HUBRIS

TWILIGHT OF THE HELLENISTIC WORLD, 220-165 BCE

LEARNING TO PLAY

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1. INTRODUCING KEY CONCEPTS

Welcome to you, new *Hubris* player! I am going to introduce to you the key concepts of the game as if we were at a game table to allow you to start playing, or at least to read the Extended Example of Play that follows or the rules more efficiently.

Please keep in mind that, while these few pages will teach you most of what you need to know to play the game, these do not constitute the full rules and you should refer to the Rulebook when looking for full details. When looking for a specific game term or rule section, the extensive Key Terms Index located in section 11 of the Rulebook is usually a good starting point.

1.1. How to do anything

If there is one key concept you must understand to play *Hubris*, it is this: to do anything in this game, you must select one Available Leader with the appropriate Capability (*2.2.3*), and your degree of success or failure will be determined by rolling one or several dice against that Leader's Rating associated with this Capability ("Checking" that Capability, *2.14*). Rolls equal or below the Rating are Successes (👍).

This is true whether undertaking Envoy Actions (*5.5*), resolving Battles (*5.2.4, 5.3.4*), trying to Raise Additional Taxes (*5.8*) or taking opportunity of Pending Events (*4.3*). What Capability to Check, how many dice to roll, what To Hit Modifiers (THM) or Die Roll Modifiers (DRM) to apply will be specified by the appropriate rule or event text, but the core principle remains always the same.

> DESIGN NOTE: *Since you have to roll under a Rating to Succeed, the higher the Rating, the more capable the Leader is in that particular area.*
>
> *Similarly, a negative THM should be seen as a malus to an Action, as it lowers the Rating's value, i.e. makes it more difficult to achieve a Success, whereas a positive THM is a bonus. Conversely, a negative DRM is a bonus, and a positive DRM a malus.*

Typically, Leaders are Rotated when undertaking Actions or resolving most Checks and, barring exceptions, may never act more than twice per turn: Leaders turned fully upside down are Spent and no longer Available (*2.2*).

1.2. How to win

You win (*9*) by having more Victory Points (VPs, *2.11*) than your opponents. There are three sources of VPs: Territorial VPs, Dynastic VPs and your King's Renown 👑.

Territorial VPs (*2.11.1, 2.5.1*) are typically the main source of VPs. They are obtained through Controlling the various Satrapies on the map. The VPs gained through Control of a given Satrapy may be different for each Kingdom and usually depend on the level of Control (Simple or Full, *2.6.2*) achieved. Territorial VPs are gained or lost as soon as Control of a given Satrapy changes.

Dynastic VPs (*2.11.2*) are accrued through game actions (Evergetism, *5.10*) or events, or based on the Renown 👑 of a deceased King (*2.11.3*). They may also be temporarily lost if your Capital is controlled by a Rebel (*2.9.4*) and/or had to be relocated (*2.5.6*). Dynastic VPs may be positive or negative.

Renown 👑 (*2.2.5*) is accrued or lost by Leaders mostly through military victories or defeats (*7.1.3, 7.2.3, 8.7*), and can be positive (capped at +4) or negative (capped at -2). Renown 👑 impacts a number of game functions, notably associated with Loyalty 🤝 and Intrigue 🗡️, but your King's Renown 👑 is directly added (which can be a reduction if negative) to your VPs total (*2.11.3*). Obviously, these VPs disappear when your King is removed from play, though half of it is transformed into Dynastic VPs.

1.3. Kings, Friends and Courts

As a player, you have no hand of cards but you have a Court (*2.3*) of Leaders (*2.2*) affiliated with your Kingdom (*2.1*), each represented by a Leader Card. At all times, you will have a minimum of three Leaders affiliated with your Court (with Replacement Leaders (*2.2.11*) being added if needed). Leaders in your Court may be either on the map (with their associated Leader Block placed in a Satrapy) or At Court (*2.3*).

> DESIGN NOTE: *This distinction is important for resolving potential rebellions (which typically only involve Leaders Campaigning on the map) and intrigues at the court (which only involve Leaders currently At Court).*

Each of these Leaders has from one to three Capabilities (*2.2.3*) among Military 🗡️, Diplomacy 🤝 and Admin ⚙️ with associated ratings (there are two Ratings associated with the Military Capability: one for Battle ⚔️ and one for Siege 🏰). All Leaders have Loyalty 🤝 and Intrigue 🗡️ ratings. Many also have Special Abilities written on their Leader Card (*2.2.2*), which may be specific actions that only they may undertake, abilities to modify other Leaders' Actions or Ratings, or may be negative traits such as laziness or personal corruption. It is essential to be well aware of the Special Abilities of your Leaders as well as of those of your rivals' Leaders.

The most important member of your Court is usually your King (*2.3.1*). A number of Actions and game mechanisms must involve him, and his Renown 👑 is added to his Kingdom's VPs. He must be a member of your Kingdom's Royal Family, and should you be left without a member of the Royal Family in play, you will be without a King under a regency until a suitable Leader enters play.

All other members of your Court are Friends (of the King, *2.3.2*), and liable to Loyalty 🤝 and Intrigue 🗡️ Checks in some circumstances. One of them must be permanently appointed to the office of Chief Minister (*2.3.3*) which, like the King, has some actions reserved to them. Others with the Military 🗡️ Capability may be appointed to temporary positions as Strategos ("General", *2.3.4*) to lead military campaigns (*5.2, 5.3, 5.4*) or otherwise supervise military undertakings (*6.1, 6.2*).

> DESIGN NOTE: *Managing your Court, determining how best to employ your various Leaders according to their capabilities and reliability (can you trust this very capable but overambitious prince with an army, or should you rather send a plodding but steady general?) is probably the most important skill you must develop when playing* Hubris.

1.4. War and Peace

By default, two Kingdoms are neither at Peace nor at War. As soon as one undertakes an Act of War (*2.12*), i.e. attacks or Intercepts (*6.6*) a Unit, besieges a Garrison, Plunders a Satrapy Controlled by another Kingdom, or interdicts the crossing of Straits (*6.5*), a state of War exists between their two Kings until Peace is agreed or intervenes at the end of a turn (*3.7.2*).

Once Peace has been sworn between the two Kings, neither Kingdom will be able to undertake any Act of War against the other as long as both Kings are in play. As soon as one of the Kings is removed from play, the Peace is voided, and the two Kingdoms return to the "neither Peace nor War" situation.

> DESIGN NOTE: *Historian John D. Grainger has shown that there has not been a single instance of two Hellenistic kings breaking a peace sworn between two of them. This however did not apply to dealings with the Roman Republic or the various Greek Leagues.*

Peace allows both Kingdoms to focus on other objectives with a secure border, but can also be a significant impediment to a player's strategy. As a result, players may be tempted to try to extend a war beyond its default closure at turn's end. However, such an extension may have significant consequences both in terms of internal stability due to War Exhaustion (*3.7.3*) and resources to wage war as tax revenues are halved when at war (*3.3*).

> IMPORTANT: *Diplomacy or attacks against Allies (including Places Aligned through an Alliance) are not Acts of War…*

1.5. Satrapies and Places

The key geographical element on the game map is the Satrapy. Every Satrapy includes a number of Places (ranging from one to six) and is characterized by a Satrapy banner where can be found its name, possible VP values for each Kingdom, Tax values, Supply value and whether it includes Shipyards *(2.5.1)*. The background color(s) of the banner may show whether the Satrapy belongs to a Region (sometimes two) *(2.5.2)*.

In addition to the above, the background of the Satrapy may be textured to show that it holds Rough Terrain, which may have an impact on Land Battles' resolution *(7.1.1)*. It may also be lightly colored to help with setup *(2.5.1, 3.1)* or, optionally, mark default control *(2.6.1)*.

Control of a Satrapy is achieved through the Alignment of a majority of its Places *(2.6.2)*. Alignment can take the form of a Garrison or an Alliance *(2.6.1)*. Garrisons are safer than Alliances but may anger the Greeks and (after an event) the Romans, and can only be placed through military force. Simple Control is achieved through the Alignment of an absolute majority of its Places, Full Control through the Alignment of all its Places. When a VP or Tax value presents two values separated by a vertical dash, the left value is granted with Simple Control, and the right value only through Full Control. When there is only one value, it is granted as soon as any form of Control is achieved.

Places are either Cities, characterized by a square frame, or Tribes, characterized by a circular frame. Cities are captured by Siege while Tribes are captured by Subjugation (using the Battle ⚔ rating). Garrisons may never be placed on Tribes, but only on Cities *(2.5.4)*.

Places are also either Subject, Free or Greek, as shown by the patterns of their frames and background color of their names. Envoy Actions cannot target Subject Places (nor Places in Revolt, *2.8, 5.5.1*), and Alliances cannot be placed on Subject Cities. Greek Places are subject to a number of nasty events and bring restrictions to the placement of Garrisons *(5.2.6, 8.1.4)*.

Some Places, shown by specific banner icons, are Heartland Places associated with specific Minor Powers whose Units can be controlled through the placement of Alliances (but not Garrisons) on their Heartland Places *(2.5.8)*. Each Kingdom has a Capital City (the Seleucids have two) which are important in wars with Rome *(8.8)* and some other game functions.

A number of Places are Strongholds which are more difficult to capture by military action *(2.5.7)* and/or Port Cities which may also be more difficult to capture due to potential Sea Support *(6.4)*, can serve as naval bases for the various Kingdoms *(2.5.5)* and are required (along with a Shipyard) to build new Squadrons *(2.5.5, 5.9.1)*.

1.6. Geographical continuity

Because of the game's time scale, with each turn lasting five years of history, there is no concept of movement points or limitations linked to distance in the game: as long as there is no hindrance to an Action, such as unfriendly territory or forces, leaders and units may move freely.

A useful way to think of this is to view your Kingdom as one core, as long as all Controlled Satrapies are continuously Adjacent by land (a "Land Path", *2.7*). Accordingly, Land Campaigns *(5.2)* are undertaken either within that core or at its periphery, with the possibility essentially to Muster Units freely from all over that core as long as they are not already attached to another Campaigning Leader.

For naval operations, the same concept applies except that it involves Friendly Sea Areas, i.e. Sea Areas bordered by an Aligned Port City *(2.7)*.

Diplomatic Actions (called "Envoy") are even less limited, being essentially allowed to target any Coastal Satrapy, with the only condition to target a landlocked Satrapy being to have an Aligned Place in an Adjacent Satrapy *(5.5.1)*. Placement of newly hired Mercenaries is likewise very liberal, being only blocked by unfriendly territory *(3.5)*.

1.7. Units

All round pieces are military Units, either Land or Naval Units (Squadrons). Note that the number of Units provided in the counter mix is an absolute limit. Most Units are of Regular quality marked by their steel bands, though there is a limited number of Elite Units (marked by a gold band) which Hit more easily and require double Hits to Rout *(2.13.2, 7.1.1, 7.2.1)*.

Every Kingdom has two Land Units that are systematically available at the beginning of every turn: the *Royal Army* *(2.13.4, usually an Elite Unit except for the Ptolemies)* and a *Siege Train* *(2.13.7, which is not a combat unit but provides a bonus with Siege rolls)*. It also has a number of Squadrons *(2.13.8)* beginning on the map or in the buildable pool.

A number of Units are Military Colonists that are attached to a Home Satrapy: whoever Controls that Satrapy can Muster them for free *(2.13.5)*. Others are Mercenaries *(2.13.6)* who can be hired through competitive bidding during a specific Phase early in the turn provided one has an Alignment marker in one of their Home Satrapies (each Mercenary having between one to three such Home Satrapies), or hired during the Action Phase if still available. Both types of units then remain in service to that Kingdom until the end of the turn.

Minor Units can fight for the Kingdom allied to their Minor Power, though where they can operate is limited *(2.13.10)*. Last but not least, the Roman Legions *(2.13.9)* are all Elite and, on top of that, double their Hits…

1.8. Campaigns

Every Campaign involves appointing a commander (who can be the King, the Chief Minister or a specifically appointed Strategos, as long as he has the Military 🧭 Capability icon), designating a Target Satrapy (and the Places targeted) or Sea Area, Mustering a number of Units on his Leader Card, paying the Supply cost of the Target Satrapy (3 for a Naval Campaign) for each Unit (with a discount of 3 Ts on the total if the King is Campaigning in person).

In the case of a Land *(5.2)* or Overseas (combined, *5.4*) Campaign, the Campaigning Force must then defeat all enemy Forces in the Target Satrapy to be allowed to undertake up to four Campaign options including Siege rolls, Subjugation rolls and a maximum of one Plunder.

In the case of a Naval *(5.3)* or Overseas Campaign, the Campaigning Force must fight any enemy Squadron that chose to Intercept it on its path, and may Plunder coastal Satrapies along the way *(5.3.5)*.

1.9. Events

An Events Deck is built at the start of every turn *(3.2)* including the Winter Quarters card, the Recurrent Events, new one-off Events associated with the current game turn, as well as any leftover one-off Events that were not drawn previously. During the Action Phase, Event Cards are drawn and resolved (or set aside if Pending) one at a time to drive the resolution of the turn.

There are always six Recurrent Events *(4.1)* in the deck. Each of them, marked by a silver background, represents the activities of various minor powers, barbarians, cities and peoples. Five of them also trigger the

resolution of specific game mechanisms such as the death of Leaders or the resolution of court intrigues, which occurrence is hence variable in sequence and may actually not happen on some turns. Last but not least, every Recurrent Event Card allows every played Kingdom, as well as Rome, to Activate a Leader to undertake one legal Action according to a specific sequence.

One-off Events *(4.3)* can be Immediate (marked by a steel blue background), meaning their effects are immediately resolved and applied, or Pending (marked by a copper background), in which case they are set aside until Triggered by player action or by their conditions being met.

Note: Some Events, dubbed "Immediate / Pending" combine an immediate effect and a Pending part.

Specific Succession Crisis One-off Events are added to the Event Deck when a King is removed from play (i.e. dies), and set aside until the next royal death once resolved *(3.6, 4.5)*.

When drawn, the Winter Quarters card brings the Action Phase to a close unless less than four Recurrent Events have been drawn so far in the turn *(4.2)*.

Important: Action Phases are thus of varying length, with every Kingdom being guaranteed a minimum of four Activations and a maximum of six (the total number of Recurrent Event cards in the deck).

1.10. Rome

The Roman Republic is a fourth Major Power, always non played. It cannot be controlled by nor even allied with any player Kingdom, but it can be influenced through Lobbying Actions *(5.6)*. Rome's actions are driven by standard guidelines, but Influence in the Roman Senate *(8.4)* may allow a player to make whatever decisions are possible within these guidelines as well as, with some luck, preempt war with Rome or even incite Rome to war with a rival Kingdom *(5.7)*.

In general terms, Roman actions are driven by its current Agenda *(8.1)*, which evolves over time as a result of game events (including the progress of the Second Punic War, *8.3*) and player actions. The current Roman Agenda, which can be on its Full War side or on its Limited War side (typically when Rome is busy with Hannibal), defines the geographical scope of Roman activity, the Minor Allies it seeks as well as the degree of military or diplomatic involvement in the affairs of the Hellenistic World.

A number of events and actions may provide a Casus Belli (CB, *8.5*) to Rome, potentially precipitating War with the Republic. This likelihood is modified by the current level of Roman Belligerence (RB, *8.2*), which again is mostly driven by events.

Finally, Rome has its own deck of Activation Cards which are drawn whenever Rome is called to be Activated in order to undertake Diplomacy or prosecute various Wars *(8.6)*.

2. EXTENDED EXAMPLE OF PLAY

Morgane (Macedon), Kevin (Ptolemies) and Ryszard (Seleucids) sit down to play the 220 Historical Campaign of *Hubris*. The three players set up the game as per Section 12 and decide to play the full 11 turn Campaign. We will look at only the first turn and the various actions/activities undertaken by these players.

Designer Note: This Extended Example of Play is for illustrative purposes only and should certainly not be taken as optimal play!

2.1. Set-up Phase

After setting up units as listed in the scenario setup instructions, all three players must also place their *Royal Army* and *Siege Train* units. Morgane places both in MAKEDONIA, Kevin places both in DELTA, while Ryszard places the *Royal Army* in SELEUKIS and the *Siege Train* in BABYLONIA.

All players set up their Courts, with their Leaders arranged in front of them, clearly marking the indicated Leaders as King and Chief Minister (as indicated in the setup instructions). Kevin and Ryszard also mark that they are at War with each other by placing a "War" marker near their King (e.g. see Seleucid Court below).


Once all Courts are set up, the players proceed to the Decks Preparation Phase.

2.2. Decks Preparation Phase

For the 220 Historical Start Scenario, each player sets aside all their corresponding Leaders with Start Turns of 2 or more (arranged in order of Start Turn). Unaligned Leaders are put to the side until their activation via Events. Leaders with a Start Turn marked as "1*" (such as the Ptolemaic Leader Magas) are only used in the Alternate version of the 220 scenario and must be returned to the game box.

The players then take the six Recurrent Events (all but Ev 8 'Dirty Business in Rome'), the Winter Quarters card, and all Event Cards marked as Turn 1 in their upper left corner. This includes the following cards:
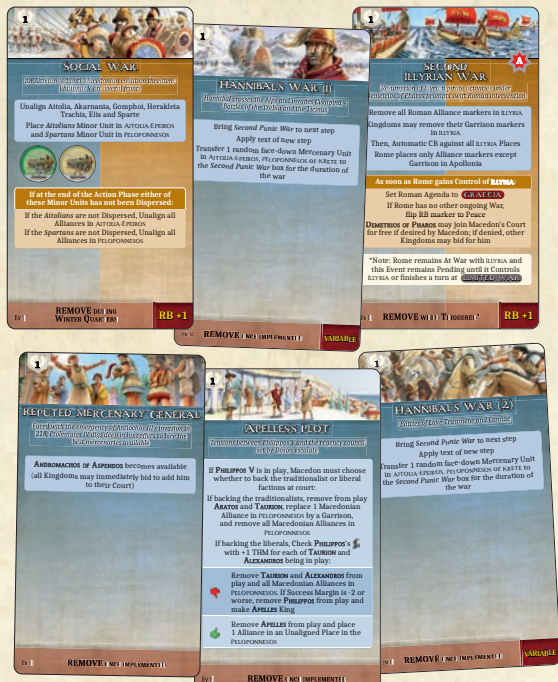
They shuffle together all thirteen Event Cards to build the first turn's Event Deck.

Finally, they shuffle the Roman Activation Cards and set them aside for when Rome activates.

2.3. Revenue Phase

For the first turn of each scenario, this phase is mostly perfunctory as the Tax Revenue is given for each player in the set-up instructions. However, for the purpose of illustrating the revenue calculation, we are going to make it explicit below.

All three players will be using the optional Satrapy Cards, so they each collect the Satrapy Cards that correspond to the various Satrapies that they currently control.

Morgane takes the cards for Makedonia (S2), Thessalia (S4), Peloponnesos (S7), and Aitolia-Epeiros (S5). She collects 6 Ts (Makedonia: Full Control) + 3 Ts (Thessalia: Full Control) + 2 Ts (Peloponnesos: Simple Control through majority of Alliances), and ½ T (Aitolia-Epeiros: Simple Control through majority of Alliances). She adds these 12 Ts (11 ½ rounded up) to her starting Treasury, but must remove 4 Ts due to her Chief Minister Apelles's overbearing Special Ability (12 Ts total now)...

Kevin takes the cards for Kyrenaike (S19), Thebais (S21), Kypros (S24), Pelousiakon Stoma (S22), Koile Syria (S23), Delta (S20), Ionia (S12) and Koinon Nesioton (S9). He adds 21 Ts (half of 41, rounded up) to his starting 7 Ts, halving his Tax Base due to the ongoing War with the Seleucids (giving him 28 Ts total).

Finally, Ryszard gathers the cards for Seleukis (S25), Babylonia (S27), Mesopotamia (S30), Kilikia (S17), Parapotamia (S26), Sousiane (S28), Media (S29), Atropatene (S31), Pontos (S35) and Kappadokia (S16). He adds 11 Ts (half of 21, rounded up) to his starting 10 Ts (giving him 21 Ts total).

2.4. Roman Politics Phase

One player rolls a d6 to determine how senatorial faction politics and activity outside the region represented by the board has influenced Roman Belligerence towards the Eastern Mediterranean. A roll of '5' results in No Change.

2.5. Mercenaries Phase

Once the Roman Belligerence level is set, the Mercenaries Phase begins with players freely bidding on available Mercenaries.

Morgane starts things off by bidding 2 Ts on the *Arcadians*, located in Peloponnesos. Ryszard has no Aligned place in the Peloponnesos, so cannot bid on the *Arcadians*, but Kevin can, Sparte being Aligned with him. Kevin knows he will need Mercenaries for the war with the Seleucids, so also bids 2 Ts. Morgane is OK with taking a 50/50 chance of recruiting the *Arcadians*, since she only wants a single Mercenary and knows she could always bid on the *Aitolians* if the *Arcadians* end up going to Kevin. However, the random selection leads to Morgane getting the *Arcadians*, so she deducts 2 Ts from her Treasury (down to 10 Ts) and places them in Makedonia (through a path of Sea Areas). Kevin then bids 2 Ts for the *Illyrians* (having at least one Aligned Place in a Mercenary Unit's Home Satrapy, here Thrake, is all that is needed to bid on them), Morgane declines to bid, and again Ryszard cannot, so these Mercenaries go to Kevin for 2 Ts (Ptolemies Treasury to 26 Ts). The same happens for the *Cretans* (another 2 Ts bringing the Ptolemies' Treasury to 24 Ts). Kevin places the *Illyrians* in Thrake and the *Cretans* in Thebais (through a path of Sea Areas and non-enemy Satrapies), knowing that these Satrapies are often places where Mercenaries can be useful. Morgane is the only one who could bid on the *Aitolians*, but elects not to in order to preserve her Treasury. Kevin could bid on the *Mysians*, and is the only one who can, but is satisfied with his two hirings and elects not to bid. Finally, no one may bid on the *Galatians* (since no Kingdom has any Aligned place in Galatia) so the players move to the Action Phase.

2.6. Action Phase

2.6.1. Skerdilaidas
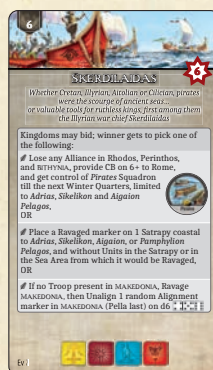
One player draws the top card from the Event Deck: Ev 7 'Skerdilaidas'. This is a Recurrent Event card, so first the Event portion will be resolved and then each Kingdom, including Rome, will take an Action in the sequence laid out on the card: in this case, Seleucids, Macedon, Ptolemies, then Rome.

For the Event, each Kingdom may bid to gain use of the Pirate War Chief – the winner getting to perform one of the three actions listed on the card. Morgane notes that since there are Troops in Makedonia, it is safe from being Ravaged. Being poorer than her two opponents, Morgane elects to not bid on Ev 7 'Skerdilaidas'. Ryszard would love to cheaply acquire a fleet to mess with the Ptolemies' dominance at sea, but none of the Sea Areas allowed to the *Pirates* Unit is Friendly to the Seleucids, which means he wouldn't be able to undertake any Naval Campaign or Interception with it. As for encouraging them to ravage Ptolemaic coastlines, Kevin's Squadrons in the *Aigaion Pelagos* and *Pamphylion Pelagos* Seas would prevent any Ravaging of Ptolemaic Satrapies bordering these Sea Areas. Accordingly, Ryszard decides to forego hiring *Skerdilaidas*. As for Kevin, he feels confident with his existing strength at sea and has other plans for this activation, so he passes also. With no Kingdom interested, the Event has no effect.

Ryszard gets the first activation, since the Seleucid icon comes first in the sequence at the bottom of the Event Card. Wanting to prepare for his upcoming clash with Kevin, he decides to undertake an Envoy Action in GALATIA, which is Adjacent to Satrapies with Seleucid Aligned Places (KAPPADOKIA and PONTOS). Ryszard is hoping to gain access to the *Galatians* Mercenary Unit, the lone Elite Mercenary Unit in the game. He prefers not to use his best diplomat, ZEUXIS, whose Admin 🎨 capacity he figures he will need down the road, so he activates instead ANTIPATROS (his King, ANTIOCHOS III, being best used for military operations), and pays the extra bribe of 2 Ts, for a total cost of 3 Ts, to obtain a +1 THM. ANTIPATROS is rotated 90 degrees to reflect that he has been activated once, and the Seleucid Treasury goes down to 18 Ts. With ANTIPATROS's Diplomacy 🧭 rating of 2, any roll of 🎲 or less will be a success, and the action gives him two rolls. He rolls a 🎲 and a 🎲, getting one precious success (these were two well-spent Ts, as he wouldn't have gotten any successes without the bribe), and places an Alliance on Trokmoi. This does not give him any sort of Control over the Satrapy (which has a VP value of 0 and a Tax Value of 1 only for Full Control anyway), but he is now eligible to recruit the *Galatians*.

Morgane has the next Activation and chooses to undertake a Land Campaign with PHILIPPOS V (her King), the *Royal Army* and the *Siege Train* in BOIOTIA-EUBOIA. She announces the Origin as THESSALIA (which is Controlled by Macedon and Adjacent to BOIOTIA-EUBOIA) and the Unaligned Places in BOIOTIA-EUBOIA as the Targets. The two Units are Mustered from MAKEDONIA since both Satrapies are Controlled by Macedon. The Campaign involves two Units and the Supply cost of BOIOTIA-EUBOIA is 3, so should cost her 6 Ts, but this cost is reduced to 3 Ts since the King is leading the Campaign, leaving Macedon with a Treasury of 7 Ts. PHILIPPOS V's Leader card is rotated a quarter of a turn to the right, and the King's Block placed in BOIOTIA-EUBOIA.

She then proceeds directly to conduct four Campaign Options (there being no opposing force to fight). She decides to conduct three Sieges and one Plunder. Her Siege rolls are 🎲, 🎲 and 🎲, which are enough to generate two successes given the +1 for the *Siege Train* and PHILIPPOS V's Siege 🛡 rating of 3. With the two successes, she chooses to place Garrisons in both Herakleia Trachis and Athenai (had there been an Alliance in Chalkis, it would have been removed due to being a Greek Place, but since it is a Garrison, nothing happens). This results in Macedon gaining Full Control over BOIOTIA-EUBOIA, so Morgane increases her Territorial and Total VP markers by 2 (the Full VP Value of the Satrapy) to 16, and places the BOIOTIA-EUBOIA Satrapy Card in front of her. The Plunder then brings 3 Ts (despite having two Units doing the plundering, the plundered amount is capped by the Full Tax value of the Satrapy) to the Macedonian Treasury, which goes back to 10 Ts, and a Ravaged marker is placed in the Satrapy (meaning that the revenue drawn from BOIOTIA-EUBOIA will be halved next turn). The Macedonian King's Leader Block remains in BOIOTIA-EUBOIA, and the two Units on PHILIPPOS V's Leader card.

It is then Kevin's opportunity to perform an Action. He wants to build up the Ptolemies' coffers, so has the Chief Minister SOSIBIOS perform a Raise Additional Taxes action (using his Admin 🎨 rating of 4). He designates DELTA (containing the *Royal Army*) and the Adjacent Satrapy of THEBAIS (containing a Mercenary unit), so each qualifies for a +1 THM. He rolls a 🎲 for DELTA and a 🎲 for THEBAIS. This is a full success for DELTA, adding 18 Ts (full Tax Value) to the Ptolemies' Treasury, and a -1 Success Margin for THEBAIS, which adds half of the full Tax Value (2 Ts) and places a Ravaged marker in THEBAIS.

Kevin mutters something about being glad to have purchased the *Cretans*, as had the Mercenary unit not been there, THEBAIS would have gone into Revolt and SOSIBIOS would have had to roll for survival! He increases the Ptolemies' Treasure by 20 Ts (now at 44, flipping the Treasury marker) and this ends his activation.

Finally, Rome is resolved by drawing the top Rome Activation card. The current Roman Agenda is on its FULL WAR side, so the bottom half of the card is looked at. Rome is not At War so only a Diplomacy icon 🧭 would be taken into account, and there is none on the drawn card, so this Roman activation has no effect.

2.6.2. Stasis & Intrigues
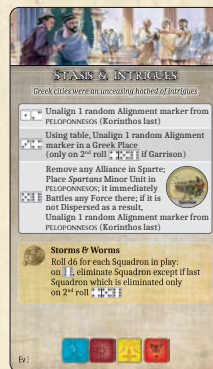
Since the sequence of Activations of the first card is complete it is discarded until next turn (Recurrent Events enter the deck each turn), and a new Event card is drawn, which is a second Recurrent Event – **Ev** 3 'Stasis & Intrigues'. First, the players roll a d6 to resolve the Event. A roll of 🎲 results in 1 random Alignment marker in PELOPONNESOS being removed; a subsequent roll indicates Morgane's Alliance in Messene is removed. This drops the Macedonian control from Simple Control to none, as four Places are needed for Simple Control in PELOPONNESOS. Morgane reduces the Macedonian Territorial and Total VP markers by two (easy come, easy go!) and returns the Satrapy Card of PELOPONNESOS to the Uncontrolled deck.

Next, all players check to see if their Squadrons succumb to *Storms & Worms*; this includes the Minor Squadrons of Rhodes and Pergamon even though they are not currently on the map. Kevin grumbles as one of his three rolls is a 🎲, resulting in the loss of one of his three Squadrons. He elects to remove his Squadron in *Pamphylion Pelagos*, which is returned to his pool. A 🎲 is also rolled for the *Pergamene* Squadron, but since it is the only Squadron of that Power, a subsequent roll is made, with a roll of 🎲 sparing the *Pergamene* Squadron. Finally, the players perform actions in the sequence listed on the card.

Since the Ptolemies' symbol is first, Kevin takes the first activation by announcing that he is launching a Land Campaign.

First, he designates KOILE SYRIA as the Origin Satrapy and SELEUKIS as the Target. He could choose either the King or THEODOTOS (the only two Ptolemaic Leaders with Military 🗡 icons) to lead this Campaign. Since PTOLEMAIOS IV only gets a single activation each turn due to his LAZY Special Ability, Kevin chooses to send THEODOTOS. He Musters the *Cleruchs* Military Colonists (flipping them face-up in DELTA), the *Cretans* Mercenaries (from THEBAIS) and the *Siege Train* (from DELTA), placing these three units on THEODOTOS's card. He places the Ptolemaic 'Strategos 1' marker on THEODOTOS's Leader card, and the associated block in KOILE SYRIA and moves it into SELEUKIS, paying 9 Ts for the Campaign (three units at the Seleukis's Supply cost of 3, Ptolemaic Treasury down to 35). Ryszard begins to wish he hadn't waited for reinforcements and preempted the Ptolemaic invasion by launching his own with his available forces...

Ryszard has his *Royal Army* in SELEUKIS, and can either Withdraw (as a Reaction) or fight. The *Royal Army*, being Elite, stands a good chance of holding firm in battle (needing two Hits to be routed), which would prevent THEODOTOS from conducting any Sieges. Trusting in ANTIOCHOS III's military talents, Ryszard elects to stand and fight, and appoints ANTIOCHOS as Strategos of the *Royal Army* in SELEUKIS (using the Emergency Strategos reaction, *see 6.1* – note that he could have appointed any of his Leaders since they are all Available and all have the Military icon). The *Royal Army* is placed on ANTIOCHOS's Leader card, which is rotated to the right, and the King's block is placed in SELEUKIS. As part of the same Reaction (*see 6.2* and its Important note), Ryszard elects to pay a total of 4 Ts (Seleucid Treasury down to 14) to place Strengthened Defenses on each of the four Seleucid-Aligned cities in the Satrapy.

Since ANTIOCHOS III is not Campaigning, he cannot use his SUBORNER Special Ability, and neither can THEODOTOS use his MASTER OF TERRAIN ability since he is not Defending.

The Battle is between the Seleucid *Royal Army*, which needs a ⚅ or less to Hit (Elite +1 THM on top of ANTIOCHOS III's Battle rating of 4) versus the two Ptolemaic Troops, both needing ⚂'s to Hit (Standard Units with THEODOTOS's Battle rating of 3). The Ptolemaic *Siege Train* is not a Troop and may not participate in the Battle, though it will suffer the consequences if its side is Defeated. Ryszard rolls a ⚂, inflicting one Hit, and Kevin rolls a ⚀ and a ⚅ (inflicting two Hits (thanks to the natural ⚀ rolled, the other roll being a miss). Ryszard applies his Hit against the *Cleruchs* Military Colonists, Routing them. Kevin applies both Hits on the *Royal Army*, also Routing it. Both sides have one Routed unit, but the Seleucids have their whole Force, as well as an Elite unit, Routed, so are Defeated!

First, the *Royal Army* is placed in the Dispersed Box while the *Cleruchs* Unit is returned to THEODOTOS' card. Second, ANTIOCHOS III loses 2 Renown, (down to -1) and THEODOTOS gains 2 Renown, (for defeating an enemy King). This immediately reduces the Seleucid Total VPs by 2, down to 9 (no change is made to the Ptolemy VPs, as only the King's Renown impacts a Kingdom's VPs). This leaves ANTIOCHOS III without any remaining Troops, so he returns to the Seleucid Court and his leader block is set aside.

Next, Kevin gets to perform four Campaign actions with THEODOTOS. He chooses to Plunder and perform 3 Sieges. Plundering gains 5 Ts (Full Control Tax value of SELEUKIS collected with three units, Ptolemaic Treasury up at 40). The Siege rolls are ⚄, ⚂ and ⚁, which, considering THEODOTOS's Siege rating of 2, yields a single success as the +1 THM of the *Siege Train* is effectively cancelled by the -1 THM due to the Strengthened Defenses on all targeted cities. Kevin places a Garrison on Antiocheia, but this has no effect on Control of SELEUKIS as a majority (three) of Places in the Satrapy are still Aligned with the Seleucids. The Seleucid Strengthened Defenses marker on Antiocheia is placed in the Dispersed box.

Morgane is up next and declares a Land Campaign from MAKEDONIA (Origin) into ILLYRIA (Target), led by the Macedonian King. Macedon has a Land Path from BOIOTIA-EUBOIA to MAKEDONIA so PHILIPPOS V may retain the Units on his Leader card: she chooses to keep the *Royal Army*, but not the *Siege Train* (sending it to the Dispersed box). The total cost for the Campaign is 6 Ts (one Unit and ILLYRIA's Supply cost of 6), minus 3 Ts due to being led by the King, for a total of 3 Ts (Morgane could have retained the *Siege Train*, but this would have resulted in the Campaign

costing the whopping total of 9 Ts!). The Macedonian Treasury goes down to 7 Ts. PHILIPPOS is rotated again and is now Spent (his Leader card is now upside down, meaning that he may not be activated again this turn).

ILLYRIA has a Tax Value of 0, so there is no reason for Morgane to Plunder the Satrapy. She declares that she is targeting both Taulantioi (which has a Roman Alliance) and the Unaligned Places. Note that she is not targeting the Roman Garrison at Apollonia, which would be cause for automatic war with Rome…

Targeting a Place with a Roman Alliance is still a Casus Belli for Rome, with a threshold of 5. Morgane checks the Roman Belligerence level (Medium, +0 to Casus Belli thresholds) and notes that only on a roll of ⚀ or ⚁ will Rome declare War on her. She rolls and gets a ⚂, so Rome ignores the Casus Belli and Macedon dodges War with Rome. Since there are no enemy Forces, no Battle is fought and PHILIPPOS performs four Campaign Options. She chooses two Sieges and two Subjugations. For the Siege rolls, she rolls ⚂ and ⚃, which gives her the one success she needs (PHILIPPOS has a Siege rating of 3, and there is only one City, Lissos, being targeted by the Siege rolls), which she uses to place a Garrison on Lissos. For the Subjugation rolls, she rolls ⚀ and ⚅. Subjugation is resolved against the Battle rating, which is 4 for PHILIPPOS. However, both Tribes in ILLYRIA have a -1 THM, meaning any die roll applied to these Places would need a ⚂ or less for success. Morgane applies the ⚀ against Taulantioi, replacing the Roman Alliance with a Macedonian Alliance. Since Macedon failed to gain control of the other Tribe, ILLYRIA remains uncontrolled.

Ryszard does his activation next by activating his Chief Minister ZEUXIS to Build a Naval Squadron. ZEUXIS is kept off the map and rotated 90 degrees, 8 Ts are spent (Seleucid Treasury down to 6), and Ryszard places a Seleucid Squadron in *Aegyption Pelagos* (using the shipyard in SELEUKIS and the Aligned Port City of Arados which borders that Sea Area). Finally, a Roman Activation Card is drawn which does not have a Diplomacy icon in FULL WAR, so no action is performed by Rome.

2.6.3. Social War
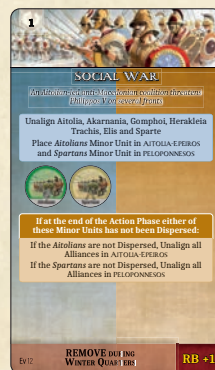
The Event Card having been fully resolved, it is discarded until next turn and the next card drawn: it is Ev 12 'Social War', the first one-off Event Card to be revealed. The players note that this is both an Immediate Event and a Pending Event: the Immediate Event part must be resolved at once, the Pending Event part later if its conditions are met. They also note that there is a RB+1 mandatory Roman Belligerence increase associated with this card (yellow font on red background). First, they increase Roman Belligerence to High and then resolve the Immediate Event effects.

Aitolia (AITOLIA-EPEIROS) is already Unaligned, as is Elis (PELOPONNESOS). Akarnania (AITOLIA-EPEIROS), Gomphoi (THESSALIA), and Herakleia Trachis (BOIOTIA-EUBOIA) all have Macedonian Alignment markers that are removed. Sparte (PELOPONNESOS) has a Ptolemies Alignment marker that is removed too. Next, Morgane adjusts the Macedon VPs by changing control of THESSALIA and BOIOTIA-EUBOIA to Simple Control

and **Aitolia-Epeiros** to Uncontrolled (for a net minus 3 VPs, down to 11). Finally, the two Minor Units are placed in the indicated Satrapies.
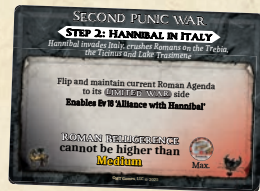
Morgane notes that if the *Spartans* Minor Unit is not defeated before the end of the Action Phase, she will lose all her Alliance markers (but not the Garrison) in **Peloponnesos**. While the *Aitolian* Minor Unit will do the same to her last remaining Alliance in **Aitolia-Epeiros**, that Satrapy is much less valuable and she realizes that she may not be able to defeat both Armies and sees **Peloponnesos** as a bigger concern.

With the Immediate Event effects resolved, the card is set aside face-up to remind the players that there are still Pending Event effects to be resolved later. The next card is drawn, which turns out to be a 'Hannibal's War' Event: Ev 14.

2.6.4. Hannibal's War
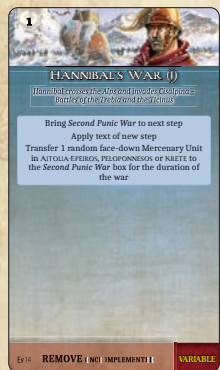
This is an Immediate Event, so the Event text is resolved by, first, advancing the Second Punic War to Step 2: Hannibal in Italy. Applying the text of this step, the Roman Agenda is flipped to its LIMITED WAR side and Roman Belligerence is moved back down to Medium (its maximum at this 2nd Punic War step). Finally, the only remaining eligible Mercenary unit (the *Aitolians* in **Aitolia-Epeiros/Boiotia-Euboia**) are moved to the appropriate box to the top right of the Second Punic War card. These Mercenaries will remain there until the Second Punic War ends. Having fully resolved the card, the card is discarded and the next card is drawn.

2.6.5. Reputed Mercenary General
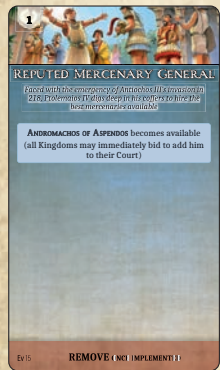
The drawn card – Ev 15 'Reputed Mercenary General' – allows all the players to bid to add **Andromachos of Aspendos** to their Court. As a Leader with a '4' Battle rating and the ability to make a unit Elite for the entire turn, he is one of the best military leaders in the game. Kevin, with his Ptolemies as poor in good military leaders as they are rich in Talents, immediately bids 4 Ts for him, which is matched by Ryszard (though this is more than half of the Seleucid current Treasury). Morgane, sitting on a measly 7 Ts for Macedon, decides that she has **Philippos** as her military leader and cannot afford to get into a bidding war with the wealthy Ptolemies.

Kevin increases his bid to 5 Ts and Ryszard passes, content to at least force an extra Talent from him for the Leader (given the large difference in Treasury, it was likely a matter of 'how much' would the Ptolemies pay versus 'who' would win the bidding…). Kevin adds **Andromachos** to his Court and deducts 5 Ts from his Treasury (now at 35 Ts). The Ev 15 'Reputed Mercenary General' card being resolved, is now discarded.

2.6.6. Revolt!
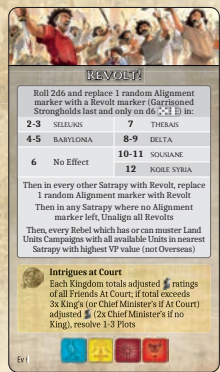
The next card drawn is the Ev 6 'Revolt!' Recurrent Event. First, the players roll 2d6 to see which Satrapy has a Place that goes into Revolt. A ⚂ + ⚀ is rolled, which results in 1 random Alignment marker in **Seleukis** being replaced by a Revolt marker. Since Strongholds are last, the THM-2 Place (Seleukeia Pieria) is ignored and a random selection from among the four remaining cities results in Antiocheia replacing its Ptolemaic Garrison with a Revolt marker. Ryszard comments that his people clearly did not appreciate Ptolemaic rule…

Since not all Places in the Satrapy are in Revolt, nothing more happens here, and players then check to see if there are any other Satrapies with Revolt – there are none.

Next, any Rebel able to Muster Troops will Campaign into the nearest Satrapy with the highest VP value. This applies to **Achaios**, who is able to Muster the Military Colonists in **Lydia-Phrygia** and then Campaigns into **Ionia** (2 VPs being the highest among neighboring Satrapies). The *Katoikoi Asia Minor* Military Colonists are placed on **Achaios**'s Leader card, and his Leader block (Seleucid Rebel 1) is placed in **Ionia**.

Kevin dispatches the newly hired **Andromachos** to Strengthen Defenses in the two Ptolemaic cities of **Ionia**, paying 2 Ts total (**Andromachos** is rotated and appointed as Strategos 2, with the corresponding Leader Block placed in **Ionia** – Ptolemies Treasury down to 33 Ts). There are no defending land units, so **Achaios** (controlled by Ryszard due to having 9 VPs compared to Morgane's 11) commits to four Siege rolls (to maximize the likelihood of capturing Ptolemaic cities).

Kevin announces that his Squadron in the *Aigaion Pelagos* will provide Sea Support to these Cities (both being Ports bordering the *Aigaion Pelagos*). Ryszard would love to Intercept the Ptolemaic Squadron providing Sea Support but his only Squadron is not located in a Sea Area Adjacent to *Aigaion Pelagos*, and *Aigaion Pelagos* is not a Friendly Sea to the Seleucids anyway. Morgane could do it with her *Propontis* Squadron, since her Port Cities of Demetrias and Athenai make the *Aigaion Pelagos* a Friendly Sea to Macedon, but does not wish to start a War with the Ptolemies (a Naval Interception is an Act of War) when she is already stretched thin with the Social War in Greece. This leaves the Ptolemaic Squadron free to provide Sea Support to the two Port Cities in **Ionia** (meaning **Achaios** must get two successful Siege results to take either city).

Ryszard rolls for **Achaios** and gets ⚃, ⚀, ⚄ and ⚃. First, he applies the ⚀ to Ephesos, which is a success even with the -1 THM due to the Strengthened Defenses (**Achaios** having a Siege rating of '2'). This removes the Strengthened Defenses marker (to the Dispersed box), but does not capture Ephesos due to the Sea Support. He then applies the ⚃ to the same Place of Ephesos, which is now a success thanks to the Strengthened Defenses having been removed by the first success. This provides **Achaios** with the second success he needs to capture Ephesos. Ryszard chooses to have **Achaios** replace the Ptolemaic garrison in Ephesos with a Rebel garrison. This results in the Ptolemies losing control of **Ionia**, costing them 2 VPs (and 4 Ts of Tax Base for the subsequent turn). Ptolemies' Territorial VPs are now at 17, and Total VPs at 18.

After resolving the Event portion of the card, the players must now resolve the *Intrigues at Court* mechanism. Each Kingdom must check the total Intrigue value of all Friends (not King) at Court (not on the map). Ryszard has only two Friends in his Court, with a total Intrigue of 1 (**Zeuxis**'s calming influence Special Ability means that his Intrigue is not taken into account as **Antiochos III** is King)… far below the threshold of 9 needed to generate Plots (**Antiochos III**'s Intrigue rating of 3 is reduced to 2 by his Renown of -1 (half of -1 is rounded to -1) but Ryszard can use instead the rating of his Chief Minister, **Zeuxis**, since he is At Court). Kevin has four Friends in his Court, and many of them have high Intrigue ratings, but thankfully for him, two of them are currently on the map (**Theodotos** in **Seleukis** and **Andromachos** in **Ionia**) and are ignored for *Intrigues at Court*. This leaves **Sosibios** ('5' Intrigue) and **Agathocles** ('4' Intrigue when **Ptolemaios IV** is King), for a total of 9. While **Ptolemaios IV**'s Intrigue rating is only '2' (which would potentially generate 2 Plots, 9 vs 2 being more than 4 times, but less than 5 times the King's rating), his Chief Minister, **Sosibios**, is At Court and his Formidable Intrigue rating of '5' quells any trouble in the bud. Morgane however is not so lucky: she has six Friends, all At Court, who total 19 in Intrigue (**Apelles** '4' due to his overbearing SA, **Megaleas** '4', **Taurion** '2',

Alexandros '3', Leontios '4', Aratos '2'), i.e. more than four (but less than five) times her Chief Minister's (Apelles's) Intrigue 🗡 rating of '4' (her King only has '3' in Intrigue 🗡). This means that two plots are taking place, one between two random Friends At Court, and one between a random Friend At Court and the Chief Minister. The King, Philippos, is safe from plots this time (note that he would have benefitted from the CAPTAIN OF BODYGUARDS SA of Alexandros had he been targeted). Dice are rolled to determine the participants in the first plot, and fate selects Leontios and Apelles (while Chief Minister, he is still a Friend in Court). Leontios rolls a ⚁, which is a success, but Apelles rolls a ⚀, which is also a success, but with a better success margin (2 versus 0), resulting in Leontios being removed from play! Morgane then proceeds with determining who is opposing Apelles (as Chief Minister) in the second plot, and the dice designate Alexandros. Apelles rolls a ⚂ this time, and Alexandros a ⚀ – both successes, but with an identical success margin (1), resulting in a tie and no effect (neither Leader is removed).

With *Intrigues at Court* resolved, the players now prepare for their third Activations: first up is Kevin again. He declares a Land Campaign in IONIA (as both the Origin and Target Satrapy), led by Andromachos. This rotates again Andromachos who is now Spent. Kevin Musters the *Mysians* Mercenary unit (since the Origin Satrapy has a Land Path – actually being one of them – to its Home Satrapy), paying 2 Ts (note that there is no competitive bid during the Action Phase for hiring Mercenaries). He then pays 3 Ts for the Campaign's cost in IONIA (Ptolemies' Treasury down to 28 Ts). Since Achaios is still present in the Satrapy with his army, there is a Land Battle. Achaios rolls a ⚄ (no Hit since his Battle 🗡 rating is '3') while Andromachos rolls a ⚂ (scoring a Hit since his Battle 🗡 rating is '4'), resulting in a Victory for Andromachos as he Routs the lone rebel Troop (which goes to the Dispersed Box). This reduces Achaios's Renown ☾ by 1 (down to 0) and increases Andromachos's to +1. Ryszard can no more provide Sea Support to rebel Ephesos than he could Intercept in the *Aigaion Pelagos*. Morgane could provide Sea Support, but prefers not to provoke the Ptolemies, even though providing Sea Support does not in itself constitute an Act of War. Despite his lowly Siege 🛡 rating of '1', four Siege rolls by Andromachos produce one success, returning IONIA to Full Control by the Ptolemies (Ptolemaic Garrison in Ephesos, +2 VPs to the Ptolemies).

Ryszard is next and declares that Zeuxis will attempt to Raise Additional Taxes in BABYLONIA and SOUSIANE. He rolls a ⚂ for BABYLONIA (full success) and a ⚅ for SOUSIANE (failure by 1). He adds 7 Ts (full tax value of BABYLONIA) + 2 Ts (half of SOUSIANE's tax value) to the Seleucid Treasury, bringing it to 15 Ts, and then places an Increased Taxes marker in BABYLONIA and a Ravaged marker on SOUSIANE. Finally, he rotates Zeuxis to Spent, as this was his second activation.

While Morgane would love to send the King and his Elite *Royal Army* to deal with the *Spartans*, Philippos has already acted twice this turn and is Spent. She is also reluctant to denude MAKEDONIA of Troops since she knows that the Recurrent Event Ev 4 'Northern Border Aflame' (which can threaten her capital Satrapy) is still in the deck, but she is even more worried about failing to crush the *Spartans* before the end of the turn. Macedon has 7 Ts available, so can afford to commit two Troops to fighting the *Spartans*. Morgane decides this is important enough to do just that, designating BOIOTIA-EUBOIA as the Origin Satrapy and PELOPONNESOS as the Target Satrapy (it cannot be the Origin Satrapy since it is not presently Controlled by Macedon), with Alexandros (appointed as Strategos 1) leading the *Achaians* Minor Unit (Mustered from the Adjacent PELOPONNESOS, so having an automatic Land Path) and the *Arcadians* Mercenary unit (face-up in MAKEDONIA, but able to trace a Land Path through THESSALIA to BOIOTIA-EUBOIA). This costs 6 Ts, dropping the Macedonian Treasury to just 1 T (Morgane is hoping to Plunder the rich Satrapy should she be victorious since Macedon is not Controlling PELOPONNESOS at the moment). The combat sees the *Spartans* (controlled by Ryszard) rolling with a default Battle 🗡 rating of '2' and the two Macedonian Troops rolling against Alexandros's '3' Battle 🗡 rating. Rolls of ⚀ for the Spartans and ⚅ and ⚀ for the Macedonians result in one unit Routing from both sides. However, this means the entire Spartan side is Routed, so they are Defeated and Dispersed. The Routed, but Victorious, Macedonian unit is returned to Alexandros's card and he gains one Renown ☾.


With the 4 Campaign Options, Morgane chooses to Plunder, plus 2 Sieges and 1 Subjugation. The Plunder brings no less than 6 Ts in her war chest (2 units plundering the full Tax Value of 6 of PELOPONNESOS), which goes back to 7 Ts! She then rolls two ⚅'s for the sieges, which is good enough to capture Elis but not Messene (with its THM-1 – as Alexandros has a Siege 🛡 rating of '2'); Morgane elects to place an Alliance in Elis rather than a Garrison, in order to preserve her existing Alliances in the Satrapy, which has only Greek Places. A Subjugation roll of ⚀ completes this very successful campaign by forcing an Alliance on Sparte even with its THM-1 (as Subjugations are rolled versus Alexandros's '3' Battle 🗡 rating), giving back to Morgane (Simple) control of PELOPONNESOS (+2 VPs, to 13, and retaking the Satrapy Card for PELOPONNESOS).

Finally, a Roman Activation Card is drawn. This one has a Diplomacy 🏛 icon on the LIMITED WAR side of the card. The players check the current Roman Agenda, which is still ILLYRICUM – so no Allies are sought by Rome, meaning that the Diplomacy 🏛 opportunity goes wasted.

### 2.6.7. Winter Quarters? Not yet

Having finished all Activations, the next Event Card is drawn, which turns out to be Ev 1 'Winter Quarters' – this could end the Action Phase right there, but since only three Recurrent Events have been drawn so far, it is reshuffled back into the deck.

2.6.8. Apelles's Plot
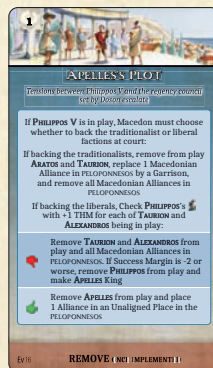
After reshuffling, the top card is revealed as Ev 16 'Apelles's Plot'. Morgane is obviously not done with her Court causing her headaches with this Macedon-exclusive Immediate Event… Here, Morgane must make a decision: either back the traditionalists or the liberals. Historically, it was the liberals that won out and Morgane likewise chooses this approach.

She must roll a Check against Philippos's Intrigue 🗡 rating of '3' with a +2 THM as both Taurion and Alexandros are still in play. A roll of ⚅ is a success, so she consults the text by the green thumb up. First, she removes Apelles from play and gets to place an Alliance marker in the last unaligned Place in the PELOPONNESOS, Messene, which gives Macedon Full control and an additional VP (up to 14 now). She then notes that Megaleas possesses the Special Ability APELLES'S CLIQUE, which requires her to eliminate all such Leaders when Apelles is removed for any reason other than *Ferryman of Souls*. While Morgane is saddened about losing Megaleas and his Admin 🏛 and Diplomacy 🏛 ratings of '4', she knows that Philippos couldn't perform his WINTER QUARTERS' special Campaign if Apelles had remained in play, and feels comforted that the Macedonian court will no longer be a hotbed of intrigue. Finally, she must assign a new Chief Minister to replace Apelles – she chooses Taurion because of his '3' Admin 🏛 rating.

2.6.9. Hannibal's War – Bis repetita
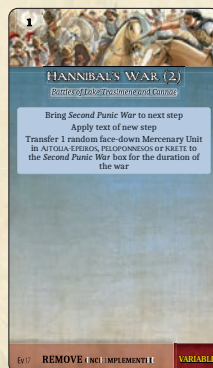
The next Event card is drawn, which is a second Hannibal's War. The Second Punic War advances to Step 3: 'Hannibal at the Gates', which requires a check to see if Hannibal conquers Rome (after his great victory at Cannae). A DR of ⚅ is close, but since no Troops were sent by Macedon to generate a +1 DRM, Rome does not fall. There are also no more available Mercenaries to send to ITALIA, as all are either committed or already in the Second Punic War box. Finally, the Roman Belligerence level is reduced to Low (the new maximum at this step of the Second Punic War) and the card discarded.
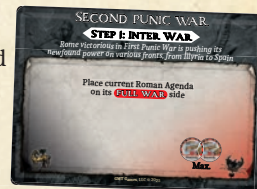
2.6.10. Aitolian Ambition
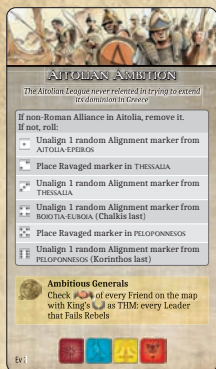
The next card is revealed to be the fourth Recurrent Event of the turn: **Ev** 2 'Aitolian Ambition'. First, the event is resolved by a d6, which results in a Ravaged marker being placed in **Thessalia** (DR=⚀). Then the players must all check for *Ambitious Generals*.

As it turns out, Ryszard has currently no Leader on the map, so no check is needed for the Seleucids. Macedon, aside from the King in **Illyria**, has **Alexandros** in **Peloponnesos**, fresh off his victory against the *Spartans*. With his Loyalty 🏺 of '7', even with his '1' Renown 🌙 reducing it to '6', any DR of ⚅ or less means he remains loyal to **Philippos** so there is no need either to roll a die.

Kevin's generals are less inclined to Loyalty 🏺, however. There are two Strategoi currently on the map for the Ptolemies: **Theodotos** with his base Loyalty 🏺 of '4' but his '2' Renown 🌙 (for having defeated **Antiochos III**) in **Seleukis**, and **Andromachos** with his base Loyalty 🏺 of '6' and his '1' Renown 🌙 (for having defeated **Achaios**) in **Ionia**. Kevin rolls for **Andromachos** first and rolls a ⚅, which succeeds in keeping him loyal. He then rolls for **Theodotos**, rolling a ⚃ which easily causes him to Rebel (anything above a ⚀ would have seen him seeking his own glory)!

Kevin then installs the Ptolemaic Rebel **Theodotos** as follows: first, he replaces his block in **Seleukis** with a Rebel block, keeping all units (including the *Siege Train*) on **Theodotos**'s card. Next, the garrison in Seleukeia Pieria is replaced by a Rebel garrison. Then (*per 2.2.10*), he checks to see if any adjacent Satrapies join in the Rebellion (if they have at least one Ptolemies-Aligned Place). The only Satrapy that qualifies is **Koile Syria**, which joins the Rebellion on a DR of 1-3 (**Theodotos**'s Renown 🌙 + 1): the roll is ⚁ and it does, turning this into an unmitigated catastrophe for the Ptolemies! All five Ptolemaic Alignment markers in the Satrapy are replaced like for like by Rebel Alignment markers.

Kevin dejectedly takes into account the loss of control of **Koile Syria** by returning the Satrapy Card and reducing the Ptolemy VPs by 3 (Territorial VPs down to 16, Total VPs 17), and then the players resolve Activations.

First up is Macedon. Morgane could send **Alexandros** against the *Aitolians*, but the *Achaians* cannot Campaign in **Aitolia-Epeiros** (they are restricted to **Peloponnesos** and **Boiotia-Euboia**) and she is not confident in his chances with a single Standard Unit in the Rough terrain of **Aitolia-Epeiros**. So instead, she elects to try to build some influence in the Roman Senate, using the Lobbying action, to counterbalance the Ptolemies there. She would love to use **Aratos**'s '4' Diplomacy 🧭 rating, but he is restricted on where he can use his diplomatic ability – and Rome is not one of the allowed locations. So, instead, she chooses **Taurion** and pays 2 Ts (wishing to preserve her war chest, she does not add a bribe – Macedon's Treasury down to 5 Ts) to roll twice against his '2' Diplomacy 🧭 - getting ⚀ and ⚁. Despite two successes, she only gets to increase Macedon Influence in the Senate one level, so she places the Macedon Influential marker in the Roman Senate box (she could have reduced the Ptolemies' Influence from Influential to no Influence, but did not see any benefit in doing so).

Next up is Kevin, who decides to take the Evergetism action with **Ptolemaios IV**. This is a gamble, as he only has an Admin 🧭 rating of 3, but since **Sosibios** has already been activated once, he is not Fresh and cannot undertake this action. He expends 20 Ts (Ptolemies' Treasury down to 8 Ts), rotates **Ptolemaios IV** all the way to Spent (which would have happened anyway with any action due to Ptolemaios's **lazy** SA), and rolls a single d6. He rolls a ⚁ – Success! He increases the Ptolemies'

Dynastic VPs to 2 and adjusts the Total VP marker up one to 18. And Kevin can breathe again...

Finally, Ryszard is up. He decides on a gamble of his own to try to take advantage of **Theodotos**'s rebellion having essentially nullified the Ptolemies' military capability for the turn by launching an Overseas Campaign against **Kypros** (he figures he will be able to make short work of the Rebel next turn when the Rebel's troops will have deserted him). He designates **Kilikia** as the Origin Satrapy and **Kypros** as the Target, targeting all Ptolemaic controlled Places (*per 5.4.1*). He activates **Antiochos III** (rotating him to Spent), placing the King's block in **Kilikia**, and Musters the *Katoikoi Lower Satrapies* Military Colonists from **Mesopotamia** and the *Siege Train* from **Babylonia** to **Antiochos**'s Leader card. The cost for the action will be 8 Ts per Unit (3 Ts for the Supply cost of Kypros + 5 Ts for transport by sea), times 2 for two Units, minus 3 since the King is leading the Campaign, for a total cost of 13 Ts! The Seleucid Treasury is down to 2 Ts (he does not have the 3 Ts necessary to add his Squadron to the Campaigning force, but as we will see, this is not necessary on such a short crossing since his Squadron is in position to Intercept any interfering Squadron). Ryszard declares his path to be from **Kilikia** through the *Pamphylion Pelagos* to **Kypros**, and moves the King's block to the *Pamphylion Pelagos* Sea Area. Kevin declares that he is Intercepting with his Squadrons in the Adjacent Sea Areas of *Aigaion Pelagos* and *Aigyption Pelagos*, moving both Squadrons into *Pamphylion Pelagos*. Ryszard then declares that he is Reinforcing (*per 6.6*) by repositioning his own Squadron located in the Adjacent *Aigyption Pelagos* into the *Pamphylion Pelagos* (which is a Friendly Sea Area through Tarsos).

The Naval Battle proves to be anti-climactic with both sides rolling poorly (a ⚅ and a ⚄ for Kevin and a ⚀ for Ryszard – all Squadrons use a default Battle ⚔ rating of '2'), meaning no Hits and no Squadron Sunk for either side. Since the Seleucid Force was not Defeated (*per 7.2.2*), the King may continue his Campaign and lands on the shores of **Kypros**. Kevin would love to strengthen the defenses of his Cypriot Cities, but **Ptolemaios** and **Andromachos** are Spent, and **Sosibios** and **Agathokles** have no Military 🏺 icon, so no one can be sent to see to the defense of the island. After Ryszard declares that all of **Antiochos**' four Campaign Options will be Sieges, Kevin announces that he is providing Sea Support to both cities, sending one Squadron back to *Aigyption Pelagos* and keeping one in *Pamphylion Pelagos* since the two cities border different Sea Areas (see the location of their Port icons on the map). In response, Ryszard announces that his Squadron will Intercept the Sea Support taking place in *Aigyption Pelagos*. Kevin could reinforce his Squadron there with the Squadron he has in *Pamphylion Pelagos*, but that would mean cancelling his Sea Support to Paphos, so he declines to reinforce. This new sea battle must be fought before the siege rolls.

This time, the Seleucid Squadron rolls a ⚀ while the Ptolemaic Squadron rolls a ⚄ – sinking Kevin's Squadron (sending it back to Kevin's pool) and cancelling the Sea Support to Salamis. Ryszard's luck somewhat deserts him with Siege rolls of ⚀, ⚅, ⚄ and ⚅ – enough for only two successes, despite **Antiochos**'s '3' Siege 🛡 rating and *Siege Train*. Since the Sea Support provided by the Ptolemaic Squadron in *Pamphylion Pelagos* makes it necessary to allocate two successes to capture Paphos, Ryszard can only capture one of the Cities. He elects to place a Seleucid garrison in Paphos, further weakening the Ptolemies' presence around the *Pamphylion Pelagos* (now reduced to a mere Alliance in **Lykia**). Kevin reduces the Ptolemies' VPs by 3 (down to 13 Territorial

and 15 Total VPs) for the loss of control of KYPROS, which is currently controlled by neither Kingdom.

This ends the players' activations and the Rome Activation, again, results in no action taken by Rome.

2.6.11. Second Illyrian War

With four Recurrent Event cards now drawn, the turn will end whenever Winter Quarters is revealed. However, the next card drawn is Ev 13 'Second Illyrian War', another Immediate/Pending Event. First, the players check to see if there are any Roman Alliance markers in ILLYRIA (there are none, the lone one having been replaced by a Macedonian Alliance). Second, Morgane has to decide if she will remove her Garrison in Lissos in order to avoid direct confrontation with Rome; she declines to do so.

> DESIGNER NOTE: *Kids, don't do this at home!!! As stated at the beginning, this Extended Example of Play endeavors to illustrate as many actions and rules as possible, not to provide an example of optimal play. Here, getting into a War with Rome, especially over ILLYRIA, is orders of magnitude less than optimal! The risks are enormous, for a very limited possible upside, especially bearing in mind that Rome will withdraw its garrisons once it has successfully concluded the war…*

Third, there is an Automatic Roman Casus Belli against all ILLYRIA Places, i.e. here Ardiaoi (Unaligned), Taulantioi (Macedonian Alliance), and Lissos (Macedonian Garrison). Finally, the players check to see if RB can be increased by one per the 'RB+1' at the bottom of the card; it cannot, as the current Second Punic War step caps the Belligerence Level at Low, which is where it currently is. Rome, therefore, declares War on both Macedon and ILLYRIA, flipping the RB marker to its 'War' side.
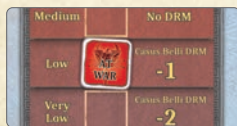
Morgane would like to attempt to forestall this war, using her Influence in the Senate *(8.6.1)*. This is not an activation, but an available Leader with the Diplomacy capability must be selected and rotated. ARATOS is still restricted so the only such available Leader is TAURION, whose Diplomacy rating is 2. Since there is a -2 THM if the Kingdom's influence level is only "Influential" (as is the case with Macedon here), he cannot succeed, and Morgane cannot avoid Rome's declaration of war. Her level of influence in the Senate is decreased to nil, and a 'War with Rome' marker is placed on PHILIPPOS's Leader card.

The remainder of the card only applies as a Pending Event, so the card is moved off next to Social War and the next card is drawn: Ev 5 'Enemies at the Gates'.

2.6.12. Enemies at the Gates
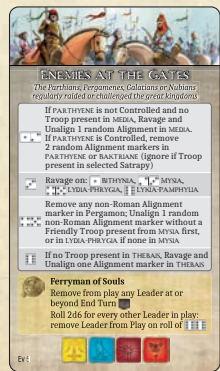
First, a d6 is rolled to resolve the event. A roll of points toward Pergamon: Pergamon (in MYSIA) is already Unaligned, so no Alignment marker to remove from there. The only Alignment marker in MYSIA is ACHAIOS's Alliance in Kyzikos; since ACHAIOS has no Troops in MYSIA, this Alliance is removed (had there been no Alignment marker in MYSIA, one would have been removed from LYDIA-PHRYGIA, representing Pergamene expansion).

Next, the players resolve *Ferryman of Souls*. Each player checks their current Leaders (be they on the map or at Court) to see whether the black box end turn list for the Leader is '1'. None of the Leaders apply, though Morgane notes that two of her Leaders (TAURION and ARATOS) will be eligible next turn. Having checked which mandatory Leaders must be removed (i.e. die or retire), all players must now roll 2d6 for each of their remaining Leaders (representing untimely

death such as an accident, disease or combat). Morgane and Ryszard roll no, leaving all their leaders safe and hale, but Kevin, in an example of fate looking poorly on the Ptolemaic kingdom, rolls for his King, PTOLEMAIOS IV! The King is removed from play and the Ev 9 'Lagid Succession Crisis' Card (Ptolemies) is immediately shuffled into the Event Deck. Kevin grumbles that at least he got a Dynastic VP out of him… Note that since PTOLEMAIOS IV had a Renown of 0, his death does not impact the Ptolemies' Total VPs nor their Dynastic VPs *(2.11.3)*. While PTOLEMAIOS's card is removed from play, the Ptolemies' markers for King and War with the Seleucids remain in the empty slot, showing both that a regency is in effect (no King for the time being) and that the war is ongoing. Kevin will not be able to install a new King until he receives a Ptolemaic leader that is also a member of the Royal Family (PTOLEMAIOS V EPIPHANES on Turn 5…). Furthermore, like Ryszard, Kevin is now down to only three Leaders in his Court; should one of them lose another member, they would have to draw a Replacement Leader for the duration of the situation *(2.2.11)*.

After resolving *Ferryman of Souls*, the players proceed to their Activations. Ryszard has the first Activation and has only ANTIPATROS available to be Activated (ANTIOCHOS III and ZEUXIS both being Spent). With only 2 Ts in his Treasury, his options are limited…so he elects to have ANTIPATROS perform an Envoy Action on RHODOS (tracing from KILIKIA across the *Pamphylion Pelagos*). The presence of the Ptolemaic Squadron has no effect on Envoy Actions. Ryszard has to go with ANTIPATROS's bare Diplomatic skills (rating of '2') since he does not have enough money to add a bribe… He spends the 1 T (Seleucid Treasury down to 1) and rolls and , netting him one success!

This allows him to place a Seleucid Alliance in Rhodos, gaining him 1 VP (Ryszard places the RHODOS Satrapy Card in front of him – Seleucid Territorial VPs to 11, Total VPs to 10) and, perhaps more importantly, control of the elite *Rhodian Squadron*, which he elects to place in the *Pamphylion Pelagos*. The balance of power at sea in the region has completely shifted!

Kevin has the next activation and is facing a quite unpleasant situation. While he still has Troops available in DELTA and THRAKE, none of his remaining Available Leaders (SOSIBIOS and AGATHOKLES) have the Military capability icon, so he is restricted to Diplomacy or Admin actions (none of SOSIBIOS's powerful Special Abilities make much sense this late in the turn, especially as he's hoping to bring the War with the Seleucids to an end as soon as possible). Kevin is anxious to restore his dominance at sea and decides he cannot let the Seleucids remain in control of RHODOS and their elite Squadron. He declares an Envoy Action of his own against RHODOS using SOSIBIOS (and his formidable Diplomacy rating of '4'). He rotates SOSIBIOS (who is now Spent) and adds the bribe, paying a total of 3 Ts for the action (Ptolemies' Treasury down to 5). He rolls and . He applies the first, which, unlike the , is a success even with the -1 THM for the existing Seleucid Alliance. This first success removes the Seleucid Alliance. This also immediately removes the *Rhodian Squadron* back to the banner. The then becomes a success thanks to the +1 THM granted by the bribe, allowing Kevin to place a Ptolemies Alliance marker on RHODOS. The RHODOS Satrapy Card is handed to Kevin, who also gains 1 VP (Ptolemies Total VPs to 16), while Ryszard loses 1 (back down to 10 Total VPs). Finally, Kevin elects to position the *Rhodian Squadron* in the *Aigaion Pelagos*.

Morgane has 5 Ts but wishes to limit expenditure, in part to maintain the possibility of Campaigning with PHILIPPOS at the onset of Winter Quarters (thanks to his Special Ability now being available after the removal of APELLES), so rather than Campaigning again with ALEXANDROS and his large army, she elects to also go with an Envoy Action. Targeting BOIOTIA-EUBOIA, she can at long last use ARATOS's diplomatic skills (rating of '4'), rotating him and spending the minimum 1 T (Macedonian Treasury down to 4). Rolls of and generate one success, which is all she needs to regain Full Control of BOIOTIA-EUBOIA by placing a Macedonian Alliance on Herakleia Trachis. Morgane increases her VP totals by one (to 15).

The last activation on the card is Rome – which is now at War with two different entities. They are currently under LIMITED WAR and limited to a maximum of 1 Squadron due to Step 3: 'Hannibal at the Gates'. The first Roman Activation Card (R3) drawn *(per 8.6.2)* is for the Roman Consul versus ILLYRIA. It indicates (in its LIMITED WAR box) that the Consul gets one Legion (the players use the Consul for Ptolemies for this War) and places 1 Squadron. The Squadron goes into the *Adrias* Sea Area, and the Consul in ITALIA, with his Legion placed on his card. However, since the Roman Activation Card has a Diplomacy icon rather than a Military icon in its LIMITED WAR box, the Consul cannot Campaign in ILLYRIA yet. And since under the current Roman Agenda (ILLYRICUM), Rome is not seeking any Allies, this ends this Consul's activation.

The second Roman Activation Card (R4) – drawn for the Consul for Macedon – does have a Military icon, 1 Legion with a '4' Battle rating Leader, and two Squadrons. The Consul for Macedon thus gets his own Legion on his card, but no additional Squadron is placed on the map because of the cap imposed by Step 3: 'Hannibal at the Gates' (note that, in any case, only a second Roman Squadron could have been placed since the Roman pool has only a total of two Squadrons).

Kevin, having the highest Influence in the Senate and not being an active participant in the War, will run the Consul for Macedon.

First, he places the Consul in ITALIA (as there is currently no Roman-Controlled Satrapy). Since defeating the *Royal Army* is grounds to force Macedon to Surrender, Kevin declares a Land Campaign into ILLYRIA with the Consul for Macedon. This Campaign is allowed since there are Macedon-Aligned Places in ILLYRIA, and ILLYRIA is part of the current Roman Agenda's Scope of Action. Kevin declares that all Macedonian-Aligned and Unaligned Places in the Satrapy are targeted (it is always possible to target Unaligned Places during a Campaign). Note that Kevin does not move the Roman Squadron from *Adrias* because under the current Roman Agenda, Rome is limited to this Sea Area.

Morgane has no Squadrons able to Intercept this movement, so the Roman Consul (using the northern arrival route from ITALIA) is moved to ILLYRIA where PHILIPPOS has to choose whether to Withdraw or fight. Since ILLYRIA is Rough Terrain, Morgane decides to fight since she will get to Strike first (as the saying goes, "the Gods blind those they wish to destroy"…).

PHILIPPOS has a '4' Battle rating and is leading the elite *Royal Army* (+1 THM). This means that the Strike will be successful on any roll but a [die], but deliver only 1 Hit unless a natural [die] is rolled. Morgane rolls a [die], which is close but not quite enough, and the single Hit is not enough to Rout the (elite) *Legion*. The Roman Consul now rolls and, with his own '4' Battle rating and elite unit, will also be successful on any roll but a [die], the difference however being that a *Legion* always delivers double Hits when successful, without needing a natural [die]! And so it happens, with a roll of [die] Routing the Macedonian *Royal Army*, Defeating PHILIPPOS (who loses 2 Renown) and forcing a Surrender of Macedon *(8.8)*…

However, before the Surrender is implemented, the Consul for Macedon must complete his Campaign. Rome needs to have three Places Aligned in ILLYRIA to establish Control, so Kevin allocates 2 Campaign Options to the Siege of Lissos, and 2 to the Subjugation of the Illyrian Tribes.

All Roman Consuls have a Siege rating of '4' (reflecting the expertise of Roman military engineers), and rolls of [die] and [die] allow Rome to easily place a Garrison in Lissos. However, the Consul rolls [die] and [die] for his Subjugation rolls which, despite his excellent Battle rating of '4', fail to Subjugate either of the two Tribes, due to both being Strongholds with a THM of -1! With only two Places Aligned (Apollonia and Lissos), Rome does not yet establish Control of ILLYRIA.

With the Campaign completed, it is now time to implement the Macedonian Surrender. This is the first time Macedon Surrenders to Rome, so the First Surrender rules *(8.8.1)* for Macedon must be considered. Kevin swaps all Macedon Garrisons in *Greece* (AITOLIA-EPEIROS, THESSALIA, BOIOTIA-EUBOIA, PELOPONNESOS) with Roman Alliances (Macedonian Alliances are left unchanged). This results in Larisa and Demetrias in THESSALIA, Chalkis and Athenai in BOIOTIA-EPEIROS, and Korinthos in PELOPONNESOS, becoming Roman Aligned. Macedonian Garrisons in MAKEDONIA are left untouched. The *Royal Army* is Dispersed and the King's block is returned off-map. Since there is no other member of the Macedonian Royal Family in play, no Leader is made Hostage in Rome.

Morgane then adjusts her Satrapy Cards and VPs, losing 3 VPs for the loss of control of THESSALIA, 2 VPs for the loss of control of BOIOTIA-EUBOIA, and 1 VP for PELOPONNESOS going from Full Control to Simple Control. She also loses 2 Total VPs since her King's Renown is now -2 (Macedon's Territorial VPs at 9, Total VPs at 7). Rome is now at Peace with Macedon and the 'War with Rome' marker on PHILIPPOS's Leader card is removed. Note that Macedon cannot undertake any action that would generate a Casus Belli to Rome for the remainder of the turn.

2.6.13. Lagid Succession Crisis
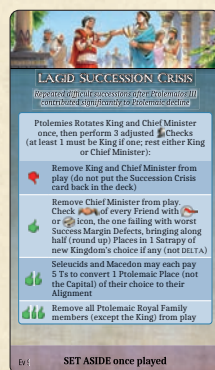
With the last activation done on the card, the next card is flipped: Ev 9 'Lagid Succession Crisis'. There is no King to rotate and SOSIBIOS, the Chief Minister, is already Spent, but that does not prevent him from making his Intrigue Checks. Kevin hence performs three Intrigue Checks using SOSIBIOS's Intrigue rating (for all three of them since there is no King). With an Intrigue rating of '5', Kevin is actually glad it is SOSIBIOS responding to the Succession Crisis and not one of the other Ptolemy Kings (such high Intrigue Ratings are exceptional).

However, even with his stellar rating, SOSIBIOS rolls [die], [die] and [die], generating only two successes ( ). Consulting the card, the players note that both Ryszard and Morgane can freely convert any one Ptolemaic Place other than the capital if they can pay 5 Ts. Ryszard drools over the Stronghold of Pelousion in PELOUSIAKON STOMA ("the Key of Egypt"), but, to his great dismay, his measly Treasury of 1 T does not allow him to convert this golden opportunity. Similarly, Morgane is missing just 1 T to be able to snatch a Ptolemaic Garrison in THRAKE or IONIA. All things considered, the Ptolemies come out of this very cheaply and were lucky that the Succession Crisis card was drawn before Winter Quarters, rather than in the following turn, when their opponents' Treasuries would have been more abundant.

The Succession Crisis Card is set aside for future use should another Ptolemy King die and the next Event Card is drawn: Ev 1 'Winter Quarters'.

2.7. Winter Quarters

This time, with five Recurrent Events played, this ends the Activation Phase, except that the Macedonian King, PHILIPPOS, may use his WINTER CAMPAIGN Special Ability (even if Spent). Morgane does have some money still in her Treasury, and there are plenty of valuable targets she would love to go after, especially the Aitolians army in AITOLIA-EPEIROS before the Pending part of Ev 12 'Social War' is triggered (a victory in battle would also regain some Renown for PHILIPPOS). Unfortunately for her, she has no available Troops to Campaign with, the only Units she is left with being already mustered on ALEXANDROS's Leader card, and there are no eligible Mercenaries left to hire. So she must pass this time.

2.7.1. Pending Events Segment

The Winter Quarters Phase begins with the resolution of Pending Events *(3.7.1)*. Regarding Ev 12 'Social War', the *Spartans* have been defeated, but not so the *Aitolians*, so the last Macedonian Alliance in

AITOLIA-EPEIROS is removed. As for EV 13 'Second Illyrian War', Rome has not yet gained Control of ILLYRIA, but is now in `LIMITED WAR`, so this war ends with no results, going back to Peace (flip the RB marker). All Roman Consuls and Units are removed from the map and set aside until Rome is again at War (the Roman Agenda remains set on `ILLYRICUM`).

Both Pending Events are then discarded.

2.7.2. Peace & War Exhaustion Segments

Players now proceed to the Peace segment *(3.7.2)*: Kevin wishes his War versus the Seleucids to end, especially since the Ptolemaic King has died unexpectedly. Ryszard however sees an opportunity to push his advantage against the Ptolemies. Since one protagonist wants the War to end, and the other wants it to continue, the one wanting to continue must check Diplomacy 🧭 to see if the War continues. This Check can be made by a Spent Leader, so Ryszard uses ZEUXIS and his '3' Diplomacy 🧭 rating to attempt to force the War to continue. A Battle (several actually) was fought between the two Kingdoms during the turn, so there is a -1 THM to this attempt. As he really feels he needs this Peace, Kevin also offers to transfer his Squadron in *Pamphylion Pelagos* to the Seleucids (this is a big sacrifice, but he cannot offer 10 Ts as his Treasury is too depleted, nor two Garrisons since there is only one eligible, Salamis), adding another -1 THM, meaning Ryszard must roll ⚀ to succeed in keeping the War active. He rolls ⚄ and both players flip their respective At War markers to their 'Peace' side, and Kevin must fulfill his pledge by returning his Squadron to his pool, and Ryszard places one of his own in its stead in *Pamphylion Pelagos*. Had the War continued, both Chief Ministers would have had to check for War Exhaustion – though with their high Admin 🌀 values, chances are there would have been little negative effects. Note that these Peace markers will remain in force when a new Ptolemy King accedes to the throne (he is assumed to be party to the sworn peace as an infant), and will only be removed when either he or ANTIOCHOS III is removed from play.

2.7.3. Victory Segment

Players quickly verify that no one has reached the 30 VPs threshold for automatic victory (actually, no one is even close, with the Ptolemies leading with just 16 VPs).

2.7.4. Returning Home & Strengthened Defenses Segments

Play proceeds and the players return home *(3.7.5)*:

🍃 The Seleucid *Royal Army* from the Dispersed Box to be placed by Ryszard in any Satrapy with a Seleucid-Aligned Place (he chooses SELEUKIS);
🍃 The Macedonian *Royal Army* and *Siege Train* from the Dispersed Box to be placed by Morgane in any Satrapy with a Macedonian-Aligned Place (she chooses MAKEDONIA);
🍃 The *Katoikoi Asia Minor* Military Colonists from the Dispersed Box to their slot in their Home Satrapy (LYDIA-PHRYGIA);
🍃 The *Spartans* Minor Unit from the Dispersed Box face-down next to PELOPONNESOS (note it is now controlled by Macedon thanks to the Alliance in Sparte);
🍃 The Seleucid and Ptolemies' Strengthened Defenses from the Dispersed Box to their respective pools;
🍃 Ryszard also removes his Strengthened Defenses markers from SELEUKIS, and Kevin from IONIA (all are returned to their respective pools);
🍃 The *Achaians* Minor Unit and the *Arcadians* Mercenaries from ALEXANDROS's Leader card face-down to PELOPONNESOS;
🍃 The *Aitolians* Minor Unit from AITOLIA-EPEIROS to their banner (since Aitolia in Unaligned);
🍃 The *Illyrians* Mercenaries from THRAKE face-down to their slot close to their three Home Satrapies (ILLYRIA, MAKEDONIA and THRAKE);
🍃 The *Cleruchs* Military Colonists from THEODOTOS's Leader card face-down to their slot in their Home Satrapy (DELTA);
🍃 The *Cretans* Mercenaries from THEODOTOS's Leader card face-down to their slot near their Home Satrapies (KRETE, KOINON NESIOTON, and LYKIA-PAMPHYLIA);
🍃 The Ptolemies' *Siege Train* from THEODOTOS's Leader card to be placed by Kevin in any Satrapy with a Ptolemies-Aligned Place (he chooses DELTA);
🍃 The *Mysians* Mercenaries from ANDROMACHOS's Leader card face-down

to their slot between their Home Satrapies (MYSIA and IONIA);
🍃 The *Katoikoi Lower Satrapies* Military Colonists from ANTIOCHOS III's Leader card face-down to their slot in their Home Satrapy (MESOPOTAMIA);
🍃 The Seleucid *Siege Train* from ANTIOCHOS III's Leader card to any Satrapy with a Seleucid-Aligned Place (Ryszard chooses SELEUKIS);
🍃 Kevin may reposition his *Royal Army* from DELTA to any Satrapy with a Ptolemies-Aligned Place, but elects to leave it there.

The players also check that all Squadrons on the map are located in Friendly Sea Areas, which is the case:

🍃 Macedonian Squadron in *Propontis* (Friendly through Pella or Amphipolis);
🍃 *Rhodian Squadron* in *Aigaion Pelagos* (Friