rotated too). If the player wishes to use the King's own Intrigue (🔪) rating, there is no need to Rotate another Friend. This is not an Intrigue duel, but the Intrigue (🔪) rating of the targeted Friend is taken into account by applying a -1 THM is their Intrigue (🔪) is equal or superior to 4.

Note that it is possible to successfully get rid of the target and still prompt a Loyalty (👉👉) Check of all Court members (including if applicable the Friend who Checked Intrigue (🔪) instead of the King) if the Check is just Successful with a Success margin of 0.

If the Check is failed with a Success Margin of -4 or worse, the King is removed from play only if he used his own Intrigue (🔪) for the Check, i.e. not if another Friend did the Check.



Title: Genthios of Illyria

ID#: Ev 59

Type: Pending Event

Added to the Deck on Turn: 11

Casus Belli: None

RB impact: RB+1 automatically if the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Genthios was the son and successor of the Illyrian King Pleuratos III, who had himself succeeded Skerdilaidas on the throne in 205. Until his death in 181, Pleuratos had maintained a strict policy of alignment with Rome, being rewarded

after the Second Macedonian War with some border districts in Upper Macedonia. His son however yearned for a return to full independence and supported a resumption of piracy, prompting a visit by a Roman delegation to bring him back in line. When a new war with Macedon started looming on the horizon, Rome again sent envoys to Illyria, as they did with other neighbors of Perseus, to confirm their support. In Genthios's case, he was asked to provide ships, which he did.

Still, rumors of contacts between Genthios and Perseus persisted, and the Romans remained wary of his loyalty, especially after the Molossians of Epeiros rebelled against Rome and Perseus crushed the Dardaniens. And indeed in 169, Perseus offered Genthios a significant sum of money to join his alliance, but Genthios still hesitated and it was only after another year of Perseus successfully fending off the legions and taking control of key positions toward the Roman protectorate that Genthios finally threw his lot in with Perseus. Their alliance was magnificently celebrated in a joint ceremony at Dion.

His defection created a real problem for Rome as his 200 lembos (light warships) posed a serious threat to Roman supply lines in the Adriatic, and he was poised to attack the Roman protectorate himself with 15,000 men that he was concentrating at Lissos. As soon as the campaigning season opened, he marched south and his fleet sallied. However Genthios's own brother betrayed him and the Romans, under praetor L. Anicius Gallus, had considerably reinforced their forces in Illyria and crushed Genthios in two battles in the span of a month. Genthios and other members of the Labeatan royal family were arrested and sent to Rome, while Anicius proceeded to mop up the last bastions of resistance, among which once more the island city of Pharos, which was razed to the ground. Anicius was awarded a triumph, where Genthios was paraded before finishing his life a prisoner in Italy, the Illyrian kingdom never to be reinstated again.

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

If Macedon has Surrendered twice to Rome (and is thus out of play), place Alliances of the Kingdom Controlling **MAKEDONIA** (if any) instead of Macedonian Alliances. If **MAKEDONIA** is not Controlled, Unalign instead the Places captured by the Illyrians.

The event is Triggered by Activating a Leader who needs not be affiliated with Macedon, though it will only benefit Macedon directly. If the Diplomacy (🔪) Check is Failed, the event is discarded with no effect except the RB increase.

The event may result in placing Macedonian Alliances on Subject Cities.

Note that this event is not an Act of War against Rome, nor can it provide a CB to Rome.



Title: Alliance with the Bastarnai

ID#: Ev 60

Type: Pending Event

Added to the Deck on Turn: 11

Casus Belli: None

RB impact: None

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: Prevented from intervening in Greece anymore after his disastrous

defeat in the Second Macedonian War, Philippos V turned his energy to secure his northern borders, first and foremost to deal for good with the Dardanian threat which had plagued Macedon for two centuries. With this goal in mind, he established contacts with the Bastarnai, a large confederation of tribes of probably mixed Celtic, Germanic and Scythian heritage, living north of the Danube. A marriage between his son and heir Perseus and a Bastarnai princess appears to have been considered for a time, and in 179 Philippos was preparing a campaign to crush the Dardaniens in coordination with the Bastarnai attacking from the north when he died at Amphipolis. Newly crowned, Perseus had to face a Thracian incursion and cancelled the campaign, leaving the Bastarnai to be repulsed by the Dardaniens.

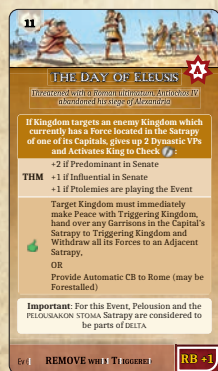
As Perseus and Rome found themselves on a collision course, the Dardanians, who had entered an alliance with Rome, repeatedly complained of the dealings of Perseus with their barbarian neighbors to the north. In 168, at the start of the campaigning season, a large Bastarnai army turned up in Thrace and offered to fight the Romans for a huge sum of money. Perseus however did not trust them and refused the offer. A few months later, he was decisively defeated by Consul L. Aemilius Paullus at Pydna, sealing the fate of the Macedonian kingdom.

Play Tips: The event may be Triggered by any Kingdom.

If the Diplomacy (D) Check is Successful, the Bastarnai Unit may be placed either in **MAKEDONIA** or **THRACE** as long as there is a Place Aligned with the Triggering Kingdom in that Satrapy.

Note that if the Diplomacy (D) Check is Successful, the Triggering Kingdom may choose to implement the Failed outcome rather than the Successful outcome. This outcome (Failed) is the only possible outcome if the Triggering Kingdom holds no Aligned Place in either **MAKEDONIA** or **THRACE**. Note that in this case there is no need to roll the Diplomacy (D) Check, as the outcome is automatic (the Leader must still be Activated).

If the Failed outcome is implemented, a Kingdom with Aligned Places in **MAKEDONIA** may use a Strengthen Defenses Reaction before the Bastarnai resolve their Siege Attempts. The Bastarnai target all Places in **MAKEDONIA**. The application of Siege rolls is chosen by the Triggering Kingdom, unless it holds Aligned Places in **MAKEDONIA** and failed the Diplomacy (D) Check, in which case the choice is made by the Kingdom without Aligned Places there and with the lowest VP total. Each Siege Success Unaligns the targeted Place.



Title: The Day of Eleusis

ID#: Ev 61

Type: Pending Event

Added to the Deck on Turn: 11

Casus Belli: Automatic if the event is Successfully Triggered and the Target Kingdom does not comply

RB impact: RB+1 automatically if the event is Triggered

Removed: When Triggered or during Winter Quarters once revealed

Historical Background: In June 168, Antiochos IV was besieging Alexandria, where the three joint Lagid monarchs were huddling. He had received the submission of Lower and Upper Egypt at Memphis, the ancient capital of the Pharaohs, minted coins in his name and appointed officials. His fleet had landed in Cyprus, where the Ptolemaic governor had surrendered. In Greece, King Perseus of Macedon had been successfully holding off Roman assaults for three years, keeping the She-Wolf busy. Antiochos seemed poised to unite the two largest Hellenistic kingdoms under himself, building a power able to rival Rome.

Soon however, the tables would be completely overturned: in June, Perseus was decisively beaten by Consul L. Aemilius Paullus at Pydna, and this was the signal for a high level Roman envoy who had been bidding his time in Delos, watching anxiously developments in Egypt, to set sail to Alexandria. C. Popilius Laenas, was a friend of Antiochos when he was a hostage in Rome, and the king welcomed him as such when he landed on the beach at Eleusis, a suburb of Alexandria where Antiochos had his quarters. However, instead of taking the hand offered by Antiochos, Popilius presented him instead a tablet, where the king read the harsh terms of a Roman senatus-consult: he was to evacuate forthwith Egypt and Cyprus and make peace (effectively a "statu quo ante bellum") with the Ptolemies. As Antiochos asked to confer with his council of Friends, Popilius drew with his vine staff a circle in the sand around the king, demanding a reply before he left that circle. Taken aback, Antiochos hesitated a moment, then accepted the ultimatum and terms, at which point Popilius and the members of his staff greeted him warmly. The Seleucid king then proceeded to withdraw his troops and ships, under the vigilant supervision of Popilius, who also put some order in Alexandria and exhorted the royal siblings to set aside their differences.

This stunning event, known ever since as "The Day of Eleusis", was perceived as another example of the immense arrogance of the Roman Republic and its disdain for convenances, but also marked clearly the end of any velleity in the Hellenistic kingdoms to challenge the She-Wolf. Still, all may not have been as they seemed, and some historians wonder if this may not have been some elaborate playacting by Popilius and Antiochos, remarking that the capture of Alexandria was not a given, that the acquisition of Egypt would have required a significant military presence for many years, between Ptolemaic loyalists and rebellious natives, that Antiochos's position in Syria may still have been precarious after what effectively was a bloody usurpation, that the Upper Satrapies were in disarray (and Antiochos campaigned there soon after his return), and, last but not least, that Rome was very unlikely to look kindly upon this merger of its two main potential rivals in the East, shortly after the elimination of the Macedonian kingdom. Antiochos, from his years in Rome was well aware of the ways of thinking of the Senate, and he knew that Rome could easily create an immense amount of dynastic trouble for him by allowing his nephew Demetrios, son of his assassinated brother Seleukos IV, to return to Syria. Popilius's ultimatum, no matter how insulting it may have been, allowed him to extract himself from this pickle with his strength intact and rich from the plundering of Egypt and Cyprus, with a peace treaty with the Ptolemies guaranteed by Rome, allowing him to turn East. He may have hoped to be allowed to retain the island of Cyprus, but overall he may have seen the outcome as positive. Unfortunately for him and his dynasty, time would prove him wrong...

Play Tips: If Rome was conquered by Hannibal, remove this event from play without implementing any part of it when revealed.

Note that the targeted Kingdom must be an enemy of the Triggering Kingdom, i.e. that the two Kings are At War with each other.

If the Triggering Kingdom currently has a temporary Capital (per 2.5.6), the Satrapy where this temporary Capital is located is considered, unless the Target Kingdom also controls an original Capital of the Triggering Kingdom, in which case the Triggering Kingdom may apply the event to the original Capital's Satrapy.

Note that RB is increased if the event is Triggered, no matter the result of the Diplomacy (D) Check.

3. SECOND PUNIC WAR APPENDIX



STEP 1: INTER WAR

Applied: At start of Turn 1

Applicable until: A first 'Hannibal's War' event is revealed

Agenda impact: As long as this Step is applicable, the current Roman Agenda is on its **FULL WAR** side (except if Ev 46 'Troubles in Spain' is in effect)

RB impact: None

Max number of Roman Squadrons allowed to be in play: Two

Historical Background: The First Punic War ended in 241 BCE with the victory of Rome, which took over the whole of Sicily. Four years later, as Carthage was still reeling from the revolt of its mercenaries, Rome seized Sardinia and Corsica as well. While the Barcids were busy conquering much of Spain for Carthage to compensate for these losses, Rome intervened in 229 in Illyria to put an end to the depredations of Illyrian pirates encouraged by Queen Teuta. Helped by the defection of Demetrios of Pharos, the Romans defeated Teuta in 228 and established a protectorate centered on the city of Apollonia, with Demetrios at the head.

Play Tips: None



STEP 2: HANNIBAL IN ITALY

Applied: When a first 'Hannibal's War' event is revealed

Applicable until: A second 'Hannibal's War' event is revealed

Agenda impact: When revealed, flip

and maintain the Roman Agenda to its **LIMITED WAR** side. Any new Roman Agenda will be placed and maintained on its **LIMITED WAR** side until and unless 'Rome Victorious' is applied.

RB impact: RB cannot be higher than 'Medium' as long as this Step is in effect

Max number of Roman Squadrons allowed to be in play: One

Historical Background: After years of preparation, Hannibal Barca, the Carthaginian commander in Iberia, was ready to challenge Rome to avenge the defeat in the First Punic War. In 219, he besieged and sacked the city of Saguntum, which was a Roman ally, prompting a declaration of war from the Senate in early 218. Rather than awaiting the inevitable Roman counter-offensive in Spain, Hannibal promptly executed his grand plan of bringing the war to Italy itself, marching his army over the Pyrenees, Transalpine Gaul and the Alps and skillfully avoiding the army of Consul P. Cornelius Scipio which was marching along the Ligurian coast. Achieving complete surprise, Hannibal quickly routed Roman cavalry and light troops at the Ticinus, convincing the Gallic tribes of the region to join him. Shortly thereafter, he crushed a reinforced Roman army led by Consul T. Sempronius Longus at the Trebia.

Having secured the alliance of the Gallic tribes of the Cisalpine over the winter, Hannibal crossed the Apennines in the early spring of 217 and marched through Etruria, where two Roman Consul armies tried to corner him. Hannibal managed to lay an army-sized ambush along the northern shore of Lake Trasimene, utterly destroying the army of Consul G. Flaminius, who was killed during the battle. This victory opened the door to Southern Italy to Hannibal.

Play Tips: The sequence in which the four 'Hannibal's War' events (Ev 14, Ev 17, Ev 24 and Ev 31) are revealed does not matter, as it is the Second Punic War Steps which reproduce the historical sequence of the war. Simply apply the next Step in the sequence whenever a 'Hannibal's War' event is revealed.

If RB is at 'High' or 'Very High' when this Step is applied, reduce it immediately to 'Medium'.

If Ev 18 'Alliance with Hannibal' is revealed before this Step is applied, it cannot be Triggered until this Step is applied.



STEP 3: HANNIBAL AT THE GATES

Applied: When a second 'Hannibal's War' event is revealed

Applicable until: A third 'Hannibal's War' event is revealed or Carthage achieves victory in the Second Punic War

Agenda impact: None

RB impact: RB cannot be higher than 'Low' as long as this Step is in effect

Max number of Roman Squadrons allowed to be in play: One

Historical Background: After the defeat of G. Flaminius at Lake Trasimene, the Roman senate elected Q. Fabius Maximus as dictator to address the crisis. Fabius elected to avoid pitched battles with Hannibal, earning himself the nickname of "Cunctator" ("the Delayer"). In 216, the newly elected consuls chose to resume a more aggressive strategy and confront Hannibal in battle at Cannae in Apulia. To this end, they were authorized to raise double-size consular armies and joined these for battle, aligning more than 86,000 men to face Hannibal's 50,000 men. Despite what should have been an overwhelming Roman superiority in numbers, Hannibal won one of the most spectacular victories of recorded history, achieving a double envelopment and slaughtering at least 50,000 Romans, including Consul L. Aemilius Paullus.

In the meantime, the concurrent Roman offensive in Cisalpine Gaul led by L. Postumius Albinus ended also in catastrophe, with the Gallic tribe of the Boii also pulling a successful ambush in the forest of Silva Litana, killing all but ten of Postumius's soldiers and putting his head on a pike. These twin disasters prompted a panic in Rome while many Italian cities defected to Hannibal, including Capua, the second largest city of Italy.

Hannibal is said to have been pressed by his commanders to march on Rome, but he elected instead to send a delegation carrying moderate peace terms to the Senate, expecting them, following common practice of the times, to acknowledge their defeat and make peace. Despite some wavering, the Senate rejected the terms and continued war. It would be only five years later, in 211, that Hannibal marched on Rome, without pressing the siege.

It has since been a recurrent subject of debate whether Hannibal should have marched on Rome after Cannae and hopefully ended the war in victory. It must be considered that the city of Rome was strongly fortified and, despite the military disasters of the past three years, still had a very substantial garrison, while it is doubtful how capable Hannibal's army was of undertaking a long siege. More importantly, Hannibal obviously never envisioned the destruction of Rome, aiming only to detach its allies and force the city to acknowledge defeat, in the way most wars ended in the Ancient World at the time.

Play Tips: Since this Step necessarily occurs after Step 2, any Roman Agenda will be on its **LIMITED WAR** side while this Step is in effect.

If RB is at 'Medium' when this Step is applied, reduce it immediately to 'Low'.

When this Step is applied, immediately roll a d6, with a +1 DRM for every Troop sent by Macedon through Ev 18 'Alliance with Hannibal' (no modifier if Ev 18 has not been Triggered). If the modified die roll is equal or higher to 6, immediately replace this card with 'Carthage Victorious' and apply its effects.

If Hannibal fails to win the war, the Second Punic War goes on. Keep this Step in application.

If Recurrent Event Ev 4 'Northern Border Aflame' is revealed while this Step is in application, roll this test again with the same DRM.



STEP 4: FALL OF SPAIN

Applied: When the third 'Hannibal's War' event is revealed

Applicable until: A fourth 'Hannibal's War' event is revealed

Agenda impact: None

RB impact: RB cannot be higher than 'Medium' as long as this Step is in effect

Max number of Roman Squadrons allowed to be in play: One

Historical Background: Nothing demonstrates the power of the Roman Republic during the Second Punic War like its ability to prosecute large-scale offensives in Spain while Hannibal was crushing army after army in Italy itself. As soon as 218, part of P. Cornelius Scipio's army along with the Roman fleet proceeded to northeastern Spain where they established a strong lodging, preventing the Carthaginian commander Hasdrubal Barca from reinforcing his brother Hannibal in Italy. Fueled by the fickleness of the local tribes, which were trying to preserve their independence as best they could, the military balance swung back and forth until Hasdrubal won a comprehensive victory in Baetis, in southern Spain, where the two Roman commanders, the brothers Publius and Gnaeus Cornelius Scipio, lost their lives.

However, the arrival in 210 of a new Roman overall commander with significant reinforcements completely overturned the situation: only aged 25, he was the son and nephew of the unfortunate commanders in Baetis, named P. Cornelius Scipio like his father, posterity would know him as "Scipio Africanus" ("Conqueror of Africa") but that still laid in his future. In 209, he captured by coup de main New Carthage (Cartagena), the center of Carthaginian power in Iberia, freeing a number of Iberian hostages and winning resultingly the alliance of many tribes. In 208, he defeated Hasdrubal at the battle of Baecula. He could not prevent Hasdrubal from withdrawing over the Pyrenees and following the path of his elder brother to Italy, but now had a free hand in Spain. Two years later, his victory at Ilipa against the youngest Barca brother, Mago, sealed the victory of Rome in Spain.

Meanwhile, Hasdrubal rebuilt his army in Gaul and crossed the Alps, aiming to join his brother Hannibal. However, the latter was unaware of his arrival and Hasdrubal was intercepted by the Consuls M. Livius Salinator and G. Claudius Nero and destroyed at the battle of the Metaurus River in northern Italy in 207. Hannibal would be able to maintain himself in southern Italy for another five years, but never again would he be in a position to do more than delay defeat.

Play Tips: Since this Step necessarily occurs after Step 2, any Roman Agenda will be on its **LIMITED WAR** side while this Step is in effect.

Since the cap on RB is raised by this Step, RB remains unchanged when this Step is applied, though it can now increase to 'Medium' through normal game effects from then on.

Once this Step is applied, there will be no more opportunity for Hannibal to roll for capturing Rome, meaning that the 'Carthage Victorious' outcome is no longer possible.



STEP 5: SCIPIO AFRICANUS

Applied: When the fourth 'Hannibal's War' event is revealed

Applicable until: Rome achieves victory in the Second Punic War

Agenda impact: None

RB impact: RB cannot be higher than 'High' as long as this Step is in effect

Max number of Roman Squadrons allowed to be in play: One

Historical Background: In 205, P. Cornelius Scipio was given command of the Roman forces in Sicily to prepare an invasion of Africa and end the war. He landed the following year and joined forces with the Numidian prince Massinissa, whom had recently decided to switch his alliance to Rome, after

having fought in Spain against the Scipios. Together, Scipio and Massinissa beat Hasdrubal Gisco and Massinissa's rival, the Numidian king Syphax in two battles. While Scipio was tightening the noose on the city of Carthage itself, Massinissa, aided by a Roman detachment, pursued Syphax and captured him at the battle of Cirta, making Massinissa the overall king of the Numidian tribes.

Meanwhile, the Carthaginian ruling council had called Hannibal back in haste to defend the city, and the last of the Barcids managed to effect the crossing from Italy with a nucleus of his veterans. The forces that Hannibal found upon his arrival were mostly Carthaginian citizen troops and Lybo-Phenicians with little battle experience. The only assets were 80 elephants and a contingent of Numidian cavalry under a relative of Syphax. Hannibal tried to force a battle before Massinissa could come back from the interior with his large cavalry force, but the latter managed to join Scipio with 10,000 men in time. The two armies met at Zama in a hard fought battle where the decision was eventually made by the superior numbers of Massinissa's elite cavalry. On Hannibal's recommendation, Carthage sued for peace and accepted the Romans' harsh terms, renouncing all their overseas territories and a large part of their African ones, entrusted to Massinissa. They also had to pay an enormous war indemnity, were forbidden to possess war elephants and more than 10 warships, terms similar to those imposed on the Seleucid King Antiochos III in 190 at the Peace of Apamea.

As for P. Cornelius Scipio, he returned to Rome to a triumph and was awarded the honorific agnomen "Africanus", meaning "Conqueror of Africa". Still in his early thirties, he was the most influent man in Rome, a position that earned him much jealousy and opposition in the Senate...

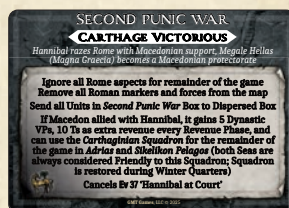
Play Tips: Since this Step necessarily occurs after Step 2, any Roman Agenda will be on its **LIMITED WAR** side while this Step is in effect.

Since the cap on RB is raised by this Step, RB remains unchanged when this Step is applied, though it can now increase to 'High' through normal game effects from then on.

When this Step is applied, immediately roll a d6, with a +1 DRM for every Troop sent by Macedon through Ev 18 'Alliance with Hannibal' (no modifier if Ev 18 has not been Triggered). If the modified die roll is less or equal to 4, immediately replace this card with 'Rome Victorious' and apply its effects.

If Scipio Africanus fails to win the war, the Second Punic War goes on. Keep this Step in application until he achieves victory.

If Recurrent Event Ev 4 'Northern Border Aflame' is revealed while this Step is in application, roll this test again with the same DRM.



CARTHAGE VICTORIOUS

Applied: If Hannibal captures Rome through a successful die roll during Step 3

Applicable until: The end of the game

Agenda impact: No more Roman Agenda

RB impact: No more RB

Max number of Roman Squadrons allowed to be in play: None

Historical Background: In this alternative history outcome, Hannibal elected to march on Rome after Cannae and, conceivably helped by Macedonian siege engineers, eventually managed to capture the city and to crush the last Roman forces at large. Faced with Roman stubbornness, he had no choice but to raze the city. As a result, Italy was now split between the powerful Gauls in the Cisalpine, a number of resurgent Italiote and Etruscan cities which for the most part enter the Carthaginian alliance, while the Greek cities of the South (Megale Hellas - "The Great Greece") and Sicily passed under the dominion of either Syracuse or Macedon, if Philippos V made alliance with Hannibal.

At the very least, the threat created by Rome disappeared at least within the game's timespan. At most, Macedon also gained rich revenues and the continued alliance of Carthage and its restored navy.

Play Tips: The Second Punic War is now over. All Units present in the Second Punic War boxes, either Mercenaries placed there by 'Hannibal's War' events or Troops sent by Macedon through Ev 18 'Alliance with Hannibal' event, are placed in the Dispersed Box and will be returned as per standard rules during the next Winter Quarters Phase.

For the remainder of the game, ignore all game mechanisms related to Rome, and all events or event effects related to Rome are without effect, as well as **Ev 37 'Hannibal at Court'**.

If Macedon successfully allied with Hannibal through **Ev 18 'Alliance with Hannibal'**, it enjoys the following benefits:

- ✦ Gains 5 Dynastic VPs immediately;
- ✦ Receives an extra revenue of 10 Ts during every Revenue Phase;
- ✦ Can use the *Carthaginian Squadron* (without needing any Diplomacy Check or payment of Ts) for the remainder of the game in *Adrias* and *Sikelikon Pelagos*, which are always considered to be Friendly Seas for this Squadron; should this Squadron be sunk, it is automatically restored during the following Winter Quarters Phase at no cost.

Note that in such a situation, the Kingdom of Macedon may not Raise Additional Taxes in Megale Hellas (i.e. can only receive the extra Ts during the Revenue Phase).



ROME VICTORIOUS

Applied: If Scipio Africanus wins the war for Rome through a successful die roll during Step 5

Applicable until: The end of the game

Agenda impact: The Roman Agenda is immediately flipped to its **FULL WAR** side, where it remains until the end of the game (except when **Ev 46 'Troubles in Spain'** is in effect). Additionally, if the Roman Agenda was **ILLYRICUM**, it is immediately set to **GRAECIA**.

RB impact: RB is no longer capped for the remainder of the game, and is immediately set to 'High'

Max number of Roman Squadrons allowed to be in play: Two

Historical Background: This represents the historical outcome. No longer engaged in a titanic struggle for survival with Carthage, and with an overabundance of veteran soldiers, the Republic is now free to turn its eager appetite toward the Hellenistic world... Historically, Rome renewed war with Macedon within two years of its victory over Carthage, triumphing in the Second Macedonian War in four years, and confronted the Seleucid Great King just ten years after Zama, vanquishing him in less than three years.

Play Tips: The Second Punic War is now over. All Units present in the Second Punic War boxes, either Mercenaries placed there by 'Hannibal's War' events or Troops sent by Macedon through the 'Alliance with Hannibal' event (**Ev 18**), are placed in the Dispersed Box and will be returned as per standard rules during the next Winter Quarters Phase.

Ev 18 'Alliance with Hannibal' is no longer playable, but **Ev 37 'Hannibal at Court'** can now be Triggered.

Note that if the Roman Agenda was already **GRAECIA** or **ORBI** when this Step is applied, it is not modified by the application of this Step.

Note that RB is set to 'High' no matter where it stood at, including if it was at 'Very High' (it takes a little time for Rome to digest and enjoy its triumph).

4. LEADERS APPENDIX



Name: Seleukos III Keraunos

ID#: S1

Original Affiliation: Seleucids

Start Turn: 1*

End Turn: 6

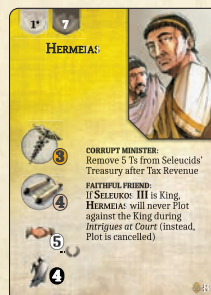
Royal Family (Succession Rank): Yes (1st)

Historical Background: Eldest son of King Seleukos II Kallinikos ("of the brilliant victory"),

Seleukos III Keraunos ("Thunderbolt", though his official epithet was Soter, "Saviour") succeeded to his father upon his death in 226 BC, aged 17. He found himself facing numerous challenges left from the disastrous Third Syrian War ("Laodicean War") against the Ptolemies, as well as the severe dynastic crisis known as the War of the Brothers between his father and his younger brother Antiochos Hierax ("Falcon"). As a result, the Upper Satrapies had broken away from Seleucid rule, and the upstart kingdom of Pergamon had taken over most of Seleucid Asia Minor, or at least what had not been swallowed by the Ptolemaic kingdom. Struggling to assert his authority, and failing to win by diplomatic means the return to Seleucid authority of the lost territories, Seleukos III embarked on a major campaign in Asia Minor in 223 BC to reclaim the territories lost to Attalos I of Pergamon. However, shortly after crossing the Taurus mountains, he was assassinated by two of his officers in circumstances that remain unclear to this day. His cousin Achaios was then offered the diadem by the troops, but stated his support to Antiochos, the younger brother of Seleukos, who was viceroy in Babylonia at the time. He then pursued successfully the campaign against Attalos.

Play Tips: **SELEUKOS III** is in play only in the Seleucid Thunderbolt (Year 220 Alternate) scenario, which assumes that he survived the assassination attempt.

His Special Ability is only triggered if he is in command of a Land Battle, not a Sea Battle. The Ability is not optional and is always triggered. Select one unit in his Force, which will Strike first, before any other Unit (even a defending Unit in Rough terrain), and may apply the Hit(s) generated at once, or wait for other participating Units to rout an Elite enemy Unit. If the Strike roll of this Unit is a natural 1, **SELEUKOS** is removed from play immediately, leaving any other Unit in his Force to Strike with the standard Battle Rating of 2. After the battle's conclusion, he may then be replaced as commander according to 2.3.5, and as King according to 2.3.1.



Name: Hermeias

ID#: S2

Original Affiliation: Seleucids

Start Turn: 1*

End Turn: 7

Royal Family (Succession Rank): No

Historical Background: Hermeias is known to us, through the Histories of Polybios, from

sources clearly hostile to him, and so enjoys a rather sinister reputation. Originally from Karia in Asia Minor, he demonstrated great diplomatic and administrative skills, and became the favorite minister of Seleukos III, and was in charge of affairs in Syria when this king met an untimely death in campaign in 223. He supported the accession of Antiochos, Seleukos's younger brother, acquiring an even greater influence over the kingdom's affairs. Polybios portrays him as scheming tirelessly to advance his own position and eliminate rivals at court, and pushing the young king to renew the war against the Ptolemies in Koile Syria rather than leading the campaigns against the rebel Molon, who prevailed over a series of Seleucid generals. Eventually, he is said to have angled for the removal of the king, whose wife had just given birth to a first son, prompting Antiochos to get him killed through a complex plot led by his personal physician Apollonhanes in 220 BC.

Play Tips: **HERMEIAS** is in play only in the Seleucid Thunderbolt (Year 220 Alternate) scenario.

- His **CORRUPT MINISTER** ability is not an option and is systematically applied after every Revenue Phase (and any possible halving due to being At War) as long as he is in play.
- His **FAITHFUL FRIEND** ability is only effective while **SELEUKOS III** is in play: should the resolution of an *Intrigues in Court* sequence call for **HERMEIAS** to Plot against **SELEUKOS III**, the Plot is cancelled instead.



Name: Molon

ID#: S3

Original Affiliation: Seleucids

Start Turn: 1*

End Turn: 6

Royal Family (Succession Rank): No

Historical Background: Molon was satrap of the key province of Media upon Antiochos III's

accession, and was entrusted by the young king with the government of all the Upper Satrapies. But, possibly because of his hatred of Hermeias, he soon rebelled along with his brother Alexandros, satrap of Persis, in 222 BC. Molon soon demonstrated his military skills, triumphing over the successive generals sent against him and taking over their armies, as well as the rich satrapies of Babylonia and Mesopotamia, including Seleukeia on the Tigris, the second Seleucid capital city. His remarkable successes finally prompted Antiochos III to make a truce with Ptolemaios IV in Koile Syria and march against him in 220. Molon withdrew from Seleukeia to await the king's army in Apollonia, on the road to Media, but half of his troops deserted him during the battle, and he committed suicide rather than be captured. His body was impaled on the road to Media.

Play Tips: **MOLON** is in play only in the Seleucid Thunderbolt (Year 220 Alternate) scenario.

- Through his **HIGH RANKING** ability, **MOLON** is eligible to Rebel as if he were a member of the Royal Family, and will, should this occur, always Rebel in **MEDIA**, reflecting his geographical power base.
- ENMITY** means that his base Loyalty (4) is reduced to 4 as long as **HERMEIAS** is Chief Minister, making him more likely to Rebel.
- ALL OR NOTHING** means that, if he is a Rebel, he is automatically eliminated if he loses a battle, with the territories he holds returning immediately to the control of the King.



Name: Antiochos III Megas

ID#: S4

Original Affiliation: Seleucids

Start Turn: 1

End Turn: 8

Royal Family (Succession Rank): Yes (2nd)

Historical Background: Antiochos III Megas ("The Great", the only Hellenistic king to emulate

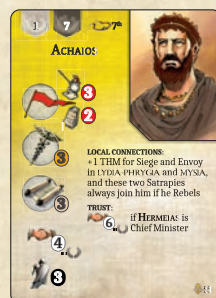
Alexander's epithet) is commonly considered to be the greatest king of the Seleucid dynasty after the founder himself, Seleukos I Nikator (his great-great-grandfather). Like all Seleucid kings, he was of Macedonian descent, but also had Persian blood through his ancestor Apama, wife of Seleukos I (alone among Alexander's successors not to repudiate his Persian wife) and his mother Laodike, a Pontic princess. Antiochos inherited in 222 BC a weakened kingdom on the brink of explosion after the assassination of his elder brother Seleukos III, and the situation worsened quickly with a major rebellion of Molon, whom he had appointed to govern the Upper Satrapies, and a fruitless renewal of the war against the Ptolemaic kingdom in Koile Syria. When he managed to triumph over Molon and got rid of his overbearing chief minister, Hermeias, his cousin Achaïos, who had earlier supported his claim, rebelled in Asia Minor in the territories he had in the meantime won back from the Pergamene kingdom. Still, Antiochos chose to let Achaïos be for a time and, taking advantage of the discontent of the Ptolemaic governor of Koile Syria, overran the much disputed region all the way to Gaza in 218. However, his defeat at Raphia the following year against Ptolemaios IV essentially nullified his gains, except for the recovery

of the highly symbolic city of Seleukeia in Pieria, where the tombs of his royal ancestors laid. With a peace in place with Ptolemaios, Antiochos at long last turned on Achaïos and eliminated him after a hard-fought three-year campaign. He then proceeded to restore Seleucid overlordship over Armenia, which had taken advantage of the wane of Seleucid power under his predecessors to assert its independence. This being achieved, he prepared to follow in the steps of Alexander and of his ancestor Seleukos Nikator, leading his own Anabasis ("ascension") to bring back the Upper Satrapies under Seleucid control. Over the next few years, he subjugated the nascent Parthian kingdom, forced the Bactrian dynasts to acknowledge again Seleucid suzerainty, descended into India and obtained new war elephants, before returning to the Persian Gulf where he led expeditions along the Arabian peninsula's coast.

The death of king Ptolemaios IV in 205/4 voided the peace agreement with Egypt, and he prepared for a new war to regain Koile Syria and the coastal provinces of Asia Minor which had been held by the Ptolemies since the Laodicean War. Once more suborning a Ptolemaic governor, Antiochos conquered Koile Syria, this time cementing his conquest by a resounding victory at Panion near the sources of the Jordan in 200. Subsequently, he pursued his advantage through campaigns by land and by sea to round up all the Ptolemaic possessions in Asia Minor and Thrace, restoring the Seleucid kingdom to the extension given to it by Seleukos Nikator, plus Koile Syria.

His latest gains however put him in contact with the expanding power of the Roman Republic, which had triumphed over King Philippos V of Macedon in 197. After months of diplomatic posturing on both sides, Antiochos gambled on the promises of the Aitolian League, disgruntled allies of Rome, and set sail for Greece. Despite initial successes, the expedition turned into a fiasco and Antiochos added his name to the long list of commanders who failed to hold the Thermopyles when his Aitolian allies failed to prevent the Romans from turning his position through the mountain trails. Having retreated precipitously across the Aegean, Antiochos's fleet managed to prevent the Romans from crossing the straits to Asia long enough for him to assemble a large army drawn from all over the empire, only to be defeated by Rome and its Pergamene allies at the battle of Magnesia in 190. With the subsequent Treaty of Apameia, Antiochos abandoned all territories west of the Taurus mountains to Pergamon and Rhodes. With his prestige crippled, and its finances burdened by war reparations, Antiochos set off to subdue rebellious tribes in Elymais, near Sousa, but was killed while pillaging a local temple in 187.

Play Tips: **ANTIOCHOS**'s **SUBORNER** Ability may only be used when he is leading a Campaign against the Ptolemies (historically, he managed the trick twice, once in 219 with **THEODOTOS**, and once in 201 with **PTOLEMAIOS SON OF THRASEAS**). Once, and only once, per Campaign, he may at any point, before or after any Reaction, execute it, targeting one Ptolemaic Leader (except the King) present in the Target Satrapy of the Campaign. If successful, the Ptolemaic player may immediately appoint a replacement Leader to take over any troops left behind as per 2.3.5, and the Seleucid player chooses which Ptolemaic Places to take over.



Name: Achaïos

ID#: S5

Original Affiliation: Seleucids

Start Turn: 1

End Turn: 7

Royal Family (Succession Rank): Yes (7th)

Historical Background: Achaïos was a member of a junior line of the Seleucid royal family, and a

cousin of Seleukos III and Antiochos III. He was with Seleukos III when that king set out to campaign against Attalos I of Pergamon, and he took over command of the army after the king's assassination, refusing the diadem that the troops offered to him then, supporting instead Seleukos's younger brother Antiochos. Achaïos then prosecuted the war very successfully, effectively relegating Attalos to his original territory. Antiochos then granted him the government of Seleucid Asia Minor. However, in 220, Achaïos suddenly declared himself king, rebelling against Antiochos. The exact causes are not known, but the timing appears to have been shortly following the elimination of Hermeias by Antiochos, so Achaïos may have

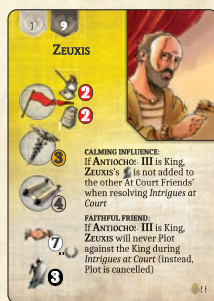
feared that he was next on the young king's list. His father Andromachos had been a prisoner of the Ptolemies in Alexandria for some time and Sosibios had tried to leverage this to push Achaïos to rebel for some time, though it seems this was not the deciding factor. Or he may have bidden his time, assessing in 223 that it would be difficult for him to gain support against Antiochos, and that he needed full royal backing to complete the reconquest of Asia Minor; once this was achieved, with his family's extensive holdings and connections in Asia Minor, he may have felt ready to claim the diadem, probably limiting his ambitions to Asia Minor.

In any case, Achaïos refused to march against Antiochos and focused on subduing ever-rebellious tribes in the Pisidian highlands, without much success. After the battle of Raphia in 217 and his subsequent peace with Ptolemaïos, Antiochos at long last turned against Achaïos. He swiftly drove Achaïos's forces from the field but then had to settle for a difficult siege of the very strong citadel of Sardis in Lydia where Achaïos had found refuge. In 213, after two years of siege, a Ptolemaic plot to sneak Achaïos out of Sardis to Egypt backfired spectacularly when the Cretan Bolis, in charge of the plan, double-crossed Sosibios and handed an unsuspecting Achaïos into Antiochos's hands, who promptly put him to death, though his widow Laodike, a sister of Antiochos III's own wife, held out in the citadel for some more time until her troops compelled her to surrender.

Play Tips: **ACHAÏOS** begins play in the Historical Year 220 'New Hopes' scenario already in rebellion. In the Alternate Year 220 'The Seleucid Thunderbolt' scenario he is a regular member of the Seleucid Court.

✦ **LOCAL CONNECTIONS:** **ACHAÏOS** is advantaged in any Siege or Envoy attempt in **LYDIA-PHRYGIA** or **MYRIA**, as if his ratings were, respectively, 3 and 4. Should **ACHAÏOS** rebel, these two Satrapies automatically join him without a roll.

✦ **TRUST:** **ACHAÏOS**'s base Loyalty (👊) is considered to be 6 as long as **HERMEIAS** is Chief Minister.



Name: Zeuxis

ID#: S6

Original Affiliation: Seleucids

Start Turn: 1

End Turn: 9

Royal Family (Succession Rank): No

Historical Background: Zeuxis first appears in the historical record as one of the officers under

Xenaitas fighting against Molon, initially preventing him from crossing the Tigris river before Xenaitas's defeat. He then became a key military adviser to Antiochos III when he arrived in person, and led the king's left wing in the decisive battle against the rebel. He then appears to have become one of Antiochos's closest advisors, and was entrusted with governing all of Asia Minor after the elimination of Achaïos. In this position, he is seen overseeing the establishment of military colonists, building an aqueduct and handling delicate diplomatic relationships with Philippos V of Macedon during that king's forays in Karia and in the Hellespont. In 190, he commanded the phalanx in the centre of the Seleucid army at Magnesia. Following the defeat, he was sent by Antiochos, along with Antipatros, to negotiate with the Scipios the eventual Peace of Apameia signed in 188.

Play Tips:

✦ **CALMING INFLUENCE:** as an exception to the normal rule, **ZEUXIS**'s Intrigue (🕸) is not added to that of other Friends At Court when resolving *Intrigues at Court*. If he is Chief Minister, his Intrigue (🕸) can still be used instead of his King's as the base number to determine if and how many Plots occur, and to defend against rivals' Plots.

✦ **FAITHFUL FRIEND:** should a resolution of *Intrigues at Court* result in **ZEUXIS** undertaking a Plot against **ANTIOCHOS III** as King (not as another Friend), the Plot is immediately cancelled with no effect.



Name: Antipatros

ID#: S7

Original Affiliation: Seleucids

Start Turn: 1

End Turn: 8

Royal Family (Succession Rank): Yes (8th)

Historical Background: Antipatros was a cousin or nephew of Seleukos III and Antiochos III, though his precise filiation is not known. He is shown in Polybios as a trusted officer of Antiochos, though he does not appear to have ever held a major independent command. He led part of the Seleucid cavalry on the right wing at Raphia, and again the Tarentine horse at Panion. At Magnesia, he assisted the crown prince Seleukos (IV) on the left wing, where they were decisively routed by Eumenes of Pergamon. After the Seleucid defeat, he led the peace negotiations along with Zeuxis.

Play Tips: -



Name: Antiochos the Younger

ID#: S8

Original Affiliation: Seleucids

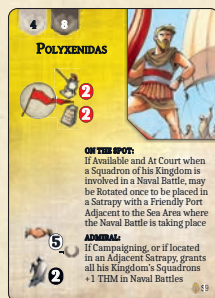
Start Turn: 3

End Turn: 10

Royal Family (Succession Rank): Yes (3rd)

Historical Background: Born in 221, Antiochos was the eldest son of Antiochos III. In 210, aged only 11, he was appointed viceroy of the western provinces (under the effective control of his mother, Queen Laodike III) while his father undertook his campaign in the Upper Satrapies. Ten years later, he led the elite Kataphraktoi cavalry and was decisive in bringing victory to the Seleucids at the battle of Panion. In 196, he was officially appointed as his father's heir, and wed to his sister Laodike (IV) in the first such siblings wedding among the Seleucids, imitating a tradition until then limited to the Ptolemies. As heir, he received the responsibility of the Upper Satrapies. Three years later, he died suddenly, in circumstances still obscure: officially from sickness, there were rumors that his impatient ambition to reign led to his elimination on the orders of his father.

Play Tips: **ANTIOCHOS**'s **WING COMMANDER** ability makes him a military asset in a different way when he is not directly commanding an army, as it can only be used if he's At Court. To use it, Rotate him at the beginning of the Battle, before any die roll has been made, making effectively one Standard Land Unit Elite for all purposes (including assessing victory) for the duration of that Battle.



Name: Polyxenidas

ID#: S9

Original Affiliation: Seleucids

Start Turn: 4

End Turn: 8

Royal Family (Succession Rank): No

Historical Background: Polyxenidas was a Rhodian general and admiral who took service with Antiochos III after being exiled from his native island. He took part in Antiochos's Anabasis, and was in command of the Seleucid fleet in the Aegean Sea in 192 when Antiochos led his invasion of Greece in response to the invitation of the Aitolians, initiating his fateful war against Rome. After routing a Roman detachment and cooperating in the capture of the key port city of Chalkis, he was sent back to Asia for the winter to assemble additional forces. Following Antiochos's retreat from Greece after his defeat at the Thermopyles, Polyxenidas and his fleet undertook the naval war against Gaius Livius Salinator's Roman fleet and his Rhodian and

Pergamene allies from his main naval base in Ephesos. In 191, he tried to prevent the junction of the enemy squadrons but was too late and was defeated at the battle of Korykos and blockaded in Ephesos. After refitting during the winter, he tricked the Rhodian admiral Pausistratos through false negotiations and crushed him before he could link with his allies, but was prevented from pushing his advantage against the Romans and Pergamenes by bad weather. Unfortunately for him, the other half of the Rhodian fleet, victorious over the Seleucid reinforcements under Hannibal, joined its allies, now led by Lucius Aemilius Regulus, blockading him again in Ephesos. Later in the year, he sought to take advantage of the absence of the Pergamene squadron to engage the Roman-Rhodian force, but was decisively defeated at Myonessos, losing 42 ships, and leaving Rome and its allies in control of the sea and the crossings between Europe and Asia.

Play Tips: **POLYXENIDAS** may be used as any Strategos, but he really excels leading naval squadrons, using his **ADMIRAL** special ability to allow all his Kingdom's squadrons to Hit on 1-3 instead of 1-2 (note this is not equivalent to gaining Elite status as it does not modify the number of Hits necessary to sink them).

This **ADMIRAL** ability may be used even if **POLYXENIDAS** is not leading the Campaign, as long as he is physically located in a Satrapy bordering the Sea Area where the battle is taking place (with an Adjacent Friendly Port), whether the squadrons are campaigning or intercepting.

Note that **POLYXENIDAS** may already have been in that Satrapy or could be placed in such a Satrapy as a Reaction such as (if appropriate in the context of an Overseas Campaign) Strengthen Defenses (6.2) or Emergency Muster (6.1), or through his other special ability **ON THE SPOT**, as long as he is At Court and Available.



Name: Seleukos IV Philopator

ID#: S10

Original Affiliation: Seleucids

Start Turn: 4

End Turn: None

Royal Family (Succession Rank): Yes (4th)

Historical Background: Seleukos IV Philopator ("Who loves his father") was the second son of

Antiochos III, and succeeded him on the Seleucid throne upon his death in 187. Seleukos was appointed as his father's heir after the untimely death of his elder brother Antiochos the Younger in 193, also wedding his brother's widow, and their own sister, Laodike IV, with whom he had three children: Demetrios I Soter, one Antiochos and one daughter, another Laodike.

At the time of his appointment, Seleukos was governing his father's Thracian territories from the newly reinstated city of Lysimacheia. During the war with Rome, Seleukos withdrew to the Asian side of the Straits and unsuccessfully besieged Pergamon, before joining his father for the battle of Magnesia. After Antiochos's death in Elymais, Seleukos acceded to the throne and elected to keep the peace with Rome, who asked him to send his eldest son Demetrios as hostage in the stead of his brother Antiochos (IV). Overall, he appears to have focused on rebuilding the Seleucid kingdom after the setbacks of the war with Rome and the drastic Peace of Apameia, and avoided war, which may have led to his being perceived as a somewhat weak king, compared to his predecessor and successor.

In 175, Seleukos IV was assassinated by Heliodoros, his Chief Minister. The reasons for this remain unknown, though it is not unlikely that this came as a result of the maneuverings of his younger brother Antiochos (IV), who shortly thereafter seized the throne brutally.

Play Tips: -



Name: Kleopatra I Syra

ID#: S11

Original Affiliation: Seleucids

Start Turn: 5

End Turn: 10

Royal Family (Succession Rank): No

Historical Background: Kleopatra I was born circa 204, a daughter of Antiochos III and Laodike

III, probably the second after her so unfortunate sister Laodike. She was possibly named after Alexander the Great's sister, who played a role in the intrigues following the demise of the great conqueror, as this Macedonian name is not encountered noticeably in the Hellenistic courts of Antioch or Alexandria until her. That would change as the name became the prominent female Lagid dynastic name among her descendants.

As part of the peace negotiations between her father and Ptolemaios V, she was betrothed to the young Lagid king in 195, and they were wed in 193 at Raphia, when she was about ten years old. Later, the Lagids would claim that she had received Koile Syria as dowry, but this is highly unlikely as this hotly fought-over satrapy had just been conquered by Antiochos and its securing as a Seleucid possession was one of the key features of the peace.

In Alexandria, Kleopatra was nicknamed "Syra" ("the Syrian"), though she and her husband were officially honored as the "Theoi Epiphaneis" ("Illustrious Gods"), as mentioned in the text of the famous Rosetta Stone. In September 180, Ptolemaios V (who was barely 30 years old) suddenly died, probably assassinated, as he was preparing a new Syrian War to recover Koile Syria. Their eldest son, aged 6, was immediately crowned as Ptolemaios VI, with Kleopatra as regent. She became the first Ptolemaic queen to reign without her husband, as her name is listed before her son's in official documents and inscriptions. Now in power, she at once put an end to the war preparations against her brother Seleukos IV, both because of their family ties but also as the war effort had been extremely unpopular with Lagid elites. She then pursued pacific policies until her death in 178 or 177, where she left the regency in the hands of her close collaborators, the eunuch Eulaios and the (presumably ex-) slave LENAOS, who proved unable to retain it long in the cesspit of intrigues that was the Ptolemaic Court at that time...

Play Tips: **KLEOPATRA I** is an excellent courtier, with noteworthy diplomatic (1), administrative (2) and intrigue (3) skills. The Seleucid player may well decide to keep her around, but her Special Abilities offer, as historically, some very powerful options: through her **ROYAL BRIDE** ability, she and her strong skills may be transferred to another Court, with an immediate reward of 1 Dynastic VP, and, as long as she is in play, a guarantee (through her **SELEUCID SYMPATHIES**) that the receiving Kingdom will not initiate war against the Seleucids. Note that this restriction is not reciprocal, and that nothing (except a possible peace oath between kings as per standard rules) restricts a Seleucid king from declaring war on **KLEOPATRA**'s Kingdom...

Note that the transfer of **KLEOPATRA I** through **ROYAL BRIDE** cannot be refused by the receiving Kingdom.



Name: Menippos

ID#: S12

Original Affiliation: Seleucids

Start Turn: 6

End Turn: 9

Royal Family (Succession Rank): No

Historical Background: Menippos is first mentioned in the historical record in 194/193,

as a member of a Seleucid delegation to Rome, where he is described as a "rising star" at the Seleucid Court. The following year, he was sent by king Antiochos III to Aitolia in response to the League's entreaties for him to join forces against Rome, eventually resulting in Antiochos's ill-fated expedition to Greece in 192. Menippos was then active during this war in working to bring Greek cities into Antiochos's alliance. Interestingly enough, he is

not mentioned as one of Antiochos's negotiators of the Peace of Apameia with the Romans, though whether he was "persona non grata" among the Romans or in disgrace with Antiochos is not known...

Play Tips: -



Name: Mithradates Antiochos IV Epiphanes

ID#: S13

Original Affiliation: Seleucids

Start Turn: 6

End Turn: None

Royal Family (Succession Rank): Yes (6th)

Historical Background: Antiochos IV Epiphanes ("God Manifest") is one of the most controversial

kings of the period, but he was possibly the last great king of the Seleucid dynasty. The third son of Antiochos III, he was originally named Mithradates (after his maternal grandfather, King Mithradates II of Pontos), but was renamed Antiochos after the death of his elder brother Antiochos the Younger in 193. He fought at the battle of Magnesia, and was sent to Rome as hostage for his father's good behaviour after the Peace of Apameia in 188. Some ten years later, his brother, the new Seleucid king, Seleukos IV, had to send his own eldest son Demetrios as hostage, and Antiochos went to live in Athens, where he became close to the Pergamene king Eumenes II.

In 175, Seleukos IV was assassinated by his minister Heliodoros, who made himself regent, Demetrios being still in Rome. While it is not proven that Antiochos (IV) had a hand in his brother's demise, he soon took, with Eumenes's help, advantage of the situation, returning to Antioch, eliminating Heliodoros, making himself co-regent for Seleukos's infant son Antiochos, and wedding his unfortunate sister Laodike IV, who had previously been married to both of his elder brothers. Within a few years, the young Antiochos was dead, possibly on the orders of his uncle, and Antiochos IV firmly established on the throne after having made strong reassurances to Rome and Pergamon. His nephew Demetrios remained hostage in Rome, both conveniently absent, and a threat on his tenure...

Antiochos cultivated his popularity through expensive gifts, generous donations to the likes of Athens and Delos and expensive feasts for the aristocracy. He gave a renewed impetus to the policy of Hellenization of his ancestors, encouraging local urban elites to adopt Greek civic forms, striving to strengthen the unity of the kingdom. He also undertook an expansion and reform of the Seleucid army, displayed in a massive parade at Daphne, a suburb of Antioch. He was ostensibly preparing for a campaign against the new Parthian king Mithradates I, but the political chaos in Alexandria presented him with a golden opportunity in 170: probably thinking of taking advantage of the Seleucids' dynastic difficulties, the Ptolemaic regents demanded the return of Koile Syria and declared war. However, Antiochos was ready for them and routed the Lagid army as soon as it left Pelousion, carrying this key fortress, the door to Egypt, in the debacle, and soon overran the Delta, leading the young king Ptolemaios VI, his nephew by his sister Kleopatra I, to recognize his authority. However, Alexandria remained defiant, held by Ptolemaios's younger siblings, his sister-spouse Kleopatra II and his brother Ptolemaios (VIII) Physkon. Rome, busy with the Third Macedonian War which had started the previous year, elected to remain uninvolved, probably comforted by Antiochos's assurances of loyalty and decision not to overthrow his nephew.

Antiochos then left Egypt, called to Judea by troubles in Jerusalem, where a conflict between the Hellenised elite and religious conservatives had boiled out of control. He soon crushed any opposition (though he could not know this was but the first sign of future major problems in this part of the world), but soon had to return to Egypt where the three siblings had reconciled under a complicated arrangement where all three were co-monarchs. With Pelousion still in Seleucid hands, Antiochos's army quickly forced the young Lagids to lock themselves in Alexandria, which Antiochos proceeded to besiege, while his fleet was attacking Cyprus. He may also have been recognized as Pharaoh in Memphis, the ancient Egyptian capital. In any case, he was on the brink of adding the wealth of Egypt to the power of the Seleucid kingdom, potentially restoring its fortunes and long-term survivability.

However, in the meantime, the legions had triumphed over Perseus of Macedon at Pydna (168), and Rome wasted no time putting an end to the dangerous developments in the Southeastern Mediterranean. A Roman envoy by the name of Gaius Popilius Laenas, who happened to be a friend of Antiochos's from his days being a hostage in Rome, delivered on the beach of Eleusis, near Alexandria, where Antiochos had come to greet him, a stern ultimatum demanding the immediate withdrawal of Seleucid forces from Egypt and Cyprus, on pain of immediate war with the Republic. When Antiochos tried to stall for time, Popilius drew his infamous circle in the sand around the king, leading him to submit to the will of the Senate.

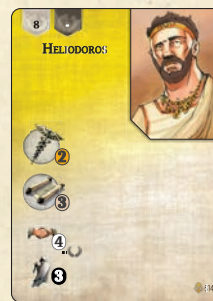
Thus ended the last bid for unification of what was left of the Hellenistic world to resist the expansion of the Roman Republic. While ancient sources insist on this "Day of Eleusis" as a humiliation for Antiochos, the king, who was always keenly in touch with affairs in Pergamon and Rome, must have been aware of the closing of the window of opportunity opened by Perseus's war, and he consistently showed himself averse to going to war with Rome. Popilius's ultimatum may have given him an excuse to avoid what could only have been a difficult endeavour in the siege of Alexandria, and return home with the rich loot of Egypt, leaving the Ptolemies weakened and divided for the foreseeable future.

Upon his return from Egypt, Antiochos had to face the encroachments from Mithradates I of Parthia, who had meant to take advantage of Antiochos being busy in Egypt. As more unrest was brewing in Judea, he entrusted the quelling of this regional issue to his minister Lysias, and led the main Seleucid army against the Parthians and their Armenian allies. He successfully subdued Armenia and forced Mithradates to withdraw, but was unable to re-establish control in Persia, and died on his return home in Aspadana (Ispahan) in 164.

Some sources say that he died lynched by a mob as he was attempting to sack a temple, but this looks to be a literary duplicate of the fate of his father. Jewish sources ascribe him a similar fate as retribution for his despoiling of the Temple of Jerusalem, though that appears to be zealot wishful thinking as well. In any case, Antiochos IV's memory has greatly suffered in our sources both from Polybios's partisanship (he was a friend of Demetrios I) and Jewish enmity (as the Maccabean kingdom was born of the struggle against the Seleucids which was sparked under Antiochos). Nonetheless, he was the last great Seleucid king, and came tantalizingly close to achieving the conquest of that great prize of the Hellenistic world, Egypt, which might have changed the course of history.

Play Tips: MITHRADATES ANTIOCHOS's Special Ability **STEADY OFFICER** can cancel 1 Hit (max) in Battle when he is At Court. This cancellation is done before any Hits are applied.

Note that he is pivotal to the Turn 10 **Ev 51** 'Antiochos returns to Antioch' which can wreak havoc on the Seleucid Court.



Name: Heliodoros

ID#: S14

Original Affiliation: Seleucids

Start Turn: 8

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Heliodoros was the chief minister of Seleukos IV, whose reign was dominated by the difficult recovery from Antiochos III's disastrous war against Rome, which deprived the kingdom of the rich revenues of Asia Minor, seriously damaged its prestige, and imposed crushing indemnities. In this context, Jewish sources record Heliodoros as attempting to enter the Temple in Jerusalem to seize its treasure, but being turned back somehow. In 175, Seleukos IV was assassinated, and Heliodoros seized power and proclaimed himself regent, Seleukos's eldest son Demetrios being held hostage in Rome. Various sources accuse him of having conspired and arranged the king's death, though that is not established. In any case, Heliodoros's regency was short lived as Seleukos's brother Antiochos soon returned to Antioch and, having gained the support of the Greek-Macedonian elite, quickly got rid of Heliodoros, either through execution or exile.

Play Tips: -

**Name: Demetrios I Soter****ID#:** S15**Original Affiliation:** Seleucids**Start Turn:** 10**End Turn:** None**Royal Family (Succession Rank):** Yes (5th)**Historical Background:** Demetrios I Soter ("Saviour") was the eldest son of King Seleukos IV.

As such, he was called in to replace his uncle Antiochos (IV) as hostage in Rome shortly after the accession of his father Seleukos, when he was only about 8 years old. When his father was assassinated in 175, he was thus both still very young and sidelined to assert his rights to the throne, and it appears the Senate was happy to keep him away from Syria while his uncle Antiochos IV took the throne for himself, wed his mother and (probably) eliminated his younger brother Antiochos.

Upon Antiochos IV's death in 164, he was succeeded by his 9-year old son Antiochos V Eupator, who was both Demetrios's cousin and half-brother, having been born of his mother Laodike, whom Antiochos IV had married after Seleukos IV's death. Now aged 22, Demetrios petitioned the Senate to be allowed to return to Antioch to assert his rights, but apparently Rome was more comfortable with a regency than with a young and energetic king. They even took advantage by sending an embassy to Antioch to demand the sinking of warships and hamstringing of war elephants as per the clauses of the 25-years old Treaty of Apameia, further weakening Antiochos V and his regent Lysias, who were already facing a tenacious uprising in Judea. In 162, after another plea had been rejected, Demetrios managed to flee Rome and reach Antioch, where he promptly had Antiochos V and Lysias executed.

He now faced multiple challenges as the Judeans had gotten the better of Lysias, and Timarchos, satrap of Media, who had made his name by fighting off Mithradates I of Parthia, rebelled and, possibly encouraged by Rome, extended his rule to Babylonia. Demetrios proved equal to the task, managing to kill the Judean leader Judas Maccabaeos in 160, restoring Seleucid control in Judea, then to crush Timarchos before subduing Ariarathes, king of Cappadocia, who had, probably encouraged by Pergamon, rejected Seleucid overlordship, all in the same year.

However, in 153, the brother of Timarchos, one Herakleides, gained the support of Rome (still hostile to Demetrios) to back a young boy, Alexandros Balas, who claimed to be a natural son of Antiochos IV. With a large mercenary force, Balas landed in Ptolemais-Ake in Koile Syria and allied with the new Maccabean leader, Jonathan. In 150, Demetrios I was defeated and killed by Balas, prompting a spiralling implosion of Seleucid power, where rival branches would fight for decades over an ever shrinking realm while the Parthians, Armenians and Maccabeans feasted on them, until Gnaeus Pompeius Magnus created the Roman province of Syria in 64 BCE.

Play Tips: DEMETRIOS's **IRREGULAR WARFARE** Special Ability awards him an effective Battle (⚔) rating of 4 when Subjugating.

**Name: Timarchos****ID#:** S16**Original Affiliation:** Seleucids**Start Turn:** 10**End Turn:** None**Royal Family (Succession Rank):** No**Historical Background:** Timarchos, a Greek nobleman possibly from Miletos in Ionia, was a

Friend of King Antiochos IV, who appointed him Satrap of Media, where his main responsibility was to keep the new Parthian king Mithradates I in check. Accordingly, he no doubt worked closely with Antiochos during that king's campaigns in the region in the last years of his reign. After Antiochos's death in Aspadana in 164, Timarchos took up the responsibility of the fight against Mithradates, scoring some further successes. Two years later, Antiochos IV's young son and successor,

Antiochos V Eupator, and the regent Lysias were executed by Demetrios I, son of Seleukos IV, having escaped his Roman exile, and Timarchos appears as having then proclaimed himself king. He may have acted out of personal ambition, but possibly also out of loyalty to Antiochos IV. Drawing on his local reputation and support, he was initially successful in extending his rule to Babylonia with the second Seleucid capital of Seleukeia-on-the-Tigris, and received the endorsement of the Roman Republic (who opposed the fugitive Demetrios), but he was ultimately unable to withstand the assault of Demetrios who defeated and killed him in 160. Interestingly, his brother Herakleides later championed a young boy presented as a natural son of Antiochos IV, Alexandros Balas. Polybios and sources friendly to Demetrios I present Balas as an usurper, but considering the history between the two brothers and Antiochos IV, it is entirely possible that Balas was truly a son of Antiochos, and may even have been present at the court of Timarchos whose rebellion might actually have been to prop up the boy's future rights.

Play Tips: TIMARCHOS's **CLOSE FRIEND OF EPIPHANES** Special Ability makes him very Loyal to ANTIOCHOS IV if the latter is King, but his **HIGH RANKING** Special Ability makes him eligible to Rebel during any Succession Crisis.

**Name: Apollonios****ID#:** S17**Original Affiliation:** Seleucids**Start Turn:** 10**End Turn:** None**Royal Family (Succession Rank):** No**Historical Background:** Apollonios led an embassy sent by Antiochos IV to Rome after he took over the

Seleucid throne to assuage the Senate and receive their acquiescence to his accession. He is said to have brought many rich gifts to support his mission, which was very successful. It is possible that, while in Rome, Apollonios befriended the exiled prince Demetrios, son of the recently assassinated king Seleukos IV, despite him being effectively dispossessed of his rights by Antiochos IV, and later, when Demetrios recovered the throne, served as his adviser. However, Apollonios was a fairly common name at the time, and, considering the rather extreme polarization between Seleucid rival claimants at the time, this identification is by no means certain.

Play Tips: APOLLONIOS's **WELL CONNECTED IN ROME** Special Ability gives him an effective Diplomacy (🤝) rating of 4 when undertaking Diplomacy-based Actions involving Rome, i.e. Lobbying or Inciting Rome to War, as well as any event mandating a Diplomacy (🤝) Check against Rome. It does not apply however when undertaking Envoy Actions against Roman Alliances or Garrisons.

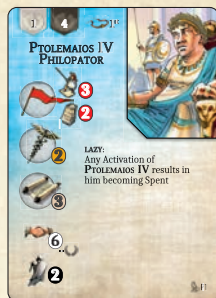
**Name: Lysias****ID#:** S18**Original Affiliation:** Seleucids**Start Turn:** 11**End Turn:** None**Royal Family (Succession Rank):** None**Historical Background:** Lysias is mainly remembered as a foe of the Maccabeans during

the Judean Revolt, as he was left in charge of the Mediterranean provinces by Antiochos IV when that king, upon his return from Alexandria after the infamous Day of Eleusis, set on his eastern campaign. Judean Zealots had already caused trouble previously, leading to a brutal repression by Antiochos IV in 168, and unrest flared up again after his departure East. The detachments sent by Lysias under various officers were repulsed or even crushed by the Maccabean brothers leading the rebels, and Lysias had to lead in person a larger expedition in 164, which ended inconclusively, news of Antiochos IV's death forcing Lysias to return in haste to Antioch to secure his position. While Judas Maccabee conquered Jerusalem itself, "purifying" the Temple, Lysias made himself regent for the child king Antiochos V Eupator, son of Antiochos IV. In 163, Lysias mounted a major campaign against the Judean Revolt, and crushed the Maccabeans at Beth

Zechariah, besieging Jerusalem. However, his position was still fragile and he preferred to negotiate a peace, repealing the anti-Jewish decrees passed by Antiochos IV to reduce religious tensions, and replacing the despised High Priest Menelaus, despite him being a Seleucid supporter.

Back in Antioch, Lysias had to deal with a most unwelcome Roman delegation, which claimed that the Seleucid Navy had more warships than authorized by the Peace of Apameia, and that the war elephants which had proved so effective at Beth Zechariah were also in violation of that treaty. Lysias had to accede to Roman demands, which gravely damaged his standing at the court. He is also rumored to have ordered the execution of two women of the Seleucid royal line, which would suggest that his position was strongly contested. Shortly thereafter, Demetrios, the exiled son of King Seleukos IV, landed in Tripolis in Phoenicia, and quickly gained the support of the army and much of the aristocracy. Lysias and his protégé Antiochos V, who was only 11 years old, were arrested by their own troops and promptly executed on Demetrios's orders.

Play Tips: **LYSIAS** has all three Capability icons, but is only truly good at Administration (🏛️). His already mediocre military skills are reduced further when dealing with Revolts, reflecting his lackluster record against the Judean Revolt.



Name: Ptolemaios IV Philopator

ID#: P1

Original Affiliation: Ptolemies

Start Turn: 1

End Turn: 4

Royal Family (Succession Rank): Yes (1st)

Historical Background: Ptolemaios, the fourth of his name, inherited gigantic shoes to fill when he came

to the Lagid throne in 222, his three forebears and predecessors having made the Ptolemaic kingdom the foremost successor state of Alexander. His father, Ptolemaios III Evergetes, enjoyed a great military reputation, having taken advantage of a Seleucid succession crisis to successfully campaign in Northern Syria, Cilicia and even possibly all the way to Babylon, from which he had brought back statues of Egyptian gods captured centuries ago by the Persian king Cambyses. He had also taken over most of the coastal possessions of the Seleucids, turning the Eastern Mediterranean and Aegean into a Ptolemaic lake, only challenged to some extent by the still much diminished Antigonid kingdom of Macedon. Ptolemaios IV's epithet ("Philopator", i.e. who loves his father) shows how important it was to stress the link with his glorious father.

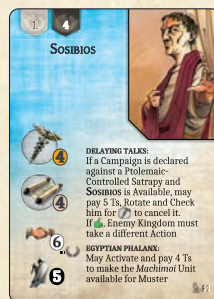
Ptolemaios IV's accession must also have been somewhat traumatic since the Lagid chief minister, the ruthless Sosibios, proceeded to undertake a thorough purge of his immediate family, including his mother, brother, and uncle to secure his position. The extent to which Ptolemaios was party to this massacre is unknown (Polybios suggests it was at his instigation). In any case, he found himself immediately challenged by another young king, Antiochos III of the Seleucids, who launched his first invasion of Koile Syria (the first of many), only to be blocked by the fortified lines of the Lagid governor Theodotos. Two years later, in 219, Antiochos renewed his attempt, taking advantage of the defection of a disgruntled Theodotos. The strong fortifications of the coastal cities and some nifty diplomacy of Sosibios bought Ptolemaios time to recruit and train a large army built from cleruchs, mercenaries and, for the first time, native Egyptians. Ptolemaios led this army along the Sinai coastal road to challenge Antiochos at Raphia, south of Gaza, in 217, in the largest battle of the time. There, Antiochos's inexperience and the numbers of the Ptolemaic phalanx – as well as, probably, the skills and steadiness of the many veteran officers in Ptolemaios's service – brought Ptolemaios a resounding victory, allowing him to force on Antiochos a status quo peace, with the exception of the great city fortress of Seleukeia-in-Pieria, the port of Antioch, that Antiochos had recaptured early in the war.

Now secure on his northern land border, Ptolemaios appears to have abstained from further military adventures, much like his father before him. Ancient historians strongly hint of laziness and overindulgence to explain this, mentioning his pursuit of "tryphé", a complex concept mixing luxury, prosperity and debauchery, but this concept was certainly perceived

more positively in Hellenistic Egypt than it was in Rome or with modern audiences, as it demonstrated the wealth and power of the Ptolemaic kings. Still, Ptolemaios was active diplomatically in mainland Greece, in the Aegean and in Sicily, aiming to repair the effects of the Cleomenean War and the shift of the Achaian League to the Macedonian alliance, with limited success. The main reason for this apparent lack of activity was a flare up of revolts in Egypt itself, beginning a few years after Raphia, culminating in an indigenous rebel capturing Thebes, the ancient Pharaoh's capital in Upper Egypt, and crowning himself Pharaoh under the name of Horwennefer. Despite repeated efforts by Ptolemaic forces, he would only be crushed and captured in 186. Starting at least with Polybios, the military training and subsequent growth in confidence of the native Egyptians has been seen as the key factor in the extent and success of these revolts, though the extremely exploitative regime imposed by the Ptolemies is certainly also to blame, and would have long lasting consequences.

While the native revolt was ongoing, Ptolemaios IV died suddenly in 204, aged 40. The exact circumstances remain murky. Some sources say that Ptolemaios's sister-wife Arsinoe III had died shortly before him, possibly assassinated on the instigation of his mistress Agathokleia. Some later sources mention a fire in the palace. Ptolemaios also appears to have led a rather unhealthy life and may have died of health complications. His death was kept secret for some time until his 6-year old son Ptolemaios V was proclaimed king with Sosibios as regent.

Play Tips: **PTOLEMAIOS IV**'s **LAZY** Special Ability means that he can only Activate once by Turn, which makes him quite unsuited to undertake a sustained military campaign, though he makes a good defensive leader. Note that his laziness does not prevent him from undertaking Evergetism.



Name: Sosibios

ID#: P2

Original Affiliation: Ptolemies

Start Turn: 1

End Turn: 4

Royal Family (Succession Rank): No

Historical Background: Nothing is known of Sosibios's origins and career before Ptolemaios IV's

accession, though he was evidently already in a key position at the time, probably already the chief minister of Ptolemaios III at the time of his death, and probably already of a certain age at that time.

Sosibios proved himself a ruthlessly effective operator, undertaking a brutal purge of nearly all the relatives of the young king, including his mother, uncle and brother, leaving only his sister Arsinoe III as sister-wife in the Egyptian Pharaoh's manner adopted by the Lagids since Ptolemaios II. Sosibios also discarded quickly the exiled Spartan king Kleomenes whose charisma and influence with the Greek mercenaries in Alexandria was deemed dangerous. The Alexandrian court was soon faced with a major external crisis when the new Seleucid king Antiochos III succeeded in bringing to his side the Ptolemaic governor of Koile Syria, Theodotos, in 219, proceeding to overrun the strategic border province. While Antiochos's advance was slowed down by the resistance of the coastal cities, Sosibios managed to obtain a ceasefire by promising substantial territorial concessions. In the meantime, Ptolemaic recruiters went frantically all over the Eastern Mediterranean to recruit any available mercenaries to complement the units of cleruchs, the Greek-Macedonian military settlers in Egypt. Still worried by the disparity in numbers and troop quality, Sosibios decided on a momentous step, levying Egyptian natives into an indigenous phalanx, something previous Ptolemies had refrained from doing, except possibly the first Ptolemaios when he first took command of Egypt. Once this massive army was ready, and all the logistical preparations made to follow the ancient Paths of Horus, the military road along the coast of the Sinai, Sosibios broke the sham talks with Antiochos, leading to the battle of Raphia in 217, where Ptolemaios IV prevailed, ending the Seleucid threat for more than 15 years.

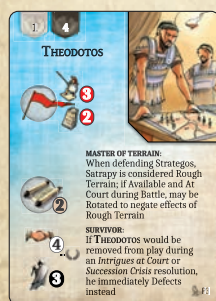
Little is known of Sosibios's career after Raphia, except that he was still in power in 204 at the time of Ptolemaios IV's death, being even rumored to

have had a hand in the death of queen Arsinoe III. He took the role of regent for the infant king Ptolemaios V, but appears to have soon been victim of the intrigues of his partner Agathokles, and probably put to death, a somewhat fitting end to this ruthless statesman.

Play Tips: Even though **SOSIBIOS** appears to have been in command of the Egyptian phalanx at Raphia, he is never mentioned to have held an independent command, and so has not been granted the Military Capability. He more than makes up for this gap through his stellar ratings in Diplomacy (10), Administration (10) and Intrigue (10), where he has no rival in the game!

His **DELAYING TALKS** Special Ability may be used (it is not mandatory) as a Reaction when a Kingdom declares a Campaign against a Ptolemaic-Controlled Satrapy. Use of this ability must be announced before any die roll is made for Battle, Siege, Subjugation or any other reason. The Campaigning Kingdom must allow time for the Ptolemies to declare this use before proceeding with any die roll. For a cost of 5 Ts and a Rotation, if **SOSIBIOS** successfully Checks his Diplomacy (10) Rating, that Kingdom must take a different Action (cannot be a Campaign targeting Ptolemaic Places). Any Ts spent by that Kingdom are refunded and the campaigning Leader is not counted as having Activated. If **SOSIBIOS** fails his Diplomacy (10) Check, the Campaign proceeds as normal. **SOSIBIOS** may use this special ability again to try to counter a subsequent Campaign from the same Kingdom or another.

SOSIBIOS, through his **EGYPTIAN PHALANX** special ability may, once in the game, take a special Action to bring in play the *Machimoi* Unit. This Unit is then placed face-down in **DELTA**, and may be mustered as per normal rules in subsequent Campaigns. Note that this Unit will be permanently removed from play when the Turn 4 Ev 28 'Oracle of the Potter' occurs, and that **SOSIBIOS**'s **EGYPTIAN PHALANX** Special Ability cannot bring it into play once this event has occurred.



Name: Theodotos

ID#: P3

Original Affiliation: Ptolemies

Start Turn: 1

End Turn: 4

Royal Family (Succession Rank): No

Historical Background: Theodotos, not to be confused with his compatriot and namesake

Theodotos Hemiolios ("Half-Wage"), another general in Seleucid service at the time, was an Aitolian general in Ptolemaic service who held the governorship of Koile Syria in 221 when Antiochos III launched his first invasion. Theodotos correctly anticipated that Antiochos would come through the gap between the mountainous ranges of the Lebanon and Antilebanon (in what is now called the Bekaa Valley), and he established a fortified line at a narrow point, anchored by two strong forts at Gerrha and Brochoi. Unable to go South through the gap or over the mountains, Antiochos found himself bottled up and soon short on supplies. He soon seized upon the mounting successes of the usurper Molon in Babylonia to abort his campaign.

Instead of being lauded for his brilliant defense, Theodotos appears to have fallen afoul of the ongoing deadly intrigues surrounding Ptolemaios IV's accession, and thoroughly disgruntled, and possibly fearing for his life, he soon found an understanding with Antiochos, betraying to him the province with its key fortresses of Tyre and Ptolemais-Ake and the naval squadrons stationed there. The stubborn resistance of some coastal cities and the diplomatic maneuvering of Sosibios, the Lagid chief minister, eventually allowed Ptolemaios IV to counter-invade, leading to a decisive battle at Raphia. Just before Raphia, Theodotos used his intimate knowledge of the Ptolemaic army to lead a daring raid to assassinate Ptolemaios in his tent on the eve of the battle, but hit the wrong tent, and Ptolemaios won the battle and the war on the next day.

Nonetheless, Theodotos remained in a prominent position in the service of the Seleucid king. In 215, he led a daring night scaling assault of the walls of Sardis, the refuge of Achaïos, though the rebel escaped to the high acropolis of the city and held on for many more months. Theodotos also appears to

have successfully led a corps during Antiochos's campaign across the Elburz mountains to invade the heartlands of the Parthian kingdom, though nothing is heard of him after Antiochos's Anabasis.

Play Tips: **THEODOTOS** is a competent military leader and administrator in his own right, but what makes him stand apart as a general is his **MASTER OF TERRAIN** Special Ability. When **THEODOTOS** is the commanding Strategos against an invading Campaign, the terrain is considered to be Rough even if normally Clear, granting **THEODOTOS**'s troops the advantage of striking first in battle. Conversely, if he is Available and At Court (i.e. not commanding a Force) during a Campaign of his Kingdom in Rough Terrain, he may be Rotated so that the terrain is considered Clear instead.

THEODOTOS's **SURVIVOR** Special Ability reflects his no less remarkable ability to survive political intrigues, and heightens the likelihood of him switching sides as he did historically: should he, as a result of *Intrigues at Court* or a *Succession Crisis*, be supposed to be removed from play, he instead Defects, with rival Kingdoms (not the one he just defected from) bidding for his services according to rule 2.2.9.



Name: Magas

ID#: P4

Original Affiliation: Ptolemies

Start Turn: 1*

End Turn: 9

Royal Family (Succession Rank): Yes (5th)

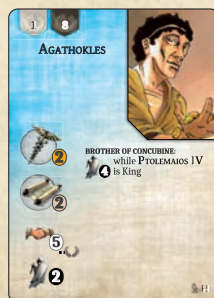
Historical Background: Magas, named after his maternal grandfather Magas of Kyrene (stepson of Ptolemaios I), was the younger brother of Ptolemaios IV. Their father Ptolemaios III entrusted him with the leadership of an expedition in Asia Minor to support Antiochos Hierax against Seleukos II, where Magas met considerable success.

Upon his father's death, it appears that Magas was the favorite of his mother Berenike III to succeed to the throne, despite being the younger son. In any case, Ptolemaios, or his chief minister Sosibios, felt insecure enough to order the eradication of all the king's relatives, including his own mother, his uncle Lysimachos and his younger brother: ancient historians tell us that Magas was scalded to death in his bath...

Play Tips: **MAGAS** is in play only in the Seleucid Thunderbolt (Year 220 Alternate) scenario, where it is assumed that he was not a victim of **SOSIBIOS**'s purge of the Lagid royal family upon **PTOLEMAIOS IV**'s accession.

His **WING COMMANDER** Special Ability makes him a military asset even when not directly leading an army, as it can only be used if he's At Court. To use it, Rotate him at the beginning of the Battle, before any die roll has been made, making effectively one Standard Land Unit Elite for all purposes (including assessing victory) for the duration of that Battle.

Should **MAGAS** not meet an early death in this scenario, he is set to become King upon his brother's demise, opening the prospect of a militarily competent Ptolemaic King for a change...



Name: Agathokles

ID#: P5

Original Affiliation: Ptolemies

Start Turn: 1

End Turn: 8

Royal Family (Succession Rank): No

Historical Background: Agathokles was born in a very high ranking family at the Ptolemaic court, distantly related to the royal family; one of his grandmothers was a Syracusan princess, and many of his relatives are known to have held significant positions at court. Agathokles and his sister Agathokleia were introduced to Ptolemaios IV by their ambitious mother, and Agathokleia soon became the king's mistress, a position she retained throughout

his reign. While Agathokles does not appear to have been particularly competent, he benefitted immensely from his sister's intimate relationship with the king.

When Ptolemaios IV died, Agathokles collaborated closely with Sosibios to secure their positions and control over the young heir Ptolemaios V, but then Sosibios disappeared, very possibly eliminated by Agathokles. However, the courtier soon found himself hopelessly out of his depth, and profoundly unpopular with the Alexandrian populace, who accused him of having murdered Arsinoe III and of plundering the royal treasury. Tlepolemos, the military governor of Pelousion, put himself at the head of the mob, which stormed the royal palace at night. The siblings' pleas for mercy went unheard, and Agathokles and his wife and son were killed by his friends to avoid a worse fate, while Agathokleia and their mother, who had sought refuge in a temple, were thrown to the crowd and massacred.

Play Tips: -



Name: Tlepolemos

ID#: P6

Original Affiliation: Ptolemies

Start Turn: 2

End Turn: 7

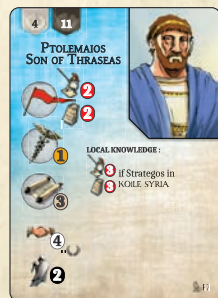
Royal Family (Succession Rank): No

Historical Background: Tlepolemos was a widely respected general in the Ptolemaic army, who held

the key position of military governor ("Strategos") of the great border fortress of Pelousion when Ptolemaios IV died in 204. He soon found himself at odds with the new regent Agathokles, and the regent's political opponents gathered around him. The dispute escalated, including public humiliation of Danae, Tlepolemos's mother-in-law. Tlepolemos steadily built support among the Greek-Macedonian elite, who strongly resented Agathokles's administration, and probably contributed to excite the Alexandrian populace in rising against the regent, precipitating his fall.

While he was a competent and respected general, Tlepolemos soon proved himself quite unable to govern, especially as he soon got rid of his erstwhile partner, Sosibios, son of Sosibios. When Antiochos III saw his opportunity and renewed his war on the Lagid kingdom, Tlepolemos found himself without support and was replaced as regent by Aristomenes in 201.

Play Tips: -



Name: Ptolemaios son of Thraseas

ID#: P7

Original Affiliation: Ptolemies

Start Turn: 4

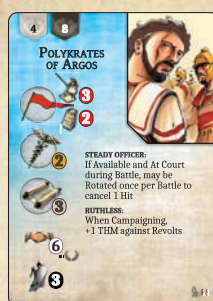
End Turn: 11

Royal Family (Succession Rank): No

Historical Background: Ptolemaios son of Thraseas came from a family with a long and

distinguished history of service to the Lagid dynasty, as attested by the name he was given. As such he had been governor of Koile Syria for a number of years when war resumed between the Seleucid king Antiochos III and the young Ptolemaios V. Like his predecessor Theodotos, Ptolemaios came to the conclusion that his future lay with the Great King and turned over his satrapy to Antiochos, who maintained him in his position, but this time in his service, after his victory at Panion, greatly facilitating the transfer of authority to the Seleucid king.

Play Tips: PTOLEMAIOS's Battle (🚩) and Siege (🛡️) ratings are both boosted to '3' when Campaigning or Defending in the Satrapy of KOILE SYRIA.



Name: Polykrates of Argos

ID#: P8

Original Affiliation: Ptolemies

Start Turn: 4

End Turn: 8

Royal Family (Succession Rank): No

Historical Background: Polykrates was a Greek mercenary general who was in command

of Ptolemaios IV's Royal Guard (Agema) cavalry at Raphia, where he was routed by Antiochos III's charge. He was reputed for his loyalty, steadfastness and energy, a reputation he strengthened when he was governing Kypros during the second war with Antiochos. A political ally of Aristomenes, he helped him deal with Skopas after Panion, and later organized the coming-of-age ceremony of Ptolemaios V. He is said by Polybios to have later fallen into a life of debauchery.

Play Tips:

🚩 **STEADY OFFICER:** POLYKRATES can cancel 1 Hit maximum in Battle when he is At Court. This cancellation is done before any Hits are applied.

🚩 **RUTHLESS:** POLYKRATES benefits from a +1 THM for both Siege and Subjugation rolls against Places in Revolt.



Name: Aristomenes

ID#: P9

Original Affiliation: Ptolemies

Start Turn: 4

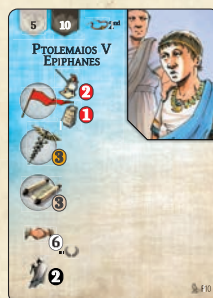
End Turn: 8

Royal Family (Succession Rank): No

Historical Background: Aristomenes was a Greek from Acarnania who reached a high position at

the court in Alexandria under Ptolemaios IV, where he held the rank of Bodyguard. After the king's death, he was initially a close associate of Agathokles, whose life he tried (unsuccessfully) to save at the end. When the new regent Tlepolemos found himself isolated when Antiochos III renewed war on the Lagid kingdom, Aristomenes engineered his fall and replaced him as regent in 201. Busy with a spat of indigenous revolts in the Delta, he sent Skopas to lead the counteroffensive in Koile Syria, but then felt threatened by the former Aitolian strategos. With the timely return of his associate Polykrates from Kypros with a large amount of money, Aristomenes was able to stabilize his position and got rid of Skopas and other Aitolian officers at court. However, he found himself gradually overshadowed by Polykrates.

Play Tips: ARISTOMENES can be an element of stability in the chaos that typically is the Lagid court when he is in play through his **CAPTAIN OF BODYGUARDS** Special Ability. As long as he is not on the map, he grants a +1 THM to the King should he be targeted by a Plot during *Intrigues at Court*, and makes him immune to results that would remove him from play during a *Succession Crisis*.



Name: Ptolemaios V Epiphanes

ID#: P10

Original Affiliation: Ptolemies

Start Turn: 5

End Turn: 10

Royal Family (Succession Rank): Yes (2nd)

Historical Background: Ptolemaios V Epiphanes ("God manifest") was the only son of Ptolemaios

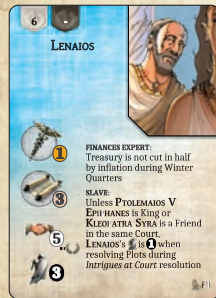
IV. Only five years old at the death of his father in 204, the young kid could not reign, letting a succession of regents squabble for the early years of his reign, bringing much prejudice to the Lagid kingdom. He was formally crowned Pharaoh in Memphis in 196, though still rather too young, under

the impulse of Polykrates of Argos, bringing some much needed stability, and also as a political gesture against the rebel pharaoh Ankhwennefer who was by then in control of much of Upper Egypt. Ptolemaios V had wed Kleopatra (I), daughter of Antiochos III, as part of the peace agreement that deprived him of Koile Syria and Ionia, and had two sons and a daughter with her.

Unable by oath to renew the war against Antiochos, Ptolemaios spent much of his reign repairing his position in Egypt, ruthlessly crushing the various indigenous revolts, culminating with the suppression of the rebel Pharaohs of Upper Egypt in 185. He also tried to renew the Ptolemaic influence in Greece, in particular with the Achaian League, following the forced withdrawal of Macedon after the 2nd Macedonian War.

After the death of Antiochos III in 187, Ptolemaios V is said to have begun preparations to renew the war against Antiochos's son and successor, Seleukos IV, but died suddenly in 180; rumor has it that he was poisoned by courtiers who were afraid of their properties being seized to fund the war.

Play Tips: Unless **PTOLEMAIOS IV**'s death is delayed, the Ptolemies will have to endure a regency before **PTOLEMAIOS V** comes to the throne.



Name: Lenaioi

ID#: P11

Original Affiliation: Ptolemies

Start Turn: 6

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Kleopatra I Syra knew how to surround herself with capable ministers,

and Lenaioi was one of the most prominent of them. He was originally a Syrian slave, and probably came with Kleopatra to Egypt when she wed Ptolemaios V. Before dying, Kleopatra entrusted the regency of her still young son, Ptolemaios VI, to him and Eulaioi, but they soon proved themselves unable to retain power.

Play Tips:

LENAIOI's Special Ability **FINANCES EXPERT** allows the Ptolemies to retain their full Treasury at the end of a turn, which can be very precious with their territories much reduced by defeats and revolts.

His **SLAVE** Special Ability however makes him very vulnerable to Plots during *Intrigues at Court* after the disparition of **PTOLEMAIOS V** and **KLEOPATRA I**, as his Intrigue (4) is then reduced to 1 when resolving Plots (though his original value of 3 is used for computing the number of Plots).



Name: Eulaioi

ID#: P12

Original Affiliation: Ptolemies

Start Turn: 7

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Like Lenaioi, Eulaioi was a close collaborator of Kleopatra I, serving

as tutor to the young Ptolemaios VI. After the death of their mistress, he took over the regency with Eulaioi, a role they were not able to retain for long, especially in face of the renewed catastrophic war against Antiochos IV, himself a brother of their protectress. A eunuch, Eulaioi's character is vehemently attacked by Polybios for reputedly having both initiated (and bungled) the war against Antiochos IV, and then advised Ptolemaios VI to flee with the royal treasury to Samothrakè upon Antiochos's invasion of Egypt, an act seen as cowardly and proper to someone bereft of any virility.

Play Tips: Similarly to his colleague LENAIOI, EULAIOS's **EUNUCH** Special Ability makes him very liable to court intrigue after the disparition of **PTOLEMAIOS V** and **KLEOPATRA I** (his Special Ability works exactly like LENAIOI's **SLAVE**).



Name: Komanos

ID#: P13

Original Affiliation: Ptolemies

Start Turn: 7

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Komanos was a Galatian mercenary general in Ptolemaic service who made

his name leading the reconquest of Upper Egypt, defeating the last rebel indigenous Pharaoh, Ankhwennefer, in 186, and re-establishing Ptolemaic control of the region of Triakontaschoinos (Lower Nubia) between the First and Second Cataracts, which had fallen under the authority of the Kushite kings of Meroe since 206. He was appointed military governor ("Epistrategos") of Upper Egypt in 187.

Following the catastrophic start of the Sixth Syrian War, with the Lagid army crushed in the Sinai, and Antiochos IV promptly seizing the key border fortress of Pelousion and invading the Delta, Komanos and another prominent Ptolemaic general, Kineas, launched a brutal military coup, later rejecting the agreement between Antiochos and Ptolemaios VI, and proclaiming Ptolemaios VIII Physkon the only king. They then successfully defended Alexandria against Antiochos in consecutive years.

In later years, Komanos remained an associate of Ptolemaios Physkon, following him to his exile in Kyrene and even leading a mission to Rome.

Play Tips: KOMANOS is the best late Ptolemaic military leader, and is particularly effective against revolts or to put an end to the indigenous Egyptian revolt if it is still ongoing thanks to his **BANE OF REBELS** Special Ability. The +1 THM in **THEBAIS** applies both to Battle Rolls and any Siege or Subjugation attempts.

However, he is a significant liability with his high Intrigue (9), compounded by his **GALATIAN BRUTALITY** Special Ability which guarantees, if he is At Court, that there will always be at least one Plot whenever *Intrigues at Court* (4.6) is resolved, and that he will be involved in the first Plot with his fearsome Intrigue (9) Rating. Note that, unless there would have been no Plot, this is not an extra Plot.

It is generally a good idea to send him on Campaign as much as possible, though his low Loyalty (3) is another issue, especially if he starts building up his Renown (3)...



Name: Kineas

ID#: P14

Original Affiliation: Ptolemies

Start Turn: 10

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Not much is known of Kineas, except that he was a leading general of the

Ptolemies who paired with Komanos in a brutal military coup to overthrow the regents Lenaioi and Eulaioi, who were most probably executed then, and that he remained a key player during the troubled years of the war with Antiochos IV and the subsequent struggles within the Lagid family.

Play Tips: -



Name: Ptolemaios VI Philometor

ID#: P15

Original Affiliation: Ptolemies

Start Turn: 11

End Turn: None

Royal Family (Succession Rank): Yes (3rd)

Historical Background: Ptolemaios VI Philometor ("Who loves his mother") was the eldest son of

Ptolemaios V Epiphanes and Kleopatra I Syra. Born in 186, he was only 6 when his father died. He was nonetheless at once crowned king, with his mother as regent. She applied a strict policy of peace with the Seleucid kingdom of her brothers, but after her death a couple years later, her trusted advisors, Eulaios and Lenaios, proved too weak to maintain control of the Alexandrian court, and foolishly started a war against the Seleucid king Antiochos IV. Worse, they proceeded to make a mess of it, with the Ptolemaic army crushed in the Sinai and the key border fortress of Pelousion lost, opening the Delta to invasion.

In 170, Ptolemaios VI submitted to his uncle Antiochos IV, but the new regents Komanos and Kineas rallied the resistance around his sister Kleopatra (II) and his brother Ptolemaios (VIII) Physkon and held Alexandria. As Antiochos had to withdraw to take care of troubles in his own kingdom, Ptolemaios VI made peace with his siblings, marrying his sister. Together, they soon faced the vengeful return of Antiochos, who took over the whole of Lower Egypt, and besieged the royal siblings in Alexandria. Only the timely intervention of Rome, which dreaded the reinforcement of the Seleucid kingdom, through its envoy C. Popilius Laenas on the famous Day of Eleusis saved the Ptolemies this time, forcing the withdrawal of Antiochos.

The prestige of the dynasty had still been heavily damaged, and though Ptolemaios VI had the reputation of a benevolent king, he had to face a major indigenous revolt (that of Dionysios Petosarapis) in 168 in the Delta. In 164, he was ousted by his brother Physkon and took refuge in Rome, who installed him back on the throne the following year. In 152, he sought to take advantage of the Seleucid succession troubles to recover Koile Syria, supporting various pretenders, but despite success on the battlefield, he succumbed to a battle injury in 145 in Syria.

Play Tips: PTOLEMAIOS VI's **INFLUENCEABLE** Special Ability may be leveraged by an enemy King (only) to extract major gains through a successful Envoy Action by bringing an immediate Peace freezing the current situation on the map. As for any Envoy Action, it takes an Activation by that King, paying normal costs for an Envoy Action, and with two rolls with possible bribe.



Name: Kleopatra II

ID#: P16

Original Affiliation: Ptolemies

Start Turn: 11

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Daughter of Ptolemaios V and Kleopatra Syra, Kleopatra II was at the heart

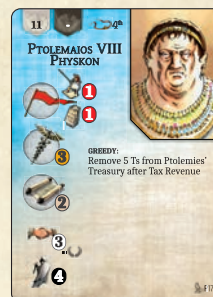
of the power struggles which engulfed the Lagid kingdom between 170 and 126. First married to her elder brother Ptolemaios VI, with whom she had four children, Kleopatra often sided with their younger brother Ptolemaios Physkon as Ptolemaios VI tended to be seen as too weak in the war against their uncle the Seleucid king Antiochos IV.

In 145, upon the death of Ptolemaios VI, her second son (her first son by Ptolemaios VI having died from the plague in 152) became king as Ptolemaios VII, and she regent. The following year, she wed Ptolemaios Physkon, giving him a son (Ptolemaios Memphites). Physkon had Ptolemaios VII assassinated the following year, and took his niece Kleopatra III (daughter of Ptolemaios VI and Kleopatra II) as a second wife.

Soon, the mother and daughter were locked into a ferocious power struggle. In 131, the rivalry within the family erupted in open civil war, with Kleopatra II ousting Physkon and Kleopatra III from Alexandria, and Physkon having in retribution his son Ptolemaios Memphites (then aged 13) killed, and his butchered body sent to his mother. Physkon managed to capture Alexandria in 126, and Kleopatra II fled with the royal treasury to Syria to her son-in-law Demetrios II, to whom she offered the Egyptian throne, but he proved unable to get past Pelousion.

It was only in 123 that she reconciled with Physkon and Kleopatra III, returning to resume joint rule over Egypt until her death in 116, the same year as Physkon.

Play Tips: KLEOPATRA II's **SISTER-QUEEN** Special Ability guarantees she will survive the hotbed of intrigues that is typically the Ptolemaic Court at the time: she is not included in the random determination of which Friends are involved in Plots and, if Chief Minister, any second Plot would target another Friend instead.



Name: Ptolemaios VIII Physkon

ID#: P17

Original Affiliation: Ptolemies

Start Turn: 11

End Turn: None

Royal Family (Succession Rank): Yes (4th)

Historical Background: Second son of Ptolemaios V and Kleopatra Syra, Ptolemaios VIII Evergetos II

Tryphon (Benefactor, Magnificent) as per his official nomenclature, though more commonly known as "Physkon" (Fat-bellied) because of his obesity, was an unrelenting schemer who never shied from the basest acts to wrest power from his older siblings. He mostly suffers from a very negative reputation among ancient historians, but some sources portray him as a very capable king, well loved by his subjects, and quite possibly the last significant Lagid king until Kleopatra VII.

He is first heard of in 170, then aged 12, when the Alexandrians and the new regents proclaimed him and his sister Kleopatra (II) co-kings after the submission of their brother Ptolemaios VI to Antiochos IV. The three siblings, under the Seleucid king's pressure, soon reconciled, but as early as 164 the two brothers were at odds again, with Physkon attempting to oust his brother, but eventually having to flee Egypt in 163, finding refuge in Kyrenaike where he reigned as king. In 154, he managed to get the approval of the Roman Senate for an expedition to capture Kypros from his brother, but was defeated and taken prisoner. Ptolemaios VI however spared him and let him return to Kyrene.

In 145, upon the death of Ptolemaios VI in Syria, Physkon attempted to seize the throne of Egypt but was thwarted by their sister Kleopatra II, who had her son Ptolemaios VII crowned. However, she had to compose with the influence of Physkon and married him. Ptolemaios VII was soon assassinated (some authors say the very night of the wedding of his mother and uncle), and the conflict between the siblings took a new dimension when Physkon wed his niece, Kleopatra II's daughter, as a second wife.

The family conflict erupted in open strife in 131, with Physkon and Kleopatra III having to flee to Kypros, where he, in a rage, had his son from Kleopatra II killed and butchered, and the pieces sent to her. He eventually recaptured Egypt and Alexandria, forcing his sister into exile in Syria until 124, her returning possibly as part of a new marriage alliance between the Seleucid king Antiochos VIII Gryphos and Kleopatra (V) Selene, daughter of Physkon and Kleopatra III. Ptolemaios VIII and the two Kleopatras appear in official inscriptions to have ruled jointly until the death of the two siblings in 116.

Play Tips: During the lone game turn where **PHYSKON** will be in play, **PHYSKON** will be more a headache than an asset to the Ptolemies, both because of his high Intrigue (4), and **GREEDY** Special Ability (which will reduce the Ptolemaic treasury at a time where it can often ill afford it) and the risk of paralysis stemming from Ev 56 'Three Monarchs in Alexandria'. Note that the Treasury reduction takes place after any possible halving due to being At War.



Name: Taurion

ID#: M1

Original Affiliation: Macedon

Start Turn: 1

End Turn: 2

Royal Family (Succession Rank): No

Historical Background: Nothing is known of the early career of Taurion, but he is first mentioned

by Polybios as the Macedonian officer appointed by Antigonos III Doson to take care of Macedonian interests in the Peloponnesos after the alliance with the Achaian League and the restitution of Korinthos to Macedon on the occasion of the war against Kleomenes of Sparta. He is mentioned as working jointly with Aratos and various Achaian strategoi on several occasions against the never ending Aitolian forays. He obviously kept this important and prestigious position under Philippos V, and accordingly played an important role during the Social War against the Aitolians and their Spartan allies in the Peloponnesos.

Taurion was one of five experienced men entrusted by Doson with supporting the young king Philippos, but, according to Polybios, he was not a supporter of Apelles, the head of the regency council, and found himself the target of his intrigues. During the power struggle between Apelles's clique and the king, Taurion supported the king, and continued his usual role in the Peloponnesos, working with Aratos, including during the peace negotiations in Aitolia.

Polybios says that Taurion was a brutal and unprincipled man, blaming him for his bad influence on Philippos. He even gives credit to a rumor that he later had poisoned Aratos on the orders of the king, though it is much more likely that the old Achaian leader died of old age, as did Taurion soon thereafter.

Play Tips: TAURION's limitation to the three southern Satrapies of Greece only applies to Envoy Actions; he may undertake Lobbying and Incite Rome to War Actions as well as Military (♂) and Admin (♂)-based Actions anywhere following normal rules. He is a strong asset for PHILIPPOS V to survive Ev 16 'Apelles's Plot'. He however is scheduled to retire early (on Turn 2) so should be well used while still around.



Name: Apelles

ID#: M2

Original Affiliation: Macedon

Start Turn: 1

End Turn: 3

Royal Family (Succession Rank): No

Historical Background: Apelles was a high-ranking Macedonian Friend, possibly related to

the royal Antigonid family. He campaigned with Antigonos Doson against Kleomenes, and was later appointed by that king to head the regency council to guide his young successor, Philippos V. The historical tradition, essentially based on Polybios, is extremely negative toward Apelles. It is likely that Apelles's ambition led him to try to rule in all but name (and even there, Polybios accuses him of having official acts written in his name), leading to direct conflict with the young king, then 20-years old at most.

What seems certain is that Apelles was in direct conflict with Aratos, the leading official of the Achaian League, who had been an inveterate enemy of Macedon before the reversing of alliances when faced with the resurgent Spartan threat under Kleomenes. Apelles appears to have supported Aratos's adversaries within the League and done all he could to discredit Aratos and his son (confusingly also named Aratos) with Philippos. Polybios goes so far as saying that Apelles and his clique actively sabotaged the king's campaigns during the Social War in order to weaken Aratos, but this seems hard to believe. What is more likely is that Apelles and Aratos defended different strategies and approaches, with Apelles looking to extend direct Macedonian influence in the Peloponnesos at the expense of Achaian influence.

In 218, Philippos called Apelles, who had been administering the kingdom while the king was campaigning, to his side and proceeded to clearly mark his fall of power by excluding him from his council and eliminating his allies at court, before eventually having Apelles and his son executed.

Play Tips: APELLES is a very efficient Leader, strong in all ratings, but he usually proves to be a major headache to Macedonian players. First, if PHILIPPOS V is King, APELLES's **OVERBEARING** Special Ability subtracts 4 Ts immediately after the Revenue Phase (after any possible halving due to being At War) from the Macedonian Treasury every turn, something that the typically cash-strapped kingdom can ill afford. By the same token, his Intrigue (♂) Rating is increased to 4 under these circumstances, making *Intrigues at Court* (4.6) very dangerous while he is around.

Even worse, as long as APELLES is Chief Minister (which means as long as he is in play, since he starts in the position, unless he becomes King himself), PHILIPPOS V's powerful **WINTER CAMPAIGN** Special Ability is neutralized.

Finally, APELLES is at the heart of the pivotal Ev 16 'Apelles's Plot', which is added to the deck on the first turn. This event may bring the elimination of APELLES and his supporters, or potentially his usurpation of the throne.



Name: Megaleas

ID#: M3

Original Affiliation: Macedon

Start Turn: 1

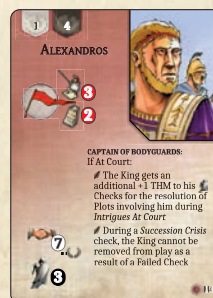
End Turn: 4

Royal Family (Succession Rank): No

Historical Background: Megaleas was another member of the regency council set by Doson for

Philippos V, and apparently a close associate of Apelles. According to Polybios, he openly insulted and attacked Aratos during the campaign in Aitolia, and was arrested and condemned to a hefty fine. When the fall of grace of Apelles became obvious, he fled to Athens but was denied entrance and eventually took his own life in Thebes.

Play Tips: MEGALEAS's close association with APELLES is represented by his **APELLES'S CLIQUE** Special Ability, which ties his fate to that of APELLES, MEGALEAS being immediately removed from play if APELLES is himself removed from play for any reason except *Ferryman of Souls* (typically through the resolution of Ev 16 'Apelles's Plot').



Name: Alexandros

ID#: M4

Original Affiliation: Macedon

Start Turn: 1

End Turn: 4

Royal Family (Succession Rank): No

Historical Background: Another of the leading officers of Antigonos Doson, and later of Philippos

V, Alexandros appears to have been commanding the Macedonian cavalry at Sellasia in 222, and was later appointed by Doson to the regency council for Philippos V. Alexandros is mentioned by Polybios as being in charge of the Royal Household of Philippos, i.e. of the Royal Bodyguards, an elite group since Alexander at least. Being thoroughly devoted to the young king, he found himself the target of Apelles's intrigues, like Taurion and Aratos, but clearly without much effect. In 218, he was sent by Philippos to arrest Megaleas after he had fled Corinth, leading to this friend of Apelles taking his own life in Thebes.

A few years later, Alexandros is mentioned as being in charge of Phokis, i.e. of a key border area with the Aitolians, and Polybios mentions how he laid a clever trap and routed an Aitolian incursion.

Play Tips: ALEXANDROS's **CAPTAIN OF BODYGUARDS** Special Ability boosts his King's ability to withstand a plot during *Intrigues at Court* (should there be three Plots), and provides him immunity to being removed from

play as a result of a *Succession Crisis* (though that is unlikely to affect **PHILIPPOS V** in the game). Note however that **ALEXANDROS** must be At Court, i.e. not on the map as a Strategos, for his Special Ability to take effect.



Name: Leontios

ID#: M5

Original Affiliation: Macedon

Start Turn: 1

End Turn: 4

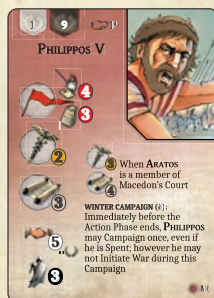
Royal Family (Succession Rank): No

Historical Background: Leontios was a military officer and member of the regency council, and

another key associate of Apelles. He was in charge of the Macedonian peltasts, an elite unit particularly well suited to the small war prosecuted by the Aitolians and to sieges, and appears to have been very popular with his troops. He was with Philippos V during the campaigns of 219 and 218, where Polybios accuses him of having actively sabotaged the king's campaign, to the extent of deliberately stopping assaults on the city of Pale on the island of Kephallenia, and trying to slow or misdirect Philippos's efforts, with only Aratos's vigorous efforts keeping the young king on track. Such treasonous behavior appears highly unlikely from a top Macedonian officer, and probably reflects rather strategic and tactical differences of view with Aratos and the Achaians. The spectacular success of Philippos's daring campaign in Aitolia and then against Sparta, possibly against the more prudent advice of Leontios, led to his fall of favor with the king, itself precipitating the arrest of his friend Megaleas and ultimately the disgrace of Apelles. Polybios narrates that Leontios and his friends incited the Macedonian veterans, starting with Leontios's peltasts, to riot to get a bigger share of the spoils of war. Only Philippos's personal intervention calmed the troubles. Leontios, now very suspect in Philippos's eyes, called on Apelles, escorting him with his troops when he arrived in Corinth. However, Philippos made clear that Apelles had no more credit with him. He sent the peltasts to join Taurion who was campaigning in Triphylia, and once Leontios was separated from his men, had him arrested. Learning of this, the peltasts sent a delegation to the king, offering to cover Megaleas's fine of which Leontios was the guarantor. Worried with the continued popularity of Leontios, Philippos then had him executed.

Play Tips: LEONTIOS is a purely military Leader who is largely useless in sieges, but can be effective for Subjugation thanks to his **CAPTAIN OF PELTASTS** Special Ability, which effectively brings his Battle (⚔) rating to '3' when Subjugating.

Like other supporters of **APPELLES**, his high Intrigue (⚙) is a problem for *Intrigues at Court*, and his **APPELLES'S CLIQUE** Special Ability ties his fate to that of **APPELLES**, LEONTIOS being immediately removed from play if **APPELLES** is himself removed from play for any reason except *Ferryman of Souls* (typically through the resolution of **Ev 16** 'Apelles's Plot').



Name: Philippos V

ID#: M6

Original Affiliation: Macedon

Start Turn: 1

End Turn: 9

Royal Family (Succession Rank): Yes (1st)

Historical Background: Philippos was a grandson of Antigonos II Gonatas, and was also a

great-grandson of Seleukos I Nikator through his mother Phila. He was only 9 when his father, King Demetrios II, was killed in 229 fighting the Dardaniens. Faced with multiple threats with the Dardanian invasion, a revolt in Thessaly and renewed Aitolian attacks, the Macedonians chose as regent his father's cousin Antigonos (III) Doson, son of Demetrios the Fair, a brother of Antigonos Gonatas, and ephemeral king of Kyrene. Doson (who received the royal title in 227) achieved a spectacular restoration of Macedonian power, culminating with his masterful reversal of alliance with Aratos and his Achaian League and his victory at Sellasia in 222 against

Kleomenes III of Sparta. However he died in 221 after yet another victory against an Illyrian incursion.

Doson had at all times positioned himself as only a caretaker for Philippos, making sure he received the best tutoring and putting in place a council of high officers to guide the young king upon his accession, hoping to avoid internal dissensions after his death. In this, he proved unsuccessful...

Polybios, whose pro-Achaian bias is stronger than ever in his narration of the reign of Philippos, initially presents him as a much gifted, generous and charismatic king who, under the bad influence of various counsellors, chiefly the exiled Greek-Illyrian dynast Demetrios of Pharos, progressively gave way to an impulsive and brutal nature.

Aged only 17 when he took the throne, Philippos V soon found himself tested by Macedon's long-time enemies, the Aitolians, who managed to bring the Spartans and Elians in league with them. This conflict, known as the War of Allies ('Social War' based on the latin texts) ravaged most of continental Greece from 220 to 217, with much depredation. Despite limited resources and internal rivalries, the young king managed, largely through his unrelenting energy, to crush the Spartans and force the Aitolians to a status quo peace at Naupaktos.

However, a simmering conflict with the Illyrian warlord Skerdilaidas drew him to Illyria where the presence of Rome through its protectorate around Apollonia forced him to tread carefully. However, the resounding victory of Hannibal at Cannae in 216 led Philippos to enter into a formal alliance with the Carthaginian, with the primary objective of keeping Rome out of Illyria and Greece. Recurring crises in the southern Peloponnese hampered Philippos's ability to intervene, but in 214 he sailed his newly built fleet to Apollonia. However, the swift Roman reaction surprised him and he had to burn his siege train and ships and retreat by land to Macedonia. Later that year, a renewed attack on Messene ended in disaster, with Demetrios of Pharos killed while attempting to seize Ithome, the city's acropolis. The following years saw Philippos campaigning in the Illyrian interior, subduing various tribes and eventually capturing Lissos, a key port and base of Skerdilaidas, in 212. However his enemies had formed a strong alliance against him, with the Aitolians and King Attalos of Pergamon as the main movers, and a new ally in Rome, entering for the first time the Greek scene. Pressed on all borders, Philippos displayed an indomitable energy, seeing off various barbarian tribes, thrashing the allies' troops multiple times, and forcing Attalos out of the war by encouraging his brother-in-law King Prusias of Bithynia to invade Pergamene territories, while his long-time protégé Philopoemen, the new strategos of the Achaian League, crushed the Spartan King Machanidas at Mantinea.

In 207, with Roman support reduced to a minimum, the Aitolian League made peace with Philippos. The following year, Philippos checked a belated Roman counteroffensive in Illyria and threatened Apollonia, leading to a peace negotiated by the Epirotes, with Philippos emerging clearly as the winner of this First Macedonian War, though with few territorial gains.

Freed (temporarily) from Roman and Aitolian pressure, and looking to take advantage of the death of the Lagid King Ptolemaios IV, Philippos turned his attention to the shores of the Aegean, building up his fleet and campaigning in Thrace, the Cyclades and along the coast of Karia, capturing many Ptolemaic places, including some mothballed warships on the island of Samos. This prompted an alliance of Rhodes, Pergamon and Byzantion against him, with several mostly indecisive naval battles being fought, and Philippos threatening Pergamon itself. He was blockaded in the Karian port of Bargylia during the winter of 201/200, where he was resupplied by the Seleucid viceroy of Asia Minor, Zeuxis. After escaping, Philippos returned to Macedonia, as a diplomatic accident in Athens involving two Acarnanian youths was quickly escalating, with Athens appealing to Rome, which eventually declared war on Macedon, starting the Second Macedonian War.

Now freed from Hannibal's War, Rome was set on avenging its perceived humiliation in the first war and sent a consular army to re-establish control of Illyria and threaten Macedonia itself. In 199, Philippos successfully thwarted a direct Roman invasion from Illyria, using the difficult mountainous terrain to his advantage. The following year, the new Roman consul, T. Quinticius Flaminius tried a similar approach from Epeiros, with little more success. Recognizing the futility of this approach, he courted the Greeks by posing as their defender against Macedon. With the Aitolians

again in alliance, he entered Thessaly and started systematically reducing Macedonian-held fortresses. Flamininus also managed to detach the Achaians from Philippos by promising them the recovery of Corinth, though several major cities, including Argos, broke from the League and stayed with Macedon. Peace talks between Philippos and Flamininus, who was worried of not being able to conclude the war within his one-year mandate, took place, but were quashed by the Senate. In 197, Philippos, seeing most of the Greeks deserting him, and knowing that he could not keep neglecting his northern borders much longer, decided to try for a decisive battle in Thessaly: bringing in his full levy and hiring all the mercenaries he could, he clashed with Flamininus and his Aitolian allies at Cynoscephalai. The battle initially went well for him but the difficult terrain and superior Roman flexibility eventually turned the tide and he was comprehensively defeated. The new peace conditions imposed by Flamininus and the Senate were very harsh, including the evacuation of all the places held by the Macedonians in Greece and Asia Minor. Flamininus however did not accede to all the wishes of the Aitolians, sowing the seeds of future resentment.

The void created by Macedon's defeat was promptly filled by the Seleucid king Antiochos III, fresh from his triumph over the Lagids. Antiochos occupied the Straits region and conquered most of Thrace and, in 192, answered the call of the Aitolians and landed in Demetrias, quickly extending his control over most of Euboia, central Greece and Thessaly. In spite of the extensive family ties between Antigonids and Seleucids, Philippos could not see positively another king of Macedonian descent taking over Macedon's traditional dominions, and must have been worried that Antiochos, who had previously made a show of re-establishing long standing Seleucid claims over Koile Syria, Upper Asia, Asia Minor and Thrace, may look to achieve what their common ancestor Seleukos Nikator had failed to do: establish himself in the ancestral royal seat of Pella. Accordingly, Philippos promptly threw himself at the side of Rome to oust Antiochos from Greece, encouraged by a promise that he could retain any place recovered by Macedonian arms. The following year, after his defeat at the Thermopyles, Antiochos was compelled to reembark for Asia Minor, where he was finally defeated at Magnesia in 190. Philippos's hopes were largely disappointed however, as Rome compelled him during the following years to evacuate most of his gains. His son Demetrios, who had been hostage in Rome since the peace of 196, was however returned to him.

Disappointed with the Senate's continuing hostility, Philippos then focused on restoring the strength of Macedon itself, through the reopening of mines, tax reforms and the installation of Thracians and other neighboring populations in order to rebuild the recruitment potential of Macedon. He also campaigned actively to strengthen his northern and Thracian borders.

From roughly 185, as Philippos was getting older, growing tensions appeared at court between a party bent on preparing revenge against Rome, led by his eldest son Perseus, and a party favoring peace with Rome and Pergamon, behind his youngest son Demetrios, who was quite openly supported by Rome since his stay as a hostage there. These tensions boiled up to the point where Philippos, thinking that Demetrios was preparing a coup, had him executed. Polybios states that Philippos, full of remorse, considered designating his cousin Antigonos as successor rather than Perseus, but this is not supported by any other source. When Philippos finally died in 179, aged 59, he was succeeded without much trouble by Perseus.

Play Tips: As long as **ARATOS** is in play and part of the Macedonian Court (i.e. as long as Macedon controls the Achaian League), **PHILIPPOS V's** Diplomacy (D) and Admin (A) ratings are boosted to '3' and '4' respectively.

On the other hand, **APELLES** inhibits, as long as he is in his Court, **PHILIPPOS's** powerful Special Ability **WINTER CAMPAIGN**, which essentially gives him a third Activation per turn, though only to Campaign (no Diplomacy (D)- or Admin (A)-based Action allowed), and only against a Major Power he is already At War with, a Minor Power or an ungarrisoned Place. The restriction about initiating a War prohibits any choice that would generate an Automatic CB, but not any other CB. **PHILIPPOS** must still pay normal supply costs for this Campaign.



Name: Nikanor

ID#: M7

Original Affiliation: Macedon

Start Turn: 3

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Nikanor is a relatively common name among Macedonian nobles, and several are found holding major positions in the service of Macedonian and Seleucid kings. This particular Nikanor is first mentioned as Philippos V's general in charge of the land campaign against Athens in 200, where he is said to have pressed the city very hard, and was only stopped by the intervention of the Romans, who entrusted him with delivering an ultimatum to his king in Thrace. Later, it is likely that it was the same Nikanor leading the second half of the Macedonian phalanx at Cynoscephalai (the first half being under Philippos's direct command), whose late deployment resulted in providing the Romans with the opening needed to turn the tide of the battle against Philippos.

Play Tips: -



Name: Dikaiarchos

ID#: M8

Original Affiliation: Macedon

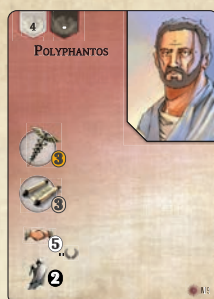
Start Turn: 4

End Turn: 10

Royal Family (Succession Rank): No

Historical Background: Dikaiarchos was a prominent Aitolian who served Philippos V as an admiral in the Aegean and in Crete, where he appears to have terrorized the Rhodians and other enemies of Macedon. Polybios calls him impious and little short of a pirate, saying that everywhere Dikaiarchos landed, he raised two altars: one to Impiety and the other to Inequity, and offered them sacrifices as to divinities... It appears that, after Philippos's defeat, Dikaiarchos was one of the leading voices pushing the Aitolians to war against Rome and alliance with Antiochos. He is named as one of the leading Aitolians that the Romans asked to be handed over to them after the Antiochean War, but he appears to have escaped to join another famous Aitolian exile, Skopas, in Ptolemaic service. This is where he finally found his death, a painful and ignominious one according to Polybios, when Skopas and his friends were disgraced and eliminated by Polykrates and Aristomenes during one of the many murderous episodes of the intrigues at court in Alexandria.

Play Tips: **DIKAIARCHOS's** great potential value lies in his Special Ability **PIRATE LEADER**, which represents not only his career in the service of **PHILIPPOS V**, but the rumored association of this king with various pirates, mostly based in **KRETE**, during the period. His Special Ability requires his Kingdom to Control **KRETE** to be used, and **DIKAIARCHOS** must be Fresh and will be fully Spent (i.e. the ability can only be used once per turn) by this Activation. The player then rolls 2d6, subtracts 2 from the total (the result may thus vary between 0 and 10, with an average of 5), and that amount is added to his Kingdom's Treasury immediately. This can provide a much needed income to the often cash-strapped Macedonian player, but, besides Spending **DIKAIARCHOS**, comes at a significant risk since using his ability loses immediately any Alliance that Kingdom may have on Rhodes and, more ominously, provides an immediate Casus Belli with a base threshold of 6 to Rome... Note that the loss of alliance and CB are systematically triggered even if the ability yields no Talents.



Name: Polyphantos

ID#: M9

Original Affiliation: Macedon

Start Turn: 4

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Not much is known of Philippos's court after his early years, especially if

not generals. Polyphantos (or Polyphantas) is named as one such member, and represents the more diplomatic and administrative-minded Friends that must have worked with him.

Play Tips: -



Name: Antigonos

ID#: M10

Original Affiliation: Macedon

Start Turn: 5

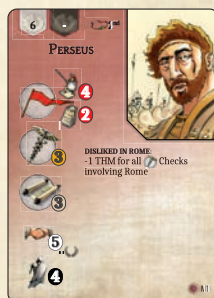
End Turn: None

Royal Family (Succession Rank): Yes (4th)

Historical Background: Not much is known of that Antigonos, except that Philippos V is said by Polybios

to have chosen him as heir after the elimination of his second son Demetrios and the consecutive disgrace of his eldest, Perseus, for his supposed role in the tragedy. He appears to have been the son of Echekrates, a brother of Antigonos III Doson, with a reputation of trustworthiness. In any case, there is no other mention of him in the texts, and he utterly failed to push his claim after Philippos's death, and was promptly eliminated by Perseus.

Play Tips: While ANTIGONOS is only fourth in the succession order behind the sons of PHILIPPOS V, he may actually become King, should PHILIPPOS die early, by virtue of his earlier entry turn.



Name: Perseus

ID#: M11

Original Affiliation: Macedon

Start Turn: 6

End Turn: None

Royal Family (Succession Rank): Yes (2nd)

Historical Background: Perseus was the eldest son of Philippos V, born of an Argive noblewoman,

Polykrateia. Philippos was particularly attached to the city of Argos, the mythical birthplace of the Argead dynasty of Macedon, and the image of Perseus, one of the great Greek heroes and mythical king of Argos, is found on some of Philippos's coins. This is probably why Perseus received this name instead of one of the traditional Antigonid dynastic names. Despite a hostile tradition found in Polybios and Roman historians, there is no reason to believe that he was a bastard, though it is possible that his mother was officially married to Philippos late, after his birth.

Perseus is described by all historians as thoughtful and controlled, unlike his father. He was associated to the rule of the kingdom early, and entered in conflict with his half-brother Demetrios in the last years of their father's reign. Demetrios had been hostage in Rome after the Second Macedonian War, and retained a lot of support in Rome. The two brothers found themselves the leaders of two antagonist factions at court, one burning for revenge against Rome, and the other for accommodation. Coupled with the usual brutality of succession politics in the Hellenistic world, things escalated to the point where Philippos became convinced Demetrios was planning, with Roman backing, to usurp the throne, and had him arrested and then executed. According to Polybios, Philippos was later presented with proof that Perseus had framed his brother, and subsequently wanted to choose as heir a cousin, Antigonos, but on Philippos's death (possibly of chagrin) shortly later in 179, Perseus had no difficulty securing the succession.

Perseus was aged 33 when he became King, and he was already experienced in the affairs of the kingdom. He pursued Philippos's policies of strengthening the economy and military of Macedon. He renewed the Seleucid friendship by marrying Laodike, a daughter of Seleukos IV. He also actively worked to rebuild Macedonian influence in Greece, supporting democracies and indebted common people, against the wealthy oligarchies supported by Rome. He thus quickly faced the enmity of the Pergamene King Eumenes II and, to a lesser extent, of Rome itself, always wary of a resurgence of Macedonian power, and of the Achaian League, traditionally oligarchic. Eumenes and Rome tried to create problems on Perseus's northern borders with Thracians, Dardanians and the Bastarnai, a Celtic confederation, but he managed to see off these threats. In Greece, Perseus's policy won him a lot of support, prompting many beleaguered oligarchic regimes to repeatedly call for Roman "arbitration", while Eumenes travelled in person to Rome to "warn" the Senate against the new Macedonian king. An incident on Eumenes's return trip while in Delphi, presented as an attempt on his life on the orders of Perseus, further pushed Rome towards war. With no army immediately ready, its first efforts were diplomatic, from Illyria to Rhodes.

Rome declared war formally in 171 on particularly flimsy pretexts. The consul P. Licinius Crassus debarked and joined Eumenes's troops in Thessaly. Perseus won a clear victory at Kallinikos, but, with the strong Thessalian cavalry against him, failed to destroy Licinius Crassus. The following years saw regular Roman reinforcements pushing without success against the southern border of Macedon, while Perseus secured the support of most of Illyria and Epeiros, threatening Roman lines of communication. Though the Illyrian king Genthios eventually allied with Perseus in 169, he was crushed the following year by the Romans.

In the meantime, a veteran of the Syrian War, L. Aemilius Paullus, was appointed in 168 to lead the war. Perseus's positions around the Tempe Pass remained formidable, but a freak incident involving a Roman detachment getting lost in the mountains and accidentally turning the Macedonian positions, prompted him to withdraw to Pydna, where he offered battle only to be thoroughly beaten. The Macedonian phalanx was destroyed, with more than 25,000 dead.

Perseus managed to flee with his cavalry but, abandoned by all but a few faithful supporters, ended up on the island of Samothrake, where he was blockaded by the Roman navy. He surrendered to Aemilius Paullus in July, and was exhibited with his family as part of the consul's triumph in 167. He died the following year in captivity.

Meanwhile, Rome dissolved the Antigonid kingdom, replacing it with four supposedly independent republics, which were later turned into the Roman province of Macedonia in 146 after the Fourth Macedonian War. That war had been prompted by the rebellion in 149 of one Andriskos who claimed to be a son of Perseus.

Play Tips: PERSEUS's main worry was the hostility of Rome, as captured in his **DISLIKED IN ROME** Special Ability, which imposes a -1 THM on every Diplomacy (D) Check by PERSEUS involving Rome, whether a Lobbying or Incite Rome to War action, or trying to Forestall war with Rome. This does not apply to Envoy Actions targeting Roman Alliances or Garrisons.

Note that the Macedonian player has the option, through Ev 47 'Crisis in Pella', to choose whether to adopt a pro-Roman attitude, or not, by choosing either PERSEUS or DEMETRIOS as heir.



Name: Demetrios

ID#: M12

Original Affiliation: Macedon

Start Turn: 7

End Turn: None

Royal Family (Succession Rank): Yes (3rd)

Historical Background: Demetrios was the second son of Philippos V, though not from the same mother as Perseus. His mother may have been Macedonian. In 196, following the defeat of his father in the Second Macedonian War, he was sent as an hostage to Rome, where he stayed six years and developed strong relationships with several leading families in the Senate. He was authorized to return to Macedonia in 190 in reward for Philippos's cooperation against Antiochos III in the Syrian War.

In 184, he returned to Rome as an ambassador of his father to fend off hostile revendications of the Thessalian League and of Eumenes II of Pergamon. Despite some missteps, the Senate ruled in the favor of Macedon, ostensibly as a mark of friendship to Demetrios, certainly hoping to prop up the pro-Roman party in Macedon. In following years, he maintained a close relationship with T. Quinctius Flaminius, the winner of Cynoscephalai and main Roman patron of post-Macedonian Greece, who was known to support him to succeed to the Macedonian throne.

The rivalry between the two brothers escalated and in 180, a letter from Flaminius outlining a plan to place Demetrios on the throne in a coup backed by Rome led Philippos to order his arrest. The prince was then secretly executed. According to Polybios, who adopts a wholly pro-Roman stance for the period, Philippos later came to know that the letter was a forgery, and that Perseus was behind the hoax, leading him to shift his support to a cousin, Antigonos, for the succession. Whatever it may have been, when Philippos died the following year, Perseus secured the succession without much trouble.

Play Tips: Apart from his diplomatic activities with Rome and his rivalry at court with his brother, not much is known of **DEMETRIOS's** talents. He is assumed to be a good but not exceptional general, and a good diplomat and administrator.

His personal relationship with Roman elites is captured through his **FRIEND OF ROME** and **OBLIGED OF ROME** Special Abilities. The first is the exact pendant to **PERSEUS's DISLIKED IN ROME** and functions in an identical manner. The second is more restrictive: should **DEMETRIOS** become King, Macedon would not be able to undertake any Action that would provide a Casus Belli to Rome, i.e. to attack a Roman unit or allied minor unit, to attack a Place Aligned with Rome (Garrison or Alliance) or ungarrisoned and Guaranteed by Rome, to Plunder a Satrapy Controlled by Rome, to Garrison (through Siege) a Place Guaranteed by Rome, to provide Sea Support to a Place besieged by Rome, or to deny Free Passage to Rome. However, Macedon may try to Incite Rome to War. Similarly, Macedon may not, under **DEMETRIOS**, Trigger Pending Events that would or could provide a CB to Rome, such as **Ev 42 'Macedon Re-Arms'** or **Ev 50 'Rockslide in Delphi'**, or, should they have been delayed, **Ev 32 'Pact to Dismantle Ptolemaic Empire'**, **Ev 33 'Samos Naval Station'**, **Ev 34 'Acarnanians Lynched in Athens'**, **Ev 37 'Hannibal at Court'** or **Ev 39 'Aitolian Promises'**.

Note that the Macedonian player has the option, through **Ev 47 'Crisis in Pella'**, to choose whether to adopt a pro-Roman attitude, or not, by choosing either **PERSEUS** or **DEMETRIOS** as heir.



Name: Milon

ID#: M13

Original Affiliation: Macedon

Start Turn: 9

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Milon was a Macedonian officer commanding 10,000 mercenaries and 2,000

Macedonians, i.e. a sizable portion of the Macedonian army, during the Pydna campaign in 168.

Play Tips: -



Name: Consul for Macedon

Original Affiliation: Rome

Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): N/A

Historical Background: Rome's particular system elected generals for a limited duration, typically one year if consul, a mandate which could be prorogued as a proconsul for a couple of years. This leader card

represents the various Roman commanders who led Roman campaigns against Macedon in the first three Macedonian Wars, from the very best (T. Quinctius Flaminius or L. Aemilius Paullus) to the most ineffectual (P. Sulpicius Galba or P. Licinius Crassus).

Play Tips: When Rome declares War on Macedon, place the block for the Consul for Macedon on the map, and for each Roman Activation, place the current Roman Activation Card drawn for this war over the bottom part of the Consul for Macedon Leader Card as shown. The icons and Battle () (between 2 and 4) and Siege () (always 4) ratings shown on the Roman Activation Card are those of the Consul for this Activation and until a new Roman Activation Card is drawn. Note that if the associated card does not show a Military () icon, the Consul for Macedon cannot Campaign during this Activation. If it shows a Diplomacy () icon, it may undertake a Roman Diplomacy Action.

Example: If Rome is at **LIMITED WAR** when Roman Activation Card R3 is drawn for the Consul for Macedon, he cannot Campaign since he gets no Campaign () icon (but there would be a Roman diplomatic action thanks to the Diplomacy () icon), but if attacked, he will defend with one Legion and a Battle () rating of '4'. There would also be at least one Roman Squadron allowed on the map (and only this one if this is the only ongoing Roman war). Any excess Legion or Squadron would be removed.

If Rome is at **FULL WAR** instead, then the Consul gets two Legions and can Campaign against Macedon, but with a Battle () rating of only '2' (he gets the standard Roman Siege () rating of '4'). The two Roman Squadrons would be allowed on the map unless capped by the current Step of the Second Punic War.



Name: Consul for Seleucids

Original Affiliation: Rome

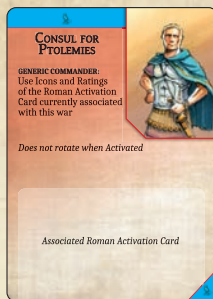
Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): N/A

Historical Background: This leader card represents the various Roman commanders who led the Roman campaigns against Antiochos, such as M. Acilius Glabrio or L. Cornelius Scipio Asiaticus, or who could have in later wars should they have occurred.

Play Tips: When Rome declares war on the Seleucids, place the block for the Consul for Seleucids on the map, and for each Roman Activation, place the current Roman Activation Card drawn for this war over the bottom part of the Consul for Seleucids Leader Card as shown. The icons and Battle () (between 2 and 4) and Siege () (always 4) ratings shown on the Roman Activation Card are those of the Consul for this Activation and until a new Roman Activation Card is drawn. Note that if the associated card does not show a Military () icon, the Consul for Seleucid cannot Campaign during this Activation. If it shows a Diplomacy () icon, it may undertake a Roman Diplomacy Action.



Name: Consul for Ptolemies

Original Affiliation: Rome

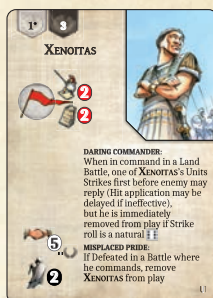
Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): N/A

Historical Background: Rome did not make war on the Ptolemies during the period covered by the game, but this leader card represents the various Roman commanders who could have led the Roman campaigns in such a war.

Play Tips: When Rome declares war on the Ptolemies, place the block for the Consul for Ptolemies on the map, and for each Roman Activation, place the current Roman Activation Card drawn for this war over the bottom part of the Consul for Ptolemies Leader Card as shown. The icons and Battle () (between 2 and 4) and Siege () (always 4) ratings shown on the Roman Activation Card are those of the Consul for this Activation and until a new Roman Activation Card is drawn. Note that if the associated card does not show a Military () icon, the Consul for Ptolemies cannot Campaign during this Activation. If it shows a Diplomacy () icon, it may undertake a Roman Diplomacy Action.



Name: Xenaitas

ID#: U1

Original Affiliation: Unaffiliated

Start Turn: 1*

End Turn: 3

Royal Family (Succession Rank): No

Historical Background: Xenaitas was an Achaian general in the service of the Seleucids in 221, during

the revolt of Molon. He was sent by Hermeias, then Chief Minister of the young Antiochos III, with full powers over the local loyal Satraps to deal with Molon who had taken control of the whole of the Upper Satrapies and was wintering across the Tigris river from Seleukeia, the eastern capital of the Seleucids (near present-day Baghdad). Xenaitas successfully managed to cross the Tigris and seize Molon's camp, abandoned by the rebel. Overconfident, he thought that Molon, worried by the reliability of his troops, was withdrawing to Media, and let his troops rest and carouse in the captured camp. However, Molon marched back and surprised the loyalists during the night, routing them completely. Realizing his mistake, Xenaitas is said to have thrown himself at the enemy, getting himself killed promptly.

Play Tips: XENOITAS is in play only in the Seleucid Thunderbolt (Year 220 Alternate) scenario, which assumes that SELEUKOS III survived the assassination attempt that historically cost him his life. In this scenario, he begins play as a member of the Seleucid Court.

His **DARING COMMANDER** Special Ability makes him capable of defeating a similar-sized force, even in adverse terrain. This Special Ability is only triggered if he is in command of a Land Battle, not a Sea Battle. The Ability is not optional and is always triggered. Select one unit in his Force, which will Strike first, before any other Unit (even a defending Unit in Rough terrain), and may apply the Hit(s) generated at once, or wait for other participating Units to rout an Elite enemy Unit. If the Strike roll of this Unit is a natural 1, XENOITAS is removed from play immediately, leaving any other Unit in his Force to Strike with the standard Battle () rating of 2.

Additionally, through **MISPLACED PRIDE**, should XENOITAS ever be Defeated in Battle, he is automatically removed from play as part of the battle consequences.

Whether following this or having rolled a natural 1 on the initial Strike, he may then be replaced according to 2.3.5 after the battle's conclusion.



Name: Demetrios of Pharos

ID#: U2

Original Affiliation: Unaffiliated

Start Turn: By Event

End Turn: 6

Royal Family (Succession Rank): No

Historical Background: Demetrios of Pharos was a Greek born on the island of Pharos (modern-day Hvar)

in the Adriatic. He appears to have been governing his native city and island for the Illyrian king Agron and his successor, his wife Teuta. In 229, he was in charge of the garrison of Kerkyra (modern-day Corfu), recently conquered by the Illyrians, when the First Illyrian War broke out. Probably judging that Rome was too powerful, Demetrios entered in contact with the consul Cn. Fulvius Centumalus and delivered the city and its garrison to him when he landed. He then became an advisor to the Roman generals, and was rewarded after the war with the government of the protectorate established by Rome over the Dalmatian islands and coast. Shortly thereafter, he became regent for the young Illyrian king Pinnes, and entered into an alliance with Antigonos Doson. In 221, Demetrios led the Illyrian contingent of 1600 troops at the battle of Sellasia under Doson.

Emboldened by his successes and Rome's lack of interest in Illyrian affairs, Demetrios strengthened his control over the cities of the Roman protectorate and, in 220, sailed with Skerdilaidas (brother of the former king Agron) an Illyrian fleet south of Lissos, in violation of the treaty signed with Rome in 228, plundering all the way to the Cyclades and back. In reaction, Rome declared war on him in 219 (Second Illyrian War), wishing to lance the Illyrian boil before being engaged in the coming war with Carthage. Despite his preparations, Demetrios's forces were swept away by the Romans, and himself defeated in 218 on the island of Isa (modern-day Vis) near Pharos, forcing him to flee and seek refuge with his ally Philippos V, King of Macedon. After the war, the Roman Senate sent an embassy to Philippos, asking for Demetrios to be delivered to Rome, but the Macedonian king denied the demand.

Demetrios is credited by Polybios with having prompted Philippos to take advantage of Rome's defeats by Hannibal, urging him to make peace with the Aitolians and ally with the great Carthaginian general, which was done in 215. Demetrios was certainly the main driving force behind Philippos's series of campaigns against the Roman protectorate from 216, placing his considerable network in Illyria to good use. In these he was faced first by Demetrios's erstwhile co-regent, Skerdilaidas, then by Rome directly once engaged in the First Macedonian War. In 214, this turned into a major humiliation for Philippos as his attack on Apollonia, the major Roman stronghold in the area, turned into a complete disaster, where he had to burn his fleet and siege train and retreat through the mountain passes to Macedonia.

Demetrios is also charged by Polybios, whose pro-Achaian and pro-Roman biases make him very hostile to Demetrios, for having been a corrupting influence on Philippos, poisoning his ear and turning him against the sage advice of Aratos the Elder and the policy of (supposedly) balanced cooperation with the Achaian League, to push him to impious acts such as the sack of the Aitolian League sanctuary of Thermos, and a more autocratic relationship with the Greek cities in general. This appears to have been particularly evident in the Macedonian involvement in the ongoing social and political crises of the city of Messene in 215 and 214, where, after having been dissuaded initially by Aratos, Philippos attempted to seize the city's acropolis by treachery in 214, an attempt that turned into a stinging failure where Demetrios himself was killed.

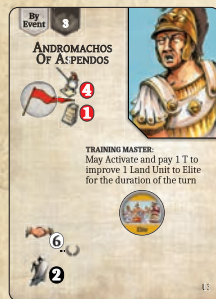
Play Tips: DEMETRIOS OF PHAROS may enter play through Ev 13 'Second Illyrian War' (which is added to the Event Deck on Turn 1) if Rome establishes Control (even Simple) of ILLYRIA. As soon as this happens, the Macedonian player may add DEMETRIOS to his Court, if they desire. If they do not, the other players may bid to attract DEMETRIOS to their Court similarly to the way Mercenaries are bid for during the Mercenaries Phase, except that the minimum bid is 1 Talent. If none does, DEMETRIOS is removed from play.

ENEMY OF ROME: The simple fact of DEMETRIOS being a member of a Kingdom's Court means that this Kingdom suffers from a +1 DRM (i.e. a negative effect) on every Casus Belli roll against it. For instance, a CB with a threshold of '6' results in war on a natural die roll of 5 or 6, not just 6 (assuming a RB of 0). DEMETRIOS is also prohibited from using his Diplomacy () Rating to undertake the Lobbying Action to

improve his Kingdom's influence in the Roman Senate.

More positively, his **ILLYRIAN FRIENDS** Special Ability allows his Kingdom to use a Supply Cost of 4 instead of 6 to Campaign (either by Land or Overseas) in **ILLYRIA**, which is a major saving.

Finally, his **DIRTY TRICKS** Special Ability can be a double-edged sword. This is essentially an Action that is exclusive to **DEMETRIOS**, using Intrigue as its rating. This is the only way to replace one of its own Alliance by a Garrison (except by Event). If successful, this does not trigger the loss of Alliances in Greek Places in the same Satrapy, nor does it generate a CB if the Place is Guaranteed by Rome. On the other hand, if the Intrigue Check is failed, there is a 50% chance that **DEMETRIOS** is immediately removed from play. Note that only one single Alliance may thus be replaced per Activation.



Name: Andromachos of Aspendos

ID#: U3

Original Affiliation: Unaffiliated

Start Turn: By Event

End Turn: 3

Royal Family (Succession Rank): No

Historical Background: Andromachos was a renowned Greek general who was hired by Ptolemaios IV and Sosibios in 218 as part of the preparation of the counter-offensive against Antiochos III in Koile Syria. He is credited by Polybios with a major contribution in the reorganization and training of the Ptolemaic phalanx, which was extended considerably at that moment, both with mercenaries and native Egyptian levies. In game terms, he represents the many experienced officers the Lagid court brought to face the Seleucid threat at that time. Andromachos is mentioned as commanding with Sosibios the Ptolemaic phalanx at Raphia in 217, which was decisive in Ptolemaios IV's victory, and later as the first governor of Koile Syria after the peace. However, unlike others such as Polykrates of Argos and Ptolemaios son of Thraseas, he then disappears from the record, presumably because he retired not long after.

Play Tips: **ANDROMACHOS OF ASPENDOS** may enter play through Ev 15 'Reputed Mercenary General' (which is added to the Event Deck on Turn 1). When this event is revealed, each Kingdom may immediately bid for his services, similarly to the way Mercenaries are bid for during the Mercenaries Phase, except that the minimum bid is 1T. If no Kingdom is interested in hiring **ANDROMACHOS** at this stage, he is removed from play. Though **ANDROMACHOS**'s excellent Battle (4) rating of '4' may be very useful to a military-challenged court such as the Ptolemies' to face the best Seleucid leaders, his greatest value, if he is given time to deliver it, lies probably in his **TRAINING MASTER** Special Ability, which allows him to use an Activation to turn a Standard Unit already in the service of his Kingdom to Elite until the next Winter Quarters. If he uses both of his Activations to this end, he can thus elevate two Units, before (presumably) another Strategos leads them to battle. Mark such units with the provided markers. Note that **ANDROMACHOS**'s Ability would have no effect on Units that are already Elite.



Name: Hannibal

ID#: U4

Original Affiliation: Unaffiliated

Start Turn: By Event

End Turn: 10

Royal Family (Succession Rank): No

Historical Background: Hannibal Barca was a scion of one of the leading families of Carthage. His father, Hamilcar Barca, had been one of the best Carthaginian

commanders in Sicily during the First Punic War, and had founded a new dominion for Carthage in Spain after the war. Tradition has it that he made his son swear an oath to never be a friend of Rome as long as he lived.

In 221, Hannibal, then 26, succeeded his brother-in-law Hasdrubal the Fair in command of Carthaginian Spain and completed the conquest of Spain South of the Ebro river. Rome, wary of the growing power of Carthage in Spain, extended its protection to the city of Saguntum, leading to renewed war in the Second Punic War. Hannibal, in a daring move, brought the war on Italian soil, crossing

the Alps in 218, and followed with a string of spectacular victories over Roman armies for the next two years, culminating in his great victory at Cannae. However, while he remained unbeaten in the field, he was unable to force Rome to peace, and the situation in Italy and Sicily turned into a stalemate, while Roman armies eventually wrested Spain away from Carthage. In 202, he was recalled to Africa by Carthage to face the invading army of P. Cornelius Scipio Africanus, who defeated him at Zama, bringing the war to an end.

Following Carthage's defeat, Hannibal, then 46, was elected suffete (chief magistrate) and undertook a vigorous policy of reorganizing state finances, starting with the elimination of corruption, to pay the crushing indemnities imposed by Rome and bring back Carthage's strength. This made him many enemies among the wealthy oligarchs of Carthage, so that when Rome, alarmed by Carthage's quick recovery, sent in 195 a delegation naming him an enemy of Rome, Hannibal had to flee into exile.

He journeyed to Tyre, Carthage's mother city, then under Seleucid domination since Antiochos III's victory at Panion in 200, and ultimately to Ephesos in Ionia where he was welcomed by Antiochos to his court. Hannibal is said by Livy to have been consulted by the king on how to fight the Romans and, as tensions were mounting, to have advised fomenting a coup in Carthage and landing an expeditionary force in Southern Italy. Polybios says that the Roman ambassadors tried, by courting the prestigious exile, to ruin his credit with Antiochos, a ploy that Hannibal defused by mentioning to the king the oath sworn to his father.

In any case, Antiochos appears to have ignored Hannibal's advice and talents once he began his war with Rome in 192 by invading Greece, only giving him a command in 190 after he had been forced to withdraw to Asia Minor. He tasked Hannibal, though he is not known to have been involved in naval matters before in his career, with assembling a fleet in Syria and Phoenicia, and sailing it up the Cilician and Pamphylian coast to join Polyxenidas's fleet in the Aegean. However, Hannibal was defeated by the Rhodians at the battle of Side in Pamphylia, preventing him from making the junction. Polyxenidas's own defeat soon after led to the army of L. Cornelius Scipio (who was advised by his more famous brother P. Cornelius Scipio Africanus) crossing the Straits and ultimately decisively defeating Antiochos at the battle of Magnesia.

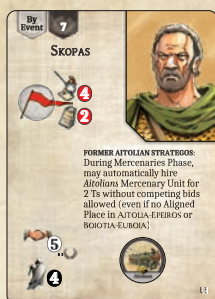
Following the peace between Rome and Antiochos, Hannibal fled again, first to Armenia, and ultimately to Bithynia, at the court of Prusias I, who was then at war with Rome's ultimate ally in the region, King Eumenes II of Pergamon. Hannibal is said to have won three victories, one at sea and two on land, against Eumenes. At this point, Rome intervened, demanding from Prusias that he hand Hannibal to them. Details of what followed vary according to the various authors, but the most likely story is that Hannibal, with no hope of another escape, and now over 60 years old, took poison to end his own life rather than surrender.

Play Tips: **HANNIBAL** may enter play through Ev 37 'Hannibal at Court' (which can be added to the Event Deck as soon as Turn 6). Note that this event may not occur if Rome has not defeated Carthage in the Second Punic War.

From the moment this Pending Event is revealed, any Kingdom may, during one of their Activation, elect to receive **HANNIBAL** in their Court, suffering immediately the consequences (loss of influence in the Senate and CB on 6+). Note that triggering this event does not use up the Activation so that the Kingdom may still Activate one of their Leaders as normal, including the newly added **HANNIBAL**. If no Kingdom has triggered the event by the end of the turn, the event is discarded, and **HANNIBAL** may no longer enter play.

HANNIBAL has been recognized as one of the great captains of history since ancient times, and his tactical brilliance is undeniable. He was particularly apt at taking his opponents in the worst possible situation, either through ambush or deception, and his **GENIUS TACTICIAN** Special Ability reflects this: when in command of a Land Battle, **HANNIBAL** reduces the enemy commander's Battle (Δ) rating, making him less likely to score Hits, while **HANNIBAL**'s own Battle (Δ) rating of 5 all but guarantees that his Troops Hit. It can be very tempting to place **HANNIBAL** in command of one's armies as he is without a doubt the best field commander in the game, and his Ability reduces the lethality of the Legions, but one must keep in mind that any victory with him is Renown (Δ) not gained by his King, and that too many of those may actually lead him to Rebel...

Naturally, Hannibal is also afflicted by the same Special Ability as **DEMETRIOS OF PHAROS** as **ENEMY OF ROME** (without the restriction on Lobbying that would be meaningless for him since, as a foreigner, he has no Diplomacy (Δ) icon in the game).



Name: Skopas

ID#: U5

Original Affiliation: Unaffiliated

Start Turn: By Event

End Turn: 7

Royal Family (Succession Rank): No

Historical Background: Skopas was one of the leading men in the Aitolian League, a kinsman of

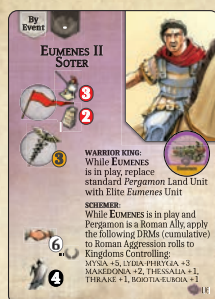
Ariston, Strategos of the League in 220, and a leader of the war party. That year, with another of his kinsmen, Dorimachos, he harassed the Messenians, and defeated the Achaian army led by Aratos that came to support them, a campaign that provoked the Social War when King Philippos V of Macedon, as head of the Hellenic League, entered the war alongside the Achaians. The following year, Skopas himself was elected Strategos of the Aitolians. Taking advantage of Philippos being bogged down in the siege of an Aitolian fortress in southern Epeiros, he led the Aitolian army across Thessaly and through the Pass of Tempe to ravage Pieria, the southern coastal district of Macedonia, and brutally sack the dynastic sanctuary of Dion, at the foot of Mount Olympus. The next year, as Dorimachos had succeeded him as Strategos, Skopas led a mercenary force to support their allies the Eleans, facing Philippos himself, with no clear decision. Skopas had another crack at Macedon with the First Macedonian War: he was holding the office of Strategos when the Aitolian League concluded an alliance with Rome, and promptly led the army against the Acarnanians, a long-time target of the Aitolians, and, not surprisingly, staunch allies of Macedon as a result. In this campaign Skopas was repulsed by Philippos, but he was more successful the following year operating in Phocis in cooperation with the Roman fleet of M. Valerius Laevinus.

The Aitolian League was eventually forced to make a separate peace with Philippos in 206, and it appears that the League went through some serious internal social troubles. Skopas and Dorimachos were tasked with undertaking reforms, but they failed, and in 204 Skopas chose exile in Alexandria, where he was welcomed with open arms by the Lagid court. In 201, he recruited actively among his compatriots as part of the efforts of the Ptolemaic regents to counter the renewed invasion of Koile Syria by Antiochos III. The following winter, Skopas, now at the head of the Ptolemaic field army, surprised the Seleucid garrisons in Palestine left by Antiochos, who was wintering in Syria, and reestablished control of most of the region. When Antiochos returned with his army, Skopas brought him to battle on rough terrain at Panion, near the headwaters of the Jordan, but was routed by Antiochos's veteran forces. Skopas himself managed to withdraw into Sidon, on the coast, where Antiochos blockaded him by land and sea. He was forced to surrender in the summer of 199 on fairly generous terms, being allowed to return with his Aitolians to Egypt. There, he soon found himself embroiled in the deadly and unending intrigues at the court, and in 196 was arrested then executed with his entourage by the regents Aristomenes and Polykrates.

Play Tips: **SKOPAS** may enter play through **Ev 27 'Skopas Exiled'** (which is added to the Event Deck on Turn 4). When this event is revealed, each Kingdom may immediately bid for his services, similarly to the way Mercenaries are bid for during the Mercenaries Phase, except that the minimum bid is 1T. If no Kingdom is interested in hiring **SKOPAS**, he is removed from play.

SKOPAS is a very competent military Leader, with a Battle (👊) rating of 4, though his Loyalty (👑) of 5 may become an issue were he to Defeat a King, and his high Intrigue (🕵️) rating of 4 may create problems at court.

His **FORMER AITOLIAN STRATEGOS** Special Ability allows his Kingdom to Hire the Aitolians mercenaries without possible competition, even if that Kingdom has no Aligned Place in the Unit's home provinces. The Kingdom still has to pay the base bid of 2 Ts. This does not allow Hiring the mercenary unit if it is in the Second Punic War box though.



Name: Eumenes II Soter

ID#: U6

Original Affiliation: Pergamon (Minor Power)

Start Turn: By Event

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Eumenes II Soter ('Savior') was the third King of the Attalid dynasty in

Pergamon. He was the eldest son of King Attalos I (also named "Soter"), and followed him on the Pergamene throne in 197 upon his death from a stroke. Attalos, after having checked the power of the Galatians, had taken advantage of the Seleucid succession war known as the War of the Brothers to briefly control all of Seleucid Asia Minor north of the Taurus mountains between 227 and 223, but Achaios's brilliant campaign reduced him to little more than the immediate territory surrounding Pergamon, and the resurgence of Seleucid power under Antiochos III blocked any immediate prospect in this direction. Instead, Attalos I turned his attention to Greece and Macedon, making himself a champion of the autonomy of the cities and engaging in several wars with Philippos V of Macedon either along with Rome (in the first two Macedonian Wars) or on his own. This was the beginning of a defining alliance with Rome, with a Treaty of Friendship signed in 209.

Aged 24 upon his accession, Eumenes II soon enjoyed the benefits of the Roman victory over Philippos V at Cynoscephalai, but soon had to face a new threat from Antiochos III, who, after his complete triumph over the Ptolemies in the Fifth Syrian War, sought to complete his avowed ambition of bringing back under Seleucid rule all the territories once ruled or claimed by his ancestor Seleukos I Nikator. Eumenes must have been acutely aware that Philetairos, his kinsman and the founder of Pergamene power, had once been a lieutenant of Seleukos Nikator... As Antiochos was irresistibly consolidating his power on the Greek cities of Ionia and the Straits, and subduing the Thracian tribes, Eumenes once more turned to Rome for help.

In 194, he refused a dynastic marriage offered by Antiochos, and when in 192 Antiochos rolled the dice and invaded Greece, Eumenes sent his brother Attalos to advise the Romans. Initially, Eumenes himself could do little against the massive Seleucid superiority on land, and he soon found himself besieged in his capital by Antiochos's son and heir Seleukos (IV). However, his fleet joined the Rhodians' and Rome's in the protracted campaign to wrest control of the Aegean and of the Straits crossings from Antiochos. When the army of the Scipio brothers finally landed in Asia Minor in 190, Seleukos withdrew to join his father in Lydia, and Eumenes joined the Romans. At the battle of Magnesia, Eumenes, in command of the right wing, was decisive when he charged at the head of the heavy cavalry and routed Antiochos's left wing. At the subsequent Peace of Apamea in 188, Eumenes was richly rewarded with all the Seleucid territories north of the Taurus as well as the Thracian side of the Straits.

Now the major power in Asia Minor, Eumenes found himself drawn in conflicts with Bithynia and Pontos, who were trying to take advantage of the new power vacuum. He also got involved in the Seleucid succession, helping in 175 Antiochos III's son Antiochos (IV), who had been hostage in Rome since 188, return to Antioch at the time, coincidentally, when his brother Seleukos IV was assassinated. Details are murky, but the hand of Eumenes can be strongly suspected behind the elimination of Seleukos IV (who had been supporting Pontos) and his replacement by Antiochos IV (who maintained friendly relations with Pergamon during his whole reign).

Meanwhile, Eumenes became concerned with the resurgence of Macedonian ambitions under their new king, Perseus, who was actively courting the Greek cities. In 172, Eumenes travelled in person to Rome and made a speech in the Senate, accusing Perseus of aiming to overturn Rome's arrangements in the region. On his return trip, while travelling through Delphi, he was seriously injured in a rockfall. He promptly accused Perseus of having tried to assassinate him, though his own unpopularity in Greece made it at least as likely that the Macedonian king (who had little to gain from his death) was not behind the incident. It is not clear to what extent Eumenes's efforts were successful, but the tension between the Senate and Perseus kept ramping up, culminating in Rome declaring war in 171. Eumenes's navy joined the Roman ships in the Aegean at once, and a Pergamene contingent was part of the Roman army of P. Licinius defeated by Perseus at Kallinikos. In the following years, as Perseus was mounting a surprisingly effective defense, the Pergamene king's contribution was mostly restricted to his navy's joint raids on the Macedonian coastline. As

the war was dragging on, it appears that Eumenes got in touch with Perseus to broker a peace, undoubtedly hoping to gain some advantages for himself, but he was rebuked by Rome and his relationship with the Senate henceforward was never quite the same. At the conclusion of the war, Pergamon did not receive any territorial aggrandizement, and Polybios even states that Rome tried to incite Attalos, Eumenes's brother, to challenge him, without success. At least Pergamon did not suffer the fate of the Rhodians who, seen as friendly to Perseus, even though they had remained neutral, lost their mainland's possessions, their "Perea".

The same year, Eumenes had to face a revolt of the Galatians (who had been subdued by Manlius Vulso in 189), even needing to call for the help of Rome. In the event, a Roman mediation restored peace, but with some humiliation for Eumenes. Eumenes's health deteriorated, and he associated his brother Attalos to the throne in 160. Eumenes died in 158 and Attalos became king as Attalos II.

The name of Eumenes II remains, like his brother's, attached to the apogee of Pergamon, and he is credited with drawing philosophers to his court and creating the famous Library of Pergamon, which is said to have led the Ptolemies to develop their own in Alexandria. He may also have built, or at least begun the Great Altar of Pergamon, which is today in Berlin's Pergamonmuseum.

Play Tips: **EUMENES II SOTER** enters play automatically when the **Ev 35** 'Attalos Dies of a Stroke' (which is added to the Event Deck on Turn 5) is revealed. Immediately apply his **WARRIOR KING** Special Ability by swapping the Standard Pergamon Minor Unit by the Elite Eumenes Unit. The Elite Unit remains in play instead of the Standard Unit as long as **EUMENES** is in play.

Note that **EUMENES** can never join a player's Court since only Rome may place an Alliance marker on the Pergamon Place, and thus gain it as a Minor Ally. A player Kingdom may only place a Garrison on it.

EUMENES's SCHEMER Special Ability represents his recurrent efforts to leverage Pergamon's alliance with Rome to further its territorial ambitions. When **EUMENES** is in play and Pergamon is allied with Rome, apply the indicated DRMs (which are cumulative) when determining who Rome targets in case of Roman Aggression (8.2.1). The modifiers do not apply to the roll determining if Rome does go to War though.

EXAMPLE: let's assume that the current Roman Agenda is **GRAECIA** on its **FULL WAR** side and Roman Belligerence goes above "Very High", prompting a roll for Roman Aggression which is positive. Within the geographical scope of the current Roman Agenda (Europe), Macedon Controls **MAKEDONIA** and **THESSALIA** for 11 Territorial VPs, to which 2 is added for its King's Renown (Total of 13); the Seleucids are Controlling only **THRACE** in the Region, for 1 Territorial VP, adding 4 for their King's Renown (Total of 5); the Ptolemies are Controlling no Satrapy in Europe, and only count their 2 Dynastic VPs (Total of 2). Without Eumenes's **SCHEMER** Special Ability, the Ptolemies would subtract 11 (13-2), and the Seleucids 8 (13-5), from their rolls, guaranteeing that Macedon will be Rome's target. However, taking into account **SCHEMER**, and considering that the Seleucids are also Controlling **MYSIA** and **LYDIA-PHRYGIA** (even though these Satrapies are not included in the current Roman Agenda), additional DRMs of +9 (for **MYSIA**, **LYDIA-PHRYGIA** and **THRACE**) are applied to the Seleucids, and only +3 (for **MAKEDONIA** and **THESSALIA**) to Macedon, meaning that in total, Macedon will roll its d6 with a +3 modifier and the Seleucids with a +1 modifier, making it very possible for the Seleucids to end up as Rome's target this time.



Name: Aratos

ID#: U7

Original Affiliation: Achaian League (Minor Power)

Start Turn: 1

End Turn: 2

Royal Family (Succession Rank): No

Historical Background: Aratos the Elder was

born in 271 in Sikyon, a prominent city close to Corinth in the northern Peloponnese. When Aratos was 7 years old, his father, Kleinias, who was one of the governing magistrates of the city, was assassinated in a coup, and Aratos had to find refuge in Argos, where he grew up and became the leader

of a group of exiles bent on freeing Sikyon from its tyrants. In 251, aged only 20, he led a daring raid and managed to oust the current tyrant, Nikokles, restoring democracy. Faced with the hostility of the tyrants of other cities (usually backed by Macedon), he looked for allies and, in an unheard move, petitioned for Sikyon to join the Achaian League, despite being reckoned a Dorian city (like Corinth or Sparta). The League, which until then had been a confederation of minor cities on the southern shore of the Corinthian Gulf, accepted, and history took a new turn. Sikyon was still beset with social troubles, exacerbated by the return of the exiles, and Aratos took a further step in obtaining the protection of King Ptolemaios II Philadelphos of Egypt, the great rival of King Antigonos Gonatas of Macedon.

In 245, Aratos was elected for the first time Strategos (commander in chief and chief magistrate) of the Achaian League. He would hold this position every other year (the Achaian constitution prohibiting anyone from holding the position in consecutive years) until his death in 213. In 243, he led another of his trademark daring coups de main, shocking the Greek world by capturing the impregnable citadel of the Acrocorinth from its Macedonian garrison, and promptly adding Corinth to the Achaian League. To counter the upstart Achaians, Gonatas made alliance with the Aitolians, who invaded the Peloponnese in 241. Aratos had made an alliance with King Agis IV of Sparta, who came to the Achaians' help to defend the Isthmus, but for some reason Aratos refused to give battle, prompting Agis to break the alliance and return to Sparta. The Aitolians ravaged Achaian lands, but Aratos managed some successes against their undisciplined bands, and peace was made in 240.

Antigonos Gonatas, aged 80, died in 239, and Aratos focused on expanding the Achaian League. His highest priority was the city of Argos, where he had grown up, and which was still held by the tyrant Aristippos. Aratos twice tried to take the city by coup de main, relying on disgruntled citizens, but twice was repelled painfully. Aristippos was killed in battle later in the year, but his brother Aristomachos succeeded him, with strong popular support. Aratos was more successful with Megalopolis, the leading city of Arcadia, where the tyrant, Lydiadas, elected in 235 to resign his position and join the Achaian League, where he gained a prominent position, being elected Strategos several times. Several other cities such as Orchomenos and Mantinea followed suit. With the Achaian League now firmly established as a significant power, dominating the northern Peloponnese, Demetrios II, the new king of Macedon, decided to intervene before Macedonian influence in the region was completely ruined. In 233, he sent an army which defeated Aratos at Phylakia. However, he was killed in battle on Macedonia's northern border, relieving the pressure on the Achaians. Aratos saw an opportunity when Athens expelled its Macedonian garrison, apparently with Aratos's personal financial support to buy off the Macedonian commander. However, Aratos's hopes were dashed when the restored Athenian democracy refused to join the League. On the other hand, Aristomachos of Argos bowed to the new geopolitical situation and joined the League in 229, and was elected Strategos the following year.

Aristomachos's decision may well have been driven by the resurgence of Spartan power under King Kleomenes III, who had undertaken sweeping land and social reforms to reconstitute Spartan military potential. In 229, Kleomenes took over three Arcadian cities which had been controlled by the Aitolians, and threatened Megalopolis.

During the following years, Kleomenes and his rebuilt army inflicted a series of sharp defeats to the Achaians, including twice to Aratos himself, damaging his credit in the League, and captured such key cities as Mantinea and Argos. In 225, Kleomenes was threatening Sikyon itself, trying to make the League split, and Aratos began to look at Macedon as its only hope. However, mistrust ran deep, and Antigonos Doson set a high price for an alliance: the recovery of Corinth. Further attacks on Corinth itself, where the population was tempted to open the gates having heard of the ongoing discussions with Doson, and Sikyon finally convinced Aratos to bite the bullet. Surprisingly, Aratos and Antigonos Doson, both hard realists with oligarchic leanings, got on very well. As soon as Aratos acceded to his conditions, Antigonos launched his campaign, but Kleomenes fortified the Isthmus and prevented the Macedonians from entering the Peloponnese. However, discontent in Argos against the Spartans gave an opportunity to Aratos to try to retake the city by landing troops in Epidaurous, but was pre-empted by a successful uprising of the city. With his positions on the Isthmus turned, Kleomenes had to withdraw in all haste to protect Sparta itself, allowing Antigonos to march into the Peloponnese and join the Achaian army, after having taken possession of the Acrocorinth...

The next two years saw the new allies recapture the places lost to the Spartans. Kleomenes, however, had not remained idle and had further strengthened his army. In the winter of 223, he surprised the city of Megalopolis and sacked it. Faced with the offensive return of Antigonos, Kleomenes withdrew to a blocking position north of Sparta at Sellasia, where Antigonos and his allies defeated him in 222, prompting his flight to Egypt and the submission of Sparta.

This was not to last though, as Aitolian raids in Messenia soon sparked the Social War, which Sparta joined on the side of the Aitolians. Unable to stop the Aitolian incursions on their own, Aratos called again on his new Macedonian allies, now ruled by the young king Philippos V, with whom he developed a mentoring relationship initially, despite the opposition of some hard-core Macedonian Friends led by Apelles. Aratos managed to overcome Apelles's intrigues and retain the ear of the king, with the Achaians playing an important role in Philippos's eventual victory in 217.

In further years, Aratos and the Achaians found themselves at odds with Philippos over Messene, which for some reason became a focus of attention for Philippos and his new advisor, Demetrios of Pharos. In 214, Philippos attacked (unsuccessfully) Messene despite Aratos's protests, marking a break between the two men. In the meantime, war had flared up again between the Aitolians and Macedon, with Rome allying with the Aitolians. Aratos had refused to let the Achaians support Philippos's ill-fated Illyrian adventures, but the League still supported Macedon against the Aitolians. In 213, Aratos's health deteriorated rapidly, and he died, aged only 58. Because of the tension with Philippos, there were some rumors of Philippos poisoning him, taken up by Polybios, who worshipped the founder of Achaian power, but this seems doubtful, as Philippos could have had no interest in destabilizing his key ally. His son Aratos the Younger did play some role with the League and in the Macedonian Court in later years, but never was close to approaching the importance of his father.

Play Tips: **ARATOS** begins play on Turn 1 as a member of the Macedonian Court since the Achaian League begins play as a Minor Ally of Macedon in these scenarios. Should the Achaian League become a Minor Ally of another Kingdom, he would immediately transfer to that Kingdom's Court, while if the League is not allied with any Kingdom (that includes being allied with Rome), he would remain an unaligned Leader to the side, subject to *Ferryman of Souls*.

ARATOS was very focused on the Achaian League and its immediate interests, so accordingly, through his **ACHAIAN STRATEGOS** Special Ability, his Actions are limited to the **PELOPONNESOS** and **BOIOTIA-EUBOIA**. Practically, this means only the Envoy Action, plus possibly an event using the Diplomacy (D) rating in either of these Satrapies.

To represent his mentorship role to **PHILIPPOS V**, his **OLD ADVISOR** Special Ability boosts **PHILIPPOS**'s Diplomacy (D) rating to 3 and his Administration (A) rating to 4 whenever **ARATOS** is in play and the Achaian League is a Minor Ally of Macedon (Alliance markers in both Achaia and Megalopolis).



Name: Philopoemen

ID#: U8

Original Affiliation: Achaian League (Minor Power)

Start Turn: 3

End Turn: 8

Royal Family (Succession Rank): No

Historical Background: Philopoemen was born in

253 in Megalopolis, the largest city of Arcadia and soon to become one of the main cities of the Achaian League. Philopoemen is said by Plutarch to have been nicknamed by the Romans "the last of the Greeks", and Polybios, whose father Lycortas was a personal friend of Philopoemen, and his brother Trearidas his son-in-law, is possibly even more biased in favor of Philopoemen than he is with this other great Achaian hero, Aratos...

Philopoemen was a scion of a prominent Megapolitan family, and received a Platonic education. Taking model on the great Theban Epaminondas, he embraced a military career. In 222, he was leading an Achaian cavalry force at Sellasia under Antigonos Doseon, and his bravery brought him to the attention of the Macedonian king. Philopoemen however declined to follow Antigonos to Macedon and elected instead to go to Crete where he led for ten years a mercenary troop during the war between Lyttos and Knossos.

He returned to Arcadia in 210 and was appointed commander of the Achaian League's cavalry, then engaged in the First Macedonian War. In this role, he won a victory in Elis against the Aitolians, killing the enemy commander in personal combat. Now famous, he was elected Strategos of the Achaian League in 208, and immediately set about increasing the size of the League's army and

updating its equipment and training. This proved very important the following year when he faced the Spartan king Machanidas at the battle of Mantinea. Once more, Philopoemen killed his opponent with his own hand, and soundly defeated the Spartans. At the end of the First Macedonian War, the new Spartan king, Nabis, once more took on the Achaians, and Philopoemen had to repel him from Arcadia and Messenia, with Philopoemen defeating him decisively at Tegea in 201.

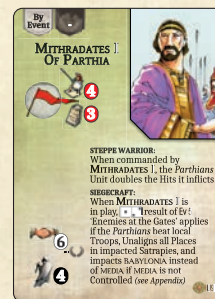
In 199, Philopoemen answered the call of the Cretan city of Gortyn and spent the next six years waging a very different kind of war in Crete, but just as successfully. He returned in 193 to Megalopolis, then under direct attack from Nabis. Elected again Strategos by the Achaians, he carried the war to Laconia, and thoroughly crushed the Spartans, prompting shortly thereafter the assassination of Nabis by his Aitolian allies. Philopoemen stormed the city and compelled it to join the Achaian League. However, Sparta remained defiant and in 189, Philopoemen urged the League to renew war in order to subdue it for good. In 188, taking advantage of an uprising within the city, he entered Sparta and imposed on it very harsh conditions, including pulling down the city walls built by Nabis, abolishing the traditional institutions and freeing the Hilots. This was the end of Sparta as a power, but this drew the ire of Rome on Philopoemen.

In 184, the Messenians, with Rome's encouragement, rose against the Achaians. Philopoemen, then nearly 70, was elected Strategos of the Achaians for the eighth time and marched on Messene. During the ensuing battle, he found himself isolated behind enemy lines and was captured by the Messenians, who forced him to drink poison, an "honorable death". A new Achaian expedition, led by Lycortas, Polybios's father, was more successful and forced the surrender of Messene. Philopoemen's ashes, carried by Polybios, were returned to Megalopolis where splendid funerals were given to him.

Play Tips: **PHILOPOEMEN** enters play like a regular Leader at the beginning of Turn 3. If the Achaian League is a Minor Ally of a Kingdom at any time, he joins that Court. If not (including the League being allied with Rome), he remains an unaligned Leader to the side, ready to be Mustered by the Achaian League in case of attack, and subject to *Ferryman of Souls*.

PHILOPOEMEN is an excellent military leader, though, similarly to **ARATOS**, his **ACHAIAN STRATEGOS** Special Ability limits him to Actions (effectively, Campaigns or Envoy) Targeting **PELOPONNESOS** or **BOIOTIA-EUBOIA**, to which he adds **KRETE**. He may also only be appointed as a defending Strategos in these Satrapies.

His military effectiveness is also highlighted by his **TRAINING EXPERT** Special Ability: at the start of Turn 3, when **PHILOPOEMEN** enters play, immediately swap the Standard Achaian Minor Unit by the Elite *Philopoemen* Unit. The Elite Unit remains in play instead of the Standard Unit as long as **PHILOPOEMEN** is in play.



Name: Mithradates I of Parthia

ID#: U9

Original Affiliation: Parthians (Minor Power)

Start Turn: By Event

End Turn: None

Royal Family (Succession Rank): No

Historical Background: Mithradates I was the brother of king Phraates I, who had taken advantage of Antiochos III's death to start shaking off the authority established by this king in 210 on the Parthians during his Anabasis. Phraates I subdued some of the Iranian mountain tribes such as the Mardoi, and probably retook control of the Caspian Gates, cutting off Bactria again from the Seleucid lands.

Mithradates came to the throne in 171, and, recognizing the weakness of the traditional Parthian feudal levies against Greek-Macedonian armies, undertook a thorough military reform, instituting for the first time a permanent royal Parthian army. His first moves took place to the East, taking advantage of the difficulties of the Greek king Eukratides of Bactria under renewed pressure from the Scythians. Mithradates seized disputed regions which had formerly been under Parthian rule but had been detached by Antiochos, as well as Margiana (Merv), and concluded an advantageous treaty with Eukratides.

With his back secured, Mithradates turned his attention South and West, where new troubles were springing in Media, Persia and Elymais under the harsh rule of Antiochos IV. Mithradates thought to extend his rule into Media, but

the Seleucids still had teeth and Antiochos, back from his Egyptian adventures, marched East, subdued Armenia again and forced Mithradates to withdraw. However, he died on his return to Ekbatana, prompting a new spat of rebellions, in particular that of Timarchos, satrap of Media. Soon the once proud Seleucid kingdom descended into a chaos of rival claimants, fueled by neighboring powers. Mithradates however was for a time unable to take advantage as he found himself in turn fully mobilized on his steppe frontier by a new wave of attacks of previously unknown Scythian tribes, driven by the maelstrom of the Yueh Zhi.

It was only in 148 that he was free again to look toward Seleucid Media, forcing the mountain passes and capturing Ekbatana, then the mountainous satrapy of Atropatene to the North. In 142, the Seleucid king Demetrios II launched a campaign to recapture Ekbatana but was defeated and repulsed. Mithradates then brought the war to the lowlands of Mesopotamia and Babylonia. Despite the tenacious defence mounted by Demetrios II, he captured Babylon and Seleukeia-on-the-Tigris, the Seleucid eastern capital, in 141. Faced with a new rebellion in Antioch, the Seleucid king had to withdraw behind the Euphrates. Soon thereafter, Mithradates took advantage of dynastic troubles in Armenia to add this important province to his new empire.

Suddenly, Mithradates was the master of vast and rich lands, full of major cities. He elected to deal with the Hellenic and Hellenized populations kindly, showing himself as a Philhellene, in order certainly to preserve the industry and commercial activity of these cities. Wary of these Greek and Mesopotamian populations, he built a new capital, originally a city of tents, across the Tigris from Seleukeia at Ctesiphon, though the Parthian king had no fixed capital and kept moving between Ctesiphon, Ekbatana, Hekatompylos and a new capital city in Parthyene at Nisa (Mithradatkert).

Meanwhile, Mithradates did not get time to consolidate his new western dominions nor to subdue the breakaway kingdoms of Elymais and Persis, as a new surge of the Scythian threat compelled him to return in all haste to Hyrkania and Parthyene. Encouraged by his absence, Demetrios II mounted a new effort and recaptured all of Mesopotamia and Babylonia, helped by the Greek populations who opened the gates of Seleukeia. Demetrios tried to push his advantage into Media but was defeated again and this time captured. He was paraded in various cities of the region, and then sent to Hyrcania, where he was married to Rhodogune, a daughter of Mithradates, who was certainly hoping to use his famous prisoner to extend his rule on Seleucid Syria. Victorious over the Scythians, Mithradates garrisoned the Greek cities and punished Elymais, capturing Sousa, then subduing Persis in 138. In 132, he died and was succeeded by his son Phraates II.

Play Tips: **MITHRADATES I** enters play automatically when **Ev 55** 'Mithradates I King of Parthia' (which is added to the Event Deck on Turn 10) is revealed. Note that **MITHRADATES** can never join a player's Court since it is not possible for Parthia to be a Minor Ally of a Kingdom.

MITHRADATES is an excellent military leader, with a Battle (⚔) rating of 4 and two potentially deadly Special Abilities.

- His **STEPPE WARRIOR** Special Ability makes the *Parthians* Unit (which is already an Elite unit) as deadly as the Roman Legions as they double the Hits they inflict, i.e. inflict 2 Hits on rolls of 2-5 (**MITHRADATES**'s Battle (⚔) rating of 4 + 1 THM as Elite) and a whopping 4 Hits on a roll of 1!
- His **SIEGECRAFT** Special Ability turbocharges the [●][●] outcome of **Ev 5** 'Enemies at the Gates', making it a very real threat to Seleucid power in the East: when **MITHRADATES I** is in play, this outcome becomes:
 - ✦ If **PARTHYENE** is not Controlled and **MEDIA** is, if there is no Troop in **MEDIA** or the *Parthians* Minor Unit (using **MITHRADATES I**'s Battle (⚔) rating and Special Ability) defeats all Troops present in **MEDIA**, Ravage and Unalign all Alignment markers in **MEDIA**;
 - ✦ If both **PARTHYENE** and **MEDIA** are not Controlled but **BABYLONIA** is, if there is no Troop in **BABYLONIA** or the *Parthians* Minor Unit (using **MITHRADATES I**'s Battle (⚔) rating and Special Ability) defeats all Troops present in **BABYLONIA**, Ravage and Unalign all Alignment markers in **BABYLONIA**;
 - ✦ If **PARTHYENE** is Controlled and there is no Troop in **PARTHYENE** and **BAKTRIANE** or the *Parthians* Minor Unit, using **MITHRADATES I**'s Battle (⚔) rating, defeats all Troops present in **PARTHYENE** and **BAKTRIANE**, remove all Alignment markers in **PARTHYENE** and **BAKTRIANE**;
 - ✦ In all other cases, no effect on Alignment anywhere.

Note that, unlike the regular event outcome (with **MITHRADATES I** not in play), no Alignment marker is removed from **PARTHYENE** and **BAKTRIANE** if

the *Parthians* fail to defeat Troops that are present. Also, the event does not bring back the *Parthians* Minor Unit from the Dispersed Box, so if the *Parthians* are in the Dispersed Box when the event occurs and there are local Troops to protect the targeted Satrapies, this outcome will always have no effect.



Name: Diogenes

ID#: SR1

Original Affiliation: Seleucids

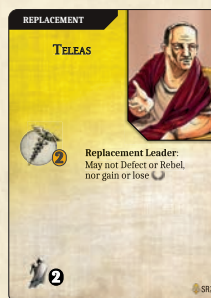
Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Seleucid governor of Sousiane during Molon's rebellion, appointed governor of Media after Molon's defeat. Led Antiochos III's light troops in the Elburz during his campaign against the Parthian king Arsakes II. One of many competent but unremarkable Seleucid provincial governors and commanders.

Play Tips: Replacement Leader, may be drawn into play if the Seleucid Court falls under three leaders, stays as long as less than three regular leaders in Seleucid Court.



Name: Teleas

ID#: SR2

Original Affiliation: Seleucids

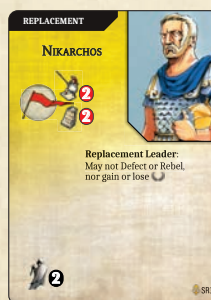
Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Teleas of Magnesia, Seleucid negotiator with Euthydemus of Bactria during Antiochos III's Anabasis. An example of a competent but unremarkable Seleucid diplomat.

Play Tips: Replacement Leader, may be drawn into play if the Seleucid Court falls under three leaders, stays as long as less than three regular leaders in Seleucid Court.



Name: Nikarchos

ID#: SR3

Original Affiliation: Seleucids

Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Seleucid officer, commanding with distinction the elite Silver Shields phalanx at Raphia in 217. One of many good military officers in the service of the Seleucids during the period.

Play Tips: Replacement Leader, may be drawn into play if the Seleucid Court falls under three leaders, stays as long as less than three regular leaders in Seleucid Court.



Name: Sokrates

ID#: PR1

Original Affiliation: Ptolemies

Start Turn: N/A

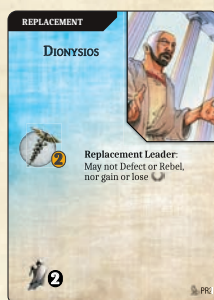
End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: One Sokrates led the Ptolemaic peltasts (light troops) during the battle of

Raphia, but our sources are strongly biased toward military activities, and this leader represents the average Lagid provincial officers, who were typically more competent in diplomacy and administration than the military.

Play Tips: Replacement Leader, may be drawn into play if the Ptolemies' Court falls under three leaders, stays as long as less than three regular leaders in the Ptolemies' Court.



Name: Dionysios

ID#: PR2

Original Affiliation: Ptolemies

Start Turn: N/A

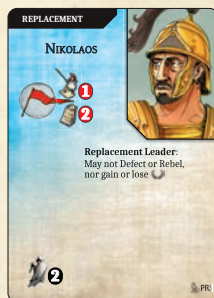
End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Dionysios was a very common name during the period, and this leader's

ratings represent the strong bias in the Court of Alexandria toward soft power rather than brute force.

Play Tips: Replacement Leader, may be drawn into play if the Ptolemies' Court falls under three leaders, stays as long as less than three regular leaders in the Ptolemies' Court.



Name: Nikolaos

ID#: PR3

Original Affiliation: Ptolemies

Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Nikolaos was one of many Aitolian generals in Ptolemaic service during the

period. He replaced his compatriot Theodotos, satrap of Koile Syria, after he went over to Antiochos III in 220, leading a spirited defense of the coastal road before being overpowered by the Seleucid king. He represents the military officers of limited talent who were often tasked with defending the outlying Lagid provinces.

Play Tips: Replacement Leader, may be drawn into play if the Ptolemies' Court falls under three leaders, stays as long as less than three regular leaders in the Ptolemies' Court.



Name: Petraios

ID#: MR1

Original Affiliation: Macedon

Start Turn: N/A

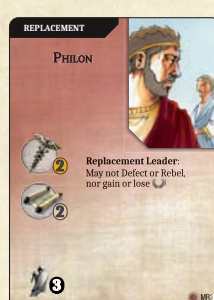
End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Petraios was a Thessalian officer in Macedonian service during the Apelles

crisis, probably a governor of all or part of Thessaly. He represents the local Macedonian governors, who represented, by strength of arms or words, the Macedonian king locally.

Play Tips: Replacement Leader, may be drawn into play if the Macedonian Court falls under three leaders, stays as long as less than three regular leaders in Macedonian Court.



Name: Philon

ID#: MR2

Original Affiliation: Macedon

Start Turn: N/A

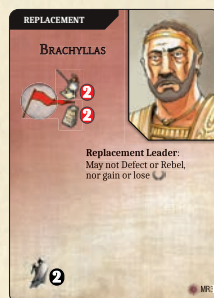
End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: We don't have many names of Macedonian diplomats during the period,

but Philon is a fairly common name among Greek elites at the time.

Play Tips: Replacement Leader, may be drawn into play if the Macedonian Court falls under three leaders, stays as long as less than three regular leaders in Macedonian Court.



Name: Brachyllas

ID#: MR3

Original Affiliation: Macedon

Start Turn: N/A

End Turn: N/A

Royal Family (Succession Rank): No

Historical Background: Conversely, we have more names of Macedonian military officers: Brachyllas

was in charge of the garrison in the key city of Tegea during the early part of Philippos V's reign, fighting Aitolian and Spartan incursions.

Play Tips: Replacement Leader, may be drawn into play if the Macedonian Court falls under three leaders, stays as long as less than three regular leaders in Macedonian Court.

5. DESIGNER NOTES

As you are reading these lines, it will have been roughly twelve years since I started designing this game. Twelve years during which I relocated twice to different countries (and one different continent), twice joining a new company. Twelve years during which I fully designed, developed and released a first game, *Pendragon*, even though I started work on it fully one year after *Hubris*. Twelve years during which my kids grew from infants to near adults, and I myself finally faced down probably the greatest challenge of my life and eventually fully realized myself. Twelve years during which I wondered at times if the title I had chosen for this game was not proving to be way too prophetic, but still somehow kept the flame going so that you can today hold this game in your hands...

I had dabbled in game design for a number of years before, toying with various concepts dealing with my favourite period of history, the Hellenistic period, including one epic play-by-email diplomatic game on the Diadochs in 1994, but for some reason in the spring of 2013 I started putting together a physical prototype of a game I quickly named *Hubris*, covering the pivotal decades of the late third century and early second century BCE. A couple months later the first live playtests took place with some friends at my home of the time in the San Francisco Bay Area, bringing a wealth of feedback which allowed me to quickly improve the game model. Buoyed by the positive takes, in October of the same year I made the three-hour drive to Hanford, CA, to attend the Fall GMT Weekend at the Warehouse and present my prototype.

I honestly had no idea what sort of reaction I would get, and in all fairness it was kind of mixed: the game drew some attention and Gene Billingsley, who I met for the first time on this occasion, expressed interest, but he was very cautious, and understandably so as I was a totally unknown quantity and the game was still in the early stages of development. Nonetheless, a number of players, in particular Terry Coleman, Troy Nichols and John Zrimc, who were living reasonably close to me, got regularly involved in playtest sessions, and greatly accelerated the development process, Terry in particular making some key contributions which have survived to this day. I brought the game again to Hanford at the following Spring Weekend in a much more polished state, but shortly thereafter I had the idea that became *Pendragon*, and by the time of the next GMT Weekend in October, I was presenting the prototype of that game and it soon became clear that, in particular thanks to the support of Volko Ruhnke himself, *Pendragon* had a fast track opening that *Hubris* did not, and I eventually resolved to shift my priority to *Pendragon*. This was in October 2014.

Pendragon's development went relatively fast, and it was released three years later, in December 2017. In the meantime, I had had very little opportunity to work on *Hubris*, though I had done a couple of significant updates, drawing from my growing experience as a designer, and occasionally demoed the game at local cons, where it was generally well received. It had always been clear in my mind that I would resume my efforts to finish *Hubris* and get it released as soon as *Pendragon* was done, and this is what I set to do in May 2017 when we had handed over all the material for *Pendragon* to GMT's art department. In that month, I demoed *Hubris* at the Stack Con in Montreal, where I had relocated to two years before, with Mark Simonitch in attendance. The successful delivery of *Pendragon* had obviously done wonders to my credit as a game designer and Mark promptly told me that GMT wanted to publish *Hubris* too. At the time however, I had evolved as a designer and I told him there were "a couple things" I wanted to improve before going on P500. Little did I understand then what I was getting myself into...

Hubris had started life as a fairly classical Card-Driven Game, even though some of the game's characteristic features had already appeared, in particular those dealing with nonplayed Rome. The Agendas, Full/Limited War duality and the linked concepts of Roman Belligerence and Casus Belli thresholds were already in there in some form, the latter a key evolution from the original concept of RB as a kind of "fightable DefCon" which proved way too deterministic and inappropriate to represent the relationships between the Roman Republic and the Hellenistic kings. Players could fairly easily get into it and had a lot of fun, and two major game companies were interested. However, I had at that time myself grown unhappy with CDG hand/event



management and, crucially, I had come to feel that a critical element of the Ancient History books was missing from the game's narrative: the key people, the kings and leaders who led armies, fought battles and sieges, undertook diplomatic missions and managed the kingdoms, but also created unparalleled drama through their ambitions, treasons and intrigues. Accordingly, I resolved to rebuild the game around the kings and their courts, and the strengths and foibles of these individuals.

To that end, I drew inspiration from one of my favorite games of all times, *Republic of Rome*, which largely revolves around factions of senators all portrayed with a specific card. With each leader rated for key capabilities, I was able to rework all game actions to become checks of appropriate ratings (possibly with some modifiers), ensuring systematic consistency in game mechanics. With each leader being rated not only for their military, diplomatic and administrative abilities, but also for their loyalty and intrigue factor, *Hubris*'s gameplay instantly came to revolve around these characters and their strengths and weaknesses, with something of an RPG feel. Simultaneously, I redesigned the Event Deck as an event generator a la *COIN* series, with some events wholly out of the control of the players, and others introducing challenges and opportunities. Simultaneously, I addressed an annoying issue with the original map, namely the disparity between the tightly packed regions around the Aegean versus the relatively quiet expanses of Asia. This was



achieved with the help of my good Montrealer friend Marc Rodrigue who applied a scale distortion from northwest to southeast which magnified the busy areas while passing easily as a cartography distortion so common in ancient maps. The map still remained point-to-point at that stage.

While I was at rebuilding the game engine, I invested great effort in providing a realistic model of ancient operations, introducing yearly turns mimicking the historical yearly campaigning, as well as sophisticated logistics rules which allowed both to represent the historical inability to wage major campaigns continuously, and the unattractiveness of waging war in the remote regions bordering the great population areas. I introduced a battle board with deployment zones (with individual commanders) and even a mechanism of hidden planning tokens based on some board games.

By the end of 2018, I was able to begin live tests and demo the new version of the game in San Diego at the wonderful SDHistCon, on the invitation of my dear friend Harold Buchanan. The revamped *Hubris* was very well received by all, with many players lauding the "incredibly deep gameplay and narrative", but despite my satisfaction at the way the model was working, I quickly realized that it had a major issue: games were taking way too long, with yearly game turns never going for much less than an hour each, making any ambition of playing scenarios lasting 30 or 60 years pipe dreams. While the game worked great as an operational game, my design vision was to portray the big tapestry of History to represent the change of paradigm from a world dominated by the Successor kingdoms to one dominated by Rome, and it became obvious that this would not be possible with this game model.

As a result, after much soul-searching, I resolved to go back to the drawing board. Fortunately, this time, I was able to keep many of the elements intact, streamlining the game rather than rebuilding it whole. Instead of a bottom-up approach, I privileged this time a design-for-effect approach... My priority was to streamline and accelerate game play, and to this end my first decision was to make game turns 5 years long instead of yearly, meaning that wars would rarely last more than a single turn. To allow players to react to enemy campaigns, I split leader activations in two, but allowing only a total of 4 to 6 activations per kingdom per turn, making every activation meaningful. With such a tight format, I had to use a much higher level of abstraction, starting with military campaigns. Gone were the point-to-point map, the activation points and movement costs, as I took inspiration from a concept found in the classic *Empires of the Middle Ages*, where a kingdom's territories, as long as they are continuous, are seen as a whole, and operations are undertaken at the periphery targeting whole satrapies rather than individual places. Gone also were many leaders, as governors and subordinate commanders became abstracted. Gone as well the independent actions of the game's minor powers, with their effects abstracted through recurrent events. Gone the battle board, and greatly reduced the number of units through bigger size aggregation.

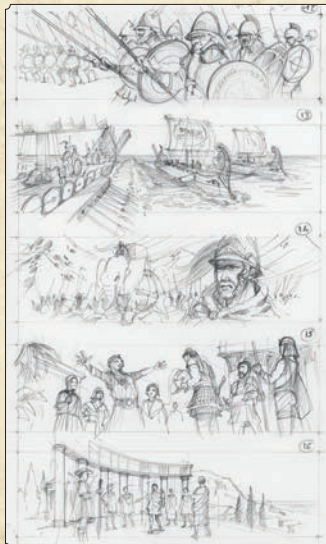
Obviously, many very cool concepts of which I was very proud fell to the cutting floor during this redesign and the whole exercise was quite painful. But as the first test runs quickly demonstrated, the new system managed to deliver the pace I had been looking for while keeping a good range of choices and maintaining a rich narrative. Some of my local playtesters in Montreal at the time who had played the previous two versions soon reassured me that the game was just as fun and interesting in its new form, while meeting my goal of making it realistic to play the full campaign in a (long) sitting. To be completely honest, another cut was the first 30 years of the game period, from 250 to 221 BCE, focusing instead on the critical years of the reigns of Antiochos III, Philippos V and Ptolemaios IV and their immediate successors, up to the time of the battle of Pydna and the Day of Eleusis. Naturally, if the game is well received, it will be entirely possible to develop an extension adding back these thirty years which include such highlights as the Laodicean War, the War of the Brothers, the rise of Aratos and the battle of Sellasia...

In May 2020, the new version had reached a level of stability such that Mark Simonitch and I agreed that the time had come to bring in a developer: I was lucky to be allocated Kevin Bernatz, coming with a lot of experience including the very innovative *Cataclysm*. Kevin and I did not know each other before the start of our collaboration, and we are quite different in our approaches and preferences. However, we share a common desire to make this game "the best game possible", and while I am sure that there were many times when Kevin was cursing this mad French woman he had to work with, he has been ever respectful of my design intent and vision for this game. Actually, I strongly believe that our differences have made this game better by bringing into focus how various players might approach the game, allowing us to make the game rules and material as clear and unambiguous as possible.

Initially, we worked together to bring him up to speed, and review in depth the existing material. We then proceeded to rewrite the rulebook extensively in this spirit of clarity that I mentioned above. The fact is that initially the rulebook was, from my experience working with Volko, written in the very lean style of the *COIN* series. Under Kevin's insistence, we came to prefer a more explicit writing approach, including many examples, repetitions and notes. I eventually decided to include a dedicated *Learning to Play* booklet to ease new players into the game by highlighting the handful of core common principles on which the game engine rests, which can be more difficult to perceive as such from the more detailed *Rules of Play*. We also made sure to make the Key Terms Index as comprehensive as possible.

As we were smack in the worst of the COVID period, in-person gaming was no longer an option, so the other priority for Kevin was the development of a Vassal module to allow the start of remote beta testing. For some reason, a large number of people volunteered to be playtesters, beyond the core of friends in the San Francisco Bay Area and Montreal who had been involved for a number of years. We were thus able to have a large number of playtests taking place, which provided us with invaluable feedback and ideas, with some wonderful contributors standing out, in particular Ryszard Tokarczuk and David Yllanes, among many others. Thank you so much to all of you!

Large scale playtesting, rules clarification and streamlining went hand in hand for a number of months, with some episodic slowdown often due to personal reasons, the biggest one being my taking a new job and subsequently relocating to France the following year. As a result, it was only in early 2022 that we were ready to get artwork started, with the involvement of French artist Stéphane Guigueno. I had been introduced to Stéphane through my friend Olivier Chanry who had commissioned him to work on the art for the French edition of *Falling Sky* (*COIN* Vol. VI), which he was then producing with his company Asynchron. Helping Olivier with reviewing the new material, I was struck with the energy and quality of the card illustrations made by Stéphane, and asked Olivier to introduce us. When the time came to pick an artist for *Hubris*, I suggested his name to Mark Simonitch and he agreed to give him a try. *Hubris* presented a particular challenge because of its Leader cards, which I wished to be illustrated individually with realistic portraits of each Leader. For the most illustrious ones, mostly kings and queens, some semblances have come down to us through coins and busts, but for most of



the leaders, we have nothing. As for the Event cards, I was looking for some panoramic cinemascope-like illustrations, primarily to maximize the space used for text. Stéphane, who lives in the Greater Paris Area like myself, came to my home and I briefed him extensively for a full afternoon on what my vision was for art, on the period, and I loaned him a number of books with what I consider valuable illustrations, including from the late great Angus McBride. And Stéphane delivered big time, with his wonderful pencil stroke delivering all the stunning art that graces the game material now. Throughout the process, it was an absolute delight for me to receive the pencil sketches from Stéphane, discuss modifications when (very occasionally) I wanted something a bit different, and then discover the full color versions. Over time, he was entrusted with all artistic elements in the game, from the box cover, through card illustrations to the vignettes and icons on the map and cards, ensuring full artistic consistency throughout the game material. I cannot express how grateful I am to Stéphane for making *Hubris* what I dreamt and more, and I am hoping I will have the pleasure of working with him again for future projects!

Another essential element in a boardgame is, obviously, the board itself, the map! Here, the initial plan was to have Chechu Nieto, who had done such an outstanding work on *Pendragon*'s board as well as countless other GMT games over the years, do the *Hubris* board. I was definitely looking forward to working with Chechu again, and he was given the task in May of 2023. Unfortunately, a number of personal reasons prevented him from being able to work on the project as intended, and after much agonizing and frustration, we decided together to hand over the board to someone else. However, finding someone who was both in line with my expectations and available proved a challenge, and it was not until May of 2024, a full year later, that we found a solution, in the form of my friend Olivier, who unfortunately recently had had to close his company's activities, and so became available to work with us. Starting from the work Chechu had been able to do, and leveraging the vignettes and icons prepared by Stéphane, Olivier, with whom I was in daily communication to speed up things, was able to put together in about a month this terrific board, which marries an ancient map look with well thought out iconography to deliver a great visual and gaming experience.

On the strength of this delivery, Olivier was later awarded all the remaining game material, from the counters and block stickers to the various card decks, player aid cards, booklets and box. Again, Olivier's talent, experience (he is himself a gamer and developer) and drive, coupled with direct and short feedback loops with Kevin and myself, made it possible to deliver a stunning and very consistent package of gaming material, as well as making up for a lot of the time lost prior to his appointment. This included remaking entirely the Events Deck on which Ken Demyen had worked earlier this year from January to May. Ken did some great work, but for some reason he was not available to continue working on *Hubris*, while there were still some unresolved issues, and the need to ensure consistency across all decks and game material. I will let you be the judge, but I myself am extremely pleased with the final output.

At long last, everything has come together and you are now holding this beautiful package in your hands. As with *Pendragon*, my hope is that you will find as much pleasure in playing this game as I had designing and developing it, and maybe, as a bonus, learn more about this extraordinary period of history.

Last but not least, I want to thank a number of people besides those listed above without whom none of this would have been possible. First, Gene Billingsley, Mark Simonitch, Tony Curtis and all the great folk at GMT Games, who have stuck with me through all these tumultuous years and given me the means to implement my gaming vision. Second, all of you in California, Quebec, France, Spain, and all around the world, including through online conventions, who have played the game through its various versions and provided me both with valuable feedback and, perhaps even more importantly, the positive energy to keep going. Third, my beloved wife and children, whose love and support are carrying me through highs and lows, and who accepted the sacrifice of me spending countless days absorbed in this devouring hobby of mine. And last but not least, my dear grandfather André Gouyon, who made me discover at a very young age Ancient History through travel pictures, museum visits, books and conversations and gave me this wonderful passion; Papy, I hope you would be proud of your granddaughter today, this one is for you!

6. PRONUNCIATION GUIDE

6.1. Personal names

Name in game	Greek	English	Pronunciation (US)
Achaios	Ἀχαιός	Achaeus	A-kha-yos
Agathokles	Ἀγαθοκλῆς	Agathocles	A-ga-to-kles
Alexandros	Ἀλέξανδρος	Alexander	A-luh-ksan-dros
Andromachos of Aspendos	Ἀνδρόμαχος ἐκ Ἀσπένδου	Andromachus of Aspendos	An-DRO-makh-os of Ass-PENN-dos
Antigonos	Ἀντίγονος	Antigonus	AN-tee-gon-os
Antiochos III Megas	Ἀντίοχος Μέγας	Antiochus III The Great	AN-tyo-khos MEH-gas
Antiochos the Younger	Ἀντίοχος	Antiochus the Younger	AN-tyo-khos
Antipatros	Ἀντίπατρος	Antipater	An-TEE-pat-ros
Apelles	Ἀπελλῆς	Apelles	UHP-el-les
Apollonios	Ἀπολλώνιος	Apollonius	A-pol-LON-nee-os
Aratos	Ἄρατος	Aratus	AR-ah-tos
Aristomenes	Ἀριστομένης	Aristomenes	A-ris-to-meh-nes
Brachyllas	Βραχύλλας	Brachyllas	Bra-KHYL-las
Demetrios	Δημήτριος	Demetrius	Deh-MEH-tree-os
Demetrios I Soter	Δημήτριος Σωτήρ	Demetrius I Soter	Deh-MEH-tree-os Soh-TEHR
Demetrios of Pharos	Δημήτριος ἐκ Φάρου	Demetrius of Pharos	Deh-MEH-tree-os of FA-ros
Dikaiarchos	Δικαίαρχος	Dicearchus	Dee-ka-AHY-arkh-os
Diogenes	Διογένης	Diogenes	Dyo-GE-nes
Dionysios	Διονύσιος	Dionysius	Dyo-NY-syos
Eulaios	Εὐλαῖος	Eulaeus	Ev-LEH-os
Eumenes II Soter	Εὐμένης Σωτήρ	Eumenes II Soter	Eh-oo-MEN-ehs Soh-TEHR
Hannibal	Ἄννιβας	Hannibal	Han-NEE-bal
Heliodoros	Ἡλιόδωρος	Heliodorus	HEL-yo-do-ros
Hermeias	Ἑρμείας	Hermias	HER-me-yas
Kineas	Κινέας	Kineas	Kee-NEH-as
Kleopatra I Syra	Κλεοπάτρα Σύρα	Cleopatra I Syra	Kle-o-PA-tra SY-ra
Kleopatra II	Κλεοπάτρα	Cleopatra II	Kle-o-PA-tra
Komanos	Κόμανος	Comanus	KO-ma-nos
Lenaio	Ληναῖος	Lenaeus	Le-na-Y-os
Leontios	Λεόντιος	Leontius	Luh-ON-tyos
Lysias	Λύσιος	Lysias	LY-syas
Magas	Μάγας	Magas	MAH-gas
Megaleas	Μεγαλέας	Megaleas	Meh-ga-LUH-as
Menippos	Μένιππος	Menippus	MEH-nip-pos
Milon	Μίλων	Milo	MEE-lon

Name in game	Greek	English	Pronunciation (US)
Mithradates I of Parthia	Μιθραδάτης	Mithridates I of Parthia	Mi-tra-DA-tes
Mithradates / Antiochos IV Epiphanes	Μιθραδάτης Ἀντίοχος ὁ Ἐπιφανής	Mithridates / Antiochus IV Epiphanes	Mi-tra-DA-tes / AN-tyo-khos Epi-fa-NES
Molon	Μόλων	Molon	MO-lon
Nikanor	Νικάνωρ	Nicanor	Nee-KA-nor
Nikarchos	Νίκαρχος	Nicarchus	NEE-kar-khos
Nikolaos	Νικόλαος	Nicolaus	Ni-KO-la-os
Perseus	Περσεύς	Perseus	Per-se-OOS
Petraios	Πετραῖος	Petraeus	Pe-tra-YOS
Philippos V	Φίλιππος	Philip V	FI-lip-pos
Philon	Φίλων	Philo	FI-lon
Philopoemen	Φιλοποίμην	Philopoimen	Fee-lo-POY-mehn
Polykrates of Argos	Πολυκράτης Ἀργεῖος	Polycrates of Argos	Poli-KRA-tes of AR-gos
Polyphantos	Πολυφάντας	Polyphantus	Po-lee-FAN-tos
Polyxenidas	Πολυξενίδας	Polyxenidas	Po-ly-kse-NEE-das
Ptolemaios IV Philopator	Πτολεμαῖος Φιλοπάτωρ	Ptolemy IV Philopator	Ptoh-leh-mah-YOS Fi-lo-PA-tor
Ptolemaios son of Thraseas	Πτολεμαῖος / Θρασεάς	Ptolemaios (son of Thraseas)	Ptoh-leh-mah-YOS (son of Tra-SE-as)
Ptolemaios V Epiphanes	Πτολεμαῖος Ἐπιφανής	Ptolemy V Epiphanes	Ptoh-leh-mah-YOS Epi-fa-NES
Ptolemaios VI Philometor	Πτολεμαῖος Φιλομήτωρ	Ptolemy VI Philometor	Ptoh-leh-mah-YOS Fi-lo-MEH-tor
Ptolemaios VIII Physkon	Πτολεμαῖος Φύσκων	Ptolemy VIII Physcon	Ptoh-leh-mah-YOS FIS-kon
Seleukos III Keraunos	Σέλευκος ὁ Κεραυνός	Seleucus III Ceraunus	SE-leuh-kos Ke-ra-oo-NOS
Seleukos IV Philopator	Σέλευκος Φιλοπάτωρ	Seleucus IV Philopator	SE-leuh-kos Phi-lo-PA-tor
Skopas	Σκόπας	Scopas	SCO-pass
Sokrates	Σωκράτης	Socrates	So-CRA-tehs
Sosibios	Σωσιβίος	Sosibios	Soh-see-BEE-os
Taurion	Ταυρίων	Taurion	Tawr-EE-on
Teleas	Τέλεας	Teleas	TEH-leh-as
Theodotos	Θεόδοτος	Theodotus	Teh-O-do-tos
Timarchos	Τίμαρχος	Timarchus	TEE-mar-khos
Tlepolemos	Τληπόλεμος	Tlepolemus	Tleh-PO-le-mos
Xenoitas	Ξενοίτας	Xenoitas	Kse-NOY-tas
Zeuxis	Ζεῦξις	Zeuxis	ZEUH-ksis



6.2. Place names

Name in game	Greek	English	Pronunciation (US)
Abydos	Ἄβυδος	Abydos	AH-bee-dos
Achaia	Ἀχαΐα	Achaea	ah-KHAY-ah
Adrias	Ἀδρίας	Adriatic (Sea)	ad-REE-as
Aigaion Pelagos	τὸ Αἰγαῖον πέλαγος	Aegean (Sea)	ay-GAI-on PE-la-gos
Aigypption Pelagos	τὸ Αἰγυπτῖον πέλαγος	Sea of Egypt	ay-geep-TEE-on PE-la-gos
Aitolia	Αἰτωλία	Aetolia	ay-toh-LEE-a
ΑΙΤΟΛΙΑ - ΕΠΕΙΡΟΣ	Αἰτωλία και Ἑπίρειος	Aetolia - Epirus	ay-toh-LEE-ya EH-pey-ros
Akarnania	Ἀκαρνανία	Acarnania	ak-arn-an-I-ah
Alexandreia	Ἀλεξάνδρεια	Alexandria	al-ex-AN-dre-yah
Amaseia	Ἀμάσεια	Amaseia	a-MA-se-yah
Amphipolis	Ἀμφίπολις	Amphipolis	am-FI-po-lees
Antiocheia	Ἀντιόχεια	Antioch [Antakya]	an-tee-OKH-e-yah
Antiocheia Mygdonia	Ἀντιόχεια τῆς Μυγδονίας	Antiochia Mygdonia [Nusaybin]	an-tee-O-khe-yah meeg-do-NEE-ah
Apameia	Ἀπάμεια	Apamea	ah-PA-me-yah
Apameia Kibotos	Ἀπάμεια Κιβωτός	Apamea Cibotus	ap-AM-ey-a kee-boh-TOS
Apollonia	Ἀπολλωνία	Apollonia	ah-pol-oh-NEE-ah
Arados	Ἄραδος	Aradus [Arwad]	Ah-rah-dos
Araxene	Ἀραξηνή	Araxene	a-ra-kseh-NEH
Ardiaoi	Ἀρδιαῖοι	Ardiaei	ard-ee-AY-oi
ARMENIA	Ἀρμενία	Armenia	ar-me-NEE-ah
Arsamosata	Ἀρσαμόσοτα	Arsamosata	ar-sa-MO-sa-tah
Athenai	Ἀθῆναι	Athens	Ath-EH-nai
ΑΤΡΟΠΑΤΕΝΕ	Ἀτροπαρηνή	Atropatene	at-rop-at-eh-NEH
Babylon	Βαβυλῶν	Babylon	ba-bee-LON
BABYLONIA	Βαβυλωνία	Babylonia	ba-bee-lo-NEE-ah
Baktra	Βάκτρα	Bactra [Balkh]	BAK-tra
BAKTRIANE	Βακτριανή	Bactria	bak-tree-an-EH
Bessoï	Βηρσοί	Bessi	behs-SOI
BITHYNIA	Βιθυνία	Bithynia	bee-fy- NEE-ah
Bithynoi	Βιθυνοί	Bithynians	bee-fy-NOY
ΒΟΙΟΤΙΑ - ΕΥΒΟΙΑ	Βοιωτία και Εὐβοία	Boeotia - Euboea	boy-oh-TEE-ah EOO-boy-ah
Boubastis	Βούβαστις	Bubastis	BOO-bas-tees
Chalkis	Χαλκίς	Chalcis	khal-KEES
Damaskos	Δαμασκός	Damascus	dah-mas-KOS
DELTA	Δέλτα	Delta	DEL-tah
Demetrias	Δημητριάς	Demetrias	deh-meh-tree-AS
Doura Europos	Δοῦρα Εὐρωπός	Dura Europos	DOOR-a eu-ro-POS
Ekbatana	Ἐκβάτανα	Ecbatana [Hamadan]	ek-BAh-tah-nah
Elis	Ἔλις	Elis	EH-lees
Elymais	Ἐλυμαῖς	Elymais	el-eem-a-EES
Ephesos	Ἔφεσος	Ephesus [Efes]	EF-es-os
GALATIA	Γαλατία	Galatia	ga-la-TEE-ah
Gazaka	Γάζακα	Gazaca	GA-zah-kah
Gomphoi	Γόμφοι	Gomphi	GOM-foy
Herakleia Lynkestis	Ἡράκλεια Λυγκηστῆς	Heraclea Lyncestis	he-RAK-le-yah leen-kes-tis

Name in game	Greek	English	Pronunciation (US)
Herakleia Trachis	Ἡράκλεια ἡ ἐν Τραχίνι	Heraclea Trachis	he-RAK-le-yah tra-KHEES
Hierosolyma	Ἱεροσόλυμα	Jerusalem	hie-ro-SO-lee-mah
ILLYRIA	Ἰλλυρία	Illyria	il-leer-I-ah
IONIA	Ἴωνία	Ionia	yoh-NEE-ah
ΙΤΑΛΙΑ	Ἱταλία	Italy	eet-al-I-ah
KAPPADOKIA	Καππαδοκία	Cappadocia	kap-pah-do-KEE-ah
Karrhai	Κάρραι	Carrhae [Harran]	KAR-rai
Kastabala	Καστάβαλα	Castabala	kas-TAH-bah-lah
KILIKIA	Κιλικία	Cilicia	kee-lee-KEE-a
KOILE SYRIA	Κοίλη Συρία	Coile Syria	COY-leh see-REE-a
KOINON NESIOTON	τὸ Κοινὸν τῶν νησιωτῶν	Nesiotic League	koin-ON neh-si-ot-ON
Korinthos	Κόρινθος	Corinth	KOR-inth-os
KRETE	Κρήτη	Crete	KREH-teh
Kretikon Pelagos	τὸ Κρητικὸν πέλαγος	Cretan sea	kreh-teek-ON PE-la-gos
Kydonia	Κυδωνία	Cydonia [Chania]	kee-don-I-ah
Kyklades	Κυκλάδες	Cyclades	kee-KLA-des
KYPROS	Κύπρος	Cyprus	KEEP-ros
KYRENAIKE	Κυρηναϊκή	Cyrenaica	kee-reh-na-eek-EH
Kyrene	Κυρήνη	Cyrene	kee-REH-neh
Kyzikos	Κύζικος	Cyzicus	KEE-zee-kos
Laodikeia Katakakaumene	Λαοδικαία κατακακαυμένη	Laodicea the Burned	la-ODEE-ke-yah ca-ta-ke-cow-ME-neh
Laodikeia Media	Λαοδικαία ἐν Μηδία	Laodicea in Media [Nahavand]	la-o-DEE-ke-yah meh-DEE-ah
Larisa	Λάρισα	Larisa	LA-rees-sah
Libyes	Λίβυες	Libyans	LEE-bee-es
Libykon Pelagos	τὸ Λιβυκὸν πέλαγος	Libyan Sea	li-bi-KON PE-lah-gos
Lissos	Λίσσος	Lissus	LIS-sos
LYDIA - PHRYGIA	Λυδία και Φρυγία	Lydia - Phrygia	lee-DEE-ah Free-GHI-ah
Lykia	Λυκία	Lycia	lee-KEE-ah
LYKIA - PAMPHYLIA	Λυκία και Παμφυλία	Lycia - Pamphylia	lee-KEE-ah pam-fyl-LEE-ah
Lysimacheia	Λυσιμάχεια	Lysimachia	lee-see-MA-khe-yah
Lyttos	Λύττος	Lyttos	LYT-tos
MAKEDONIA	Μακεδονία	Macedonia	ma-ke-don-I-ah
Matiene	Ματινή	Matiene	ma-tieh-NEH
Mazaka	Μάζακα	Mazaca [Kayseri]	MA-za-kah
MEDIA	Μηδία	Media	meh-DEE-ah
Megalopolis	Μεγαλόπολις	Megalopolis	me-ga-LO-pol-ees
Memphis	Μέμφις	Memphis	MEM-fees
MESOPOTAMIA	Μεσοποταμία	Mesopotamia	me-so-po-ta-MEE-ah
Messene	Μεσσήνη	Messene	mes-SEHN-eh
Miletos	Μίλητος	Miletus	MEE-leh-tos
Morimene	Μοριμένη	Morimene	mo-ri-men-EH
MYSIA	Μυσία	Mysia	mee-SEE-ah
Nikomedeia	Νικομήδεια	Nicomedia [Izmit]	nee-ko-MEH-de-yah
Odrysai	Ὀδρύσαι	Odrysians	od-REE-sai
Pamphylia	Παμφυλία	Pamphylia	pam-fyl-LEE-ah
Pamphylon Pelagos	τὸ Παμφύλιον πέλαγος	Pamphylian Sea	pam-FYL-lee-on PE-la-gos

Name in game	Greek	English	Pronunciation (US)
Paphlagonēs	Παφλαγώνες	Paphlagonians	pa-fla-GON-es
Paphos	Πάφος	Paphos	PA-fos
PARAPOTAMIA	Παραποταμία	Parapotamia	pa-ra-po-ta-MEE-ah
Parnoi	Πάρνοι	Parnians	PAR-noy
PARTHYENE	Παρθυηνή	Parthia	par-thy-eh-NEH
Pella	Πέλλα	Pella	PEL-lah
PELOPONNESOS	Πελοπόννησος	Peloponnese	pe-lo-PON-neh-sos
PELOUSIAKON STOMA	τὰ Πηλουσιακὸν Στόμα	Pelusiatic Mouth	peh-loos-EE-a-kon sto-mah
Pelousion	Πηλούσιον	Pelusium	peh-LOOS-ee-on
Pergamon	Πέργαμον	Pergamon	PER-gah-mon
Perinthos	Πέρινθος	Perinthus	PE-rin-thos
Phoinike	Φοινίκη	Phoenice	foy-NEE-keh
Pisidai	Πισίδαι	Pisidians	pee-SEE-dai
PONTOS	Πόντος	Pontus	PON-tos
<i>Pontos Euxinos</i>	Πόντος Εύξεινος	Pontus Euxinus [Black Sea]	PON-tos EU-ksee-nos
<i>Propontis</i>	Προποντίς	Propontis [Sea of Marmara]	pro-pon-TEES
Ptolemais	Πτολεμαίς	Ptolemais	pto-le-mah-EES
Ptolemais Ake	Πτολεμαίς Ἀκη	Ptolemais Ake [Acre]	pto-le-mah-EES AH-keh
Rhagai Europos	Ῥαγαί Εὐρωπός	Rhagae Europos [Ray]	rha-GAI eu-ro-POS
RHODOS	Ῥόδος	Rhodes	RHO-dos
Salamis	Σαλαμίς	(Cyprian) Salamis	sa-la-MEES
Sardeis	Σάρδεες	Sardis	SAR-days

Name in game	Greek	English	Pronunciation (US)
Seleukeia Pieria	Σελεύκεια ἐν Πιερία	Seleucia in Pieria	se-LEUK-e-yah pye-REE-ah
Seleukeia Tigris	Σελεύκεια ἐπὶ τῷ Τίγρητι	Seleucia on the Tigris	se-LEUK-e-yah TEE-grees
SELEUKIS	Σελευκίς	Seleucis	se-leuk-EES
Sidon	Σιδών	Sidon [Saida]	si-DON
<i>Sikelikon Pelagos</i>	τὸ Σικελικὸν πέλαγος	Sicilian sea	seek-el-EEK-ON PE-la-gos
Sinope	Σινώπη	Sinope	see-NOH-peh
Sophene	Σωφηνή	Sophene	soh-feh-NEH
Sousa	τὰ Σούσα	Susa	SOO-sah
SOUSIANE	Σουσιανή	Susiana	soo-sia-NEH
Sparte	Σπάρτη	Sparta	SPAR-teh
Syrinx	Σίρυγκα	Syrinx	SEE-reenks
Tapouroi	Τάπουροι	Tapuri	TA-poo-roy
Tarsos	Ταρσός	Tarsus	tar-SOS
Taulantioi	Ταυλάντιοι	Taulantii / Taulantians	tau-LAN-tee-oi
Tektosages	Τεκτόσαγες	Tectosages	tek-TOS-ag-es
THEBAIS	Θηβαίς	Thebais / Upper Egypt	theh-ba-EES
THESSALIA	Θεσσαλία	Thessaly	thes-sa-LEE-ah
THRAKE	Θράκη	Thrace	THRA-keh
Tolistobogioi	Τολιστοβῳγιοί	Tolistobogii	tol-ees-tob-OH-gee-oy
Trokmoi	Τροκμοί	Trocmi	trok-MOI
Tyros	Τύρος	Tyre	TEE-ros
Zeugma	Ζεῦγμα	Zeugma	ZEUG-mah

7. MAP GAZETTEER

Name	Grid	Type	Within	Adjacent / Bordering	Notes
Abydos	B-1	Greek City	 MYSA	<i>Propontis</i>	Port, necessary for <i>Pergamon Squadron</i>
Achaia	A-2	Greek City	 PELOPONNESOS	<i>Sikelikon Pelagos</i>	Heartland of Achaian League (1 of 2), Port
Adrias	A-1, A-2	Sea Area		ITALIA, ILLYRIA, AITOLIA-EPEIROS, Sikelikon Pelagos	
Aigaion Pelagos	B-2, B-3, C-2	Sea Area		THESSALIA, BOIOTIA-EUBOIA, PELOPONNESOS, KOINON NESIOTON, KRETE, RHODOS, LYKIA-PAMPHYLIA, IONIA, Sikelikon Pelagos, Kretikon Pelagos, Pamphylion Pelagos, Propontis	
Aigyption Pelagos	C-2, C-3, D-2, D-3	Sea Area		SELEUKIS, KYPROS, KOILE SYRIA, PELOUSIAKON STOMA, DELTA, Pamphylion Pelagos, Libykon Pelagos, Kretikon Pelagos	
Aitolia	A-2	Greek Tribe	 AITOLIA-EPEIROS		Heartland of Aitolian League, THM -2
AITOLIA-EPEIROS	A-1, A-2	Satrapy	 <i>Greece, Europe</i>	ILLYRIA, MAKEDONIA, THESSALIA, BOIOTIA-EUBOIA, PELOPONNESOS (Straits Crossing), <i>Adrias, Sikelikon Pelagos</i>	A Home of Aitolians Mercenaries, Rough, VPs Macedon 1, Seleucids ½, Tax 1, Supply 5, Special crossing from ITALIA for Rome
Akarnania	A-2	Greek City	 AITOLIA-EPEIROS	<i>Sikelikon Pelagos</i>	Port

Name	Grid	Type		Within	Adjacent / Bordering	Notes
Alexandria	C-3	Subject City		DELTA	Libykon Pelagos	Ptolemies' Capital, Port
Amaseia	D-1	Free City		PONTOS		THM -2
Amphipolis	B-1	Subject City		MAKEDONIA	Propontis	Port
Antiocheia	D-2	Subject City		SELEUKIS		Seleucid Capital
Antiocheia Mygdonia	E-2	Subject City		MESOPOTAMIA		
Apameia	D-2	Subject City		SELEUKIS		
Apameia Kibotos	C-2	Subject City		LYDIA-PHRYGIA		
Apollonia	A-1	Subject City		ILLYRIA	Adrias	Port
Arados	D-2	Free City		SELEUKIS	Aigyption Pelagos	Port
Araxene	E-1	Subject Tribe		ARMENIA		THM -1
Ardiaoi	A-1	Subject Tribe		ILLYRIA		THM -1
ARMENIA	D-1, E-1	Satrapy			PONTOS, KAPPADOKIA, MESOPOTAMIA, ATROPATENE, PARTHYENE	Rough, VPs Seleucids ½ 1, Tax 1, Supply 8
Arsamosata	D-1	Subject City		ARMENIA		THM -1
Athenai	B-2	Greek City		BOIOTIA-EUBOIA	Aigaion Pelagos	Port
ATROPATENE	E-1, E-2	Satrapy			ARMENIA, PARTHYENE, MEDIA, BABYLONIA, MESOPOTAMIA	Rough, VPs Seleucids ½, Tax 0, Supply 8
Babylon	E-3	Subject City		BABYLONIA		
BABYLONIA	D-2, E-2, E-3	Satrapy			PARAPOTAMIA, MESOPOTAMIA, ATROPATENE, MEDIA, SOUSIANE	VPs Ptolemies & Seleucids 3, Tax 7, Supply 3
Baktra	E-1	Subject City		BAKTRIANE		THM -2
BAKTRIANE	E-1	Satrapy			PARTHYENE (Supply +3)	VPs Seleucids 2, Tax 2, Supply 5
Bessoi	B-1	Free Tribe		THRAKE		THM -1
BITHYNIA	C-1	Satrapy		Asia Minor	PONTOS, GALATIA, LYDIA-PHRYGIA, MYSLA, Propontis, Pontos Euxinos	Rough, VPs Macedon 1, Seleucids ½, Tax 1, Supply 5
Bithynoi	C-1	Free Tribe		BITHYNIA		THM -2

Name	Grid	Type		Within	Adjacent / Bordering	Notes
BOIOTIA-EUBOIA	A-2, B-2	Satrapy		<i>Greece, Europe</i>	THESSALIA, AITOLIA-EPEIROS, PELOPONNESOS, Sikelikon Pelagos, Aigaion Pelagos	A Home of <i>Aitolians</i> Mercenaries, VPs All 1 2, Tax 2 3, Supply 3
Boubastis	C-3	Subject City		DELTA		
Chalkis	B-2	Greek City		BOIOTIA-EUBOIA	<i>Aigaion Pelagos</i>	Port, THM -1
Damaskos	D-2, D-3	Subject City		KOILE SYRIA		
DELTA	C-3, D-3	Satrapy		<i>Africa</i>	PELOUSIAKON STOMA, THEBAIS, Aigyption Pelagos, Libykon Pelagos	Home of <i>Cleruchs</i> & (by SA) <i>Machimoi</i> Military Colonists, VPs Ptolemies 3 5, Macedon & Seleucids 2 4, Tax 6 18 (reduced to 4 13 by Ev 20 'Anachoresis'), Supply 3
Demetrias	B-2	Greek City		THESSALIA	<i>Aigaion Pelagos</i>	Port, THM -1
Doura Europos	D-2	Subject City		PARAPOTAMIA		
Ekbatana	E-2	Subject City		MEDIA		THM -1
Elis	A-2	Greek City		PELOPONNESOS		
Elymais	E-2	Free Tribe		SOUSIANE		THM -1
Ephesos	B-2	Greek City		IONIA	<i>Aigaion Pelagos</i>	Port
GALATIA	C-1, D-1	Satrapy			LYDIA-PHRYGIA, BITHYNIA, PONTOS, KAPPADOKIA	Home of <i>Galatians</i> Mercenaries, VPs All 0, Tax 0 1, Supply 5
Gazaka	E-1	Subject Tribe		ATROPATENE		
Gomphoi	A-1, A-2	Greek City		THESSALIA		
Herakleia Lynkestis	A-1	Subject City		MAKEDONIA		
Herakleia Trachis	B-2	Greek City		BOIOTIA-EUBOIA		
Hierosolyma	D-3	Free City		KOILE SYRIA		
ILLYRIA	A-1	Satrapy		<i>Europe</i>	MAKEDONIA, AITOLIA-EPEIROS, Adrias	A Home of <i>Illyrians</i> Mercenaries, Rough, Shipyard, VPs Macedon 1 2, Tax 0, Supply 6, Special crossing from ITALIA for Rome
IONIA	B-2, C-2	Satrapy		<i>Asia Minor</i>	MYSIA, LYDIA-PHRYGIA, LYKIA-PAMPHYLIA, Propontis, Aigaion Pelagos	A Home of <i>Mysians</i> Mercenaries, Shipyard, VPs All 2, Tax 4, Supply 3
ITALIA	A-1, A-2	Special location			<i>Adrias</i>	Origin of Roman Campaigns
KAPPADOKIA	C-1, D-1, C-2, D-2	Satrapy			GALATIA, PONTOS, ARMENIA, MESOPOTAMIA, KILIKIA, LYDIA-PHRYGIA	VPs Seleucids ½, Tax 1, Supply 4
Karrhai	D-2	Subject City		MESOPOTAMIA		

Name	Grid	Type		Within	Adjacent / Bordering	Notes
Kastabala	D-2	Subject City		KILIKIA		
KILIKIA	C-2, D-2	Satrapy			LYKIA-PAMPHYLIA, LYDIA-PHRYGIA, KAPPADOKIA, MESOPOTAMIA, SELEUKIS, Pamphylion Pelagos	Rough, VPs All 1, Tax 3, Supply 3
KOILE SYRIA	D-2, D-3	Satrapy			SELEUKIS, PARAPOTAMIA, PELOUSIAKON STOMA (Supply +3), Aigyption Pelagos	Shipyard, VPs Ptolemies & Seleucids 2 3, Macedon 1, Tax 4 7, Supply 3
KOINON NESIOTON	B-2	Satrapy			Aigaion Pelagos	A Home of Cretans Mercenaries, VPs Macedon & Ptolemies 1, Tax 2, Supply 4
Korinthos	A-2, B-2	Greek City		PELOPONNESOS	Sikelikon Pelagos	Port, THM -2
KRETE	B-2, B-3	Satrapy			Aigaion Pelagos, Kretikon Pelagos	A Home of Cretans Mercenaries, Rough, VPs Macedon 1, Ptolemies ½, Tax 0, Supply 5
Kretikon Pelagos	A-3, B-3, C-2, C-3	Deep Sea Area			KRETE, RHODOS, Sikelikon Pelagos, Aigaion Pelagos, Pamphylion Pelagos, Aigyption Pelagos, Libykon Pelagos	
Kydonia	B-2, B-3	Greek Tribe		KRETE		
Kyklades	B-2	Greek City		KOINON NESIOTON	Aigaion Pelagos	Port
KYPROS	C-2, D-2	Satrapy			Pamphylion Pelagos, Aigyption Pelagos	Shipyard, VPs Ptolemies 3, Seleucids 2, Macedon 1, Tax 3, Supply 3
KYRENAIKE	B-3, C-3	Satrapy		Africa	Libykon Pelagos	VPs Macedon & Ptolemies 1, Tax 2, Supply 5
Kyrene	B-3	Greek City		KYRENAIKE	Libykon Pelagos	Port
Kyzikos	B-1, C-1	Greek City		MYSIA	Propontis	Port, THM -1
Laodikeia Katakekaumene	C-2	Subject City		LYDIA-PHRYGIA		
Laodikeia Media	E-2	Subject City		MEDIA		
Larisa	A-1	Greek City		THESSALIA		
Libyes	B-3	Subject Tribe		KYRENAIKE		THM -2
Libykon Pelagos	B-3, C-3	Sea Area			DELTA, KYRENAIKE, Aigyption Pelagos, Kretikon Pelagos	
Lissos	A-1	Subject City		ILLYRIA	Adrias	Port
LYDIA-PHRYGIA	C-1, C-2, D-2	Satrapy		Asia Minor	BITHYNIA, GALATIA, KAPPADOKIA, KILIKIA, LYKIA-PAMPHYLIA, IONIA, MYSIA	A Home of Mysians Mercenaries and Home of Katoikoi Asia Minor Military Colonists, VPs All 1 3, Tax 2 4, Supply 3
Lykia	C-2	Free City		LYKIA-PAMPHYLIA	Pamphylion Pelagos	Port
LYKIA-PAMPHYLIA	C-2, D-2	Satrapy		Asia Minor	IONIA, LYDIA-PHRYGIA, KILIKIA, Aigaion Pelagos, Pamphylion Pelagos	A Home of Cretans Mercenaries, Rough, VPs Macedon & Ptolemies ½, Tax 1, Supply 5
Lysimacheia	B-1	Greek City		THRAKE	Propontis	Port

Name	Grid	Type		Within	Adjacent / Bordering	Notes
Lyttos	B-3	Greek Tribe		KRETE		
MAKEDONIA	A-1, B-1	Satrapy		Europe	ILLYRIA, AITOLIA-EPEIROS, THESSALIA, THRACE, Propontis	A Home of <i>Illyrians</i> Mercenaries and Home (through Ev 42) of <i>NeoMacedonians</i> Military Colonists, Rough, Shipyard, VPs Macedon 4 7, Ptolemies & Seleucids 2 3, Tax 4 6, Supply 3
Matiene	E-2	Subject Tribe		ATROPATENE		
Mazaka	D-1, D-2	Free City		KAPPADOKIA		
MEDIA	E-1, E-2, E-3	Satrapy			BABYLONIA, ATROPATENE, PARTHYENE, SOUSIANE	Home of <i>Katoikoi Upper Satrapies</i> Military Colonists, VPs Seleucids 1, Tax 1 2, Supply 5
Megalopolis	A-2	Greek City		PELOPONNESOS		Heartland of Achaian League (1 of 2)
Memphis	C-3	Subject City		DELTA		
MESOPOTAMIA	D-1, D-2, E-1, E-2	Satrapy			KAPPADOKIA, ARMENIA, ATROPATENE, BABYLONIA, PARAPOTAMIA, SELEUKIS, KILIKIA	Home of <i>Katoikoi Lower Satrapies</i> Military Colonists, VPs All 0, Tax 2, Supply 3
Messene	A-2	Greek City		PELOPONNESOS		THM -1
Miletos	B-2, C-2	Greek City		IONIA	Aigaion Pelagos	Port
Morimene	D-1	Free Tribe		KAPPADOKIA		
MYSIA	B-1, C-1, B-2, C-2	Satrapy		Asia Minor	THRACE (Straits Crossing), BITHYNIA, LYDIA-PHRYGIA, IONIA, Propontis	A Home of <i>Mysians</i> Mercenaries, Shipyard, VPs All 1, Tax 2 3, Supply 3
Nikomedeia	C-1	Free City		BITHYNIA	Propontis	Port
Odryasai	B-1	Subject Tribe		THRACE		THM -2
Pamphylia	C-2	Free City		LYKIA-PAMPHYLIA	Pamphyliion Pelagos	Port
Pamphyliion Pelagos	C-2, D-2	Sea Area			RHODOS, LYKIA-PAMPHYLIA, KILIKIA, SELEUKIS, KYPROS, Aigaion Pelagos, Aigyption Pelagos, Kretikon Pelagos	
Paphlagones	C-1	Subject Tribe		PONTOS		THM -1
Paphos	C-2	Greek City		KYPROS	Pamphyliion Pelagos	Port
PARAPOTAMIA	D-2	Satrapy			KOILE SYRIA, SELEUKIS, MESOPOTAMIA, BABYLONIA	VPs All 0, Tax 0, Supply 8
Parnoi	E-1	Subject Tribe		PARTHYENE		Heartland of Parthians (1 of 2)
PARTHYENE	E-1, E-2	Satrapy			ARMENIA, ATROPATENE, MEDIA, BAKTRIANE (Supply +3)	Rough, VPs Seleucids 0 ½, Tax 1 2, Supply 5

Name	Grid	Type		Within	Adjacent / Bordering	Notes
Pella	B-1	Subject City		MAKEDONIA	Propontis	Port, Macedonian Capital
PELOPONNESOS	A-2, B-2	Satrapy		Greece, Europe	AITOLIA-EPEIROS (Straits Crossing), BOIOTIA-EUBOIA, Sikelikon Pelagos, Aigaion Pelagos	Home of Arcadians Mercenaries, VPs Macedon 2 3, Ptolemies & Seleucids 1 2, Tax 4 6, Supply 3
PELOUSIAKON STOMA	C-3, D-3	Satrapy		Africa	KOILE SYRIA (Supply +3), DELTA, Aigyption Pelagos	VPs Ptolemies & Seleucids 1, Tax 2, Supply 3
Pelousion	C-3, D-3	Subject City		PELOUSIAKON STOMA	Aigyption Pelagos	Port, THM -2
Pergamon	C-1, C-2	Subject City		MYSIA		Heartland of Pergamon, THM -2
Perinthos	B-1, C-1	Greek City		THRAKE	Propontis	Port, THM -1
Phoinike	A-1, A-2	Greek City		AITOLIA-EPEIROS	Adrias	Port
Pisidai	C-2	Subject Tribe		LYKIA-PAMPHYLIA		THM -2
PONTOS	C-1, D-1	Satrapy			BITHYNIA, GALATIA, KAPPADOKIA, ARMENIA, Pontos Euxinos	Rough, VPs Macedon & Seleucids 0 ½, Tax 0 1, Supply 8, Shipyard
Pontos Euxinos	C-1, D-1	Sea Area			THRAKE, BITHYNIA, PONTOS, Propontis	
Propontis	B-1, B-2, C-1, D-1	Sea Area			THESSALIA, MAKEDONIA, THRAKE, BITHYNIA, MYSIA, IONIA, Pontos Euxinos, Aigaion Pelagos	
Ptolemais	C-3, D-3	Subject City		THEBAIS		
Ptolemais Ake	D-3	Subject City		KOILE SYRIA	Aigyption Pelagos	Port
Rhagai Europos	E-2	Free Tribe		MEDIA		
Rhodos	C-2	Greek City		RHODOS	Aigaion Pelagos, Pamphylion Pelagos	Heartland of Rhodes, Double Port, THM -2
RHODOS	C-2	Satrapy			Aigaion Pelagos, Pamphylion Pelagos, Kretikon Pelagos	VPs All 1, Tax 4, Supply 3
Salamis	D-2	Greek City		KYPROS	Aigyption Pelagos	Port
Sardeis	C-2	Subject City		LYDIA-PHRYGIA		THM -2
Seleukeia Pieria	D-2	Subject City		SELEUKIS	Pamphylion Pelagos	Port, THM -2
Seleukeia Tigris	E-2	Subject City		BABYLONIA		Seleucid Capital
SELEUKIS	D-2	Satrapy			KILIKIA, MESOPOTAMIA, PARAPOTAMIA, KOILE SYRIA, Pamphylion Pelagos, Aigyption Pelagos	Shipyard, VPs Seleucids 2 3, Macedon & Ptolemies 1 2, Tax 3 5, Supply 3

Name	Grid	Type		Within	Adjacent / Bordering	Notes
Sidon	D-2, D-3	Free City		KOILE SYRIA	Aigyption Pelagos	Port
Sikelikon Pelagos	A-2, B-2, A-3	Sea Area			AITOLIA-EPEIROS, BOIOTIA-EUBOIA, PELOPONNESOS, Adrias, Aigaion Pelagos, Kretikon Pelagos	
Sinope	C-1, D-1	Greek City		PONTOS	Pontos Euxinos	Port
Sophene	D-1	Free Tribe		ARMENIA		
Sousa	E-3	Subject City		SOUSIANE		THM -1
SOUSIANE	E-2, E-3	Satrapy			BABYLONIA, MEDIA	VPs Ptolemies & Seleucids 1, Tax 3, Supply 4
Sparte	B-2	Greek Tribe		PELOPONNESOS		Heartland of Sparta, THM -1
Syrinx	E-1	Subject City		PARTHYENE		Heartland of Parthians (1 of 2), THM -1
Tapouroi	E-1	Subject Tribe		PARTHYENE		THM -1
Tarsos	D-2	Subject City		KILIKIA	Pamphylion Pelagos	Port
Taulantioi	A-1	Free Tribe		ILLYRIA		THM -1
Tektosages	C-1	Free Tribe		GALATIA		THM -2
THEBAIS	C-3, D-3	Satrapy		Africa	DELTA	VPs Ptolemies 1 3, Seleucids 1, Tax 1 4 (reduced to 1 3 by Ev 20 'Anachoresis'), Supply 5 – Subject to Ev 28 'Oracle of the Potter' which adds three Subject Tribes
THESSALIA	A-1, A-2, B-1, B-2	Satrapy		Greece, Europe	MAKEDONIA, AITOLIA-EPEIROS, BOIOTIA-EUBOIA, Propontis, Aigaion Pelagos	VPs Macedon 3 4, Ptolemies & Seleucids 1, Tax 2 3, Supply 3
THRACE	B-1, C-1	Satrapy		Europe	MAKEDONIA, MYSIA (Straits Crossing), Propontis, Pontos Euxinos	A Home of Illyrians Mercenaries, VPs Macedon 1 2, Ptolemies & Seleucids 1, Tax 3 4, Supply 4
Tolistobogioi	C-1	Free Tribe		GALATIA		THM -2
Trokmoi	C-1	Free Tribe		GALATIA		THM -2
Tyros	D-3	Subject City		KOILE SYRIA	Aigyption Pelagos	Port, THM -1
Zeugma	D-2	Subject City		SELEUKIS		



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9. CREDITS

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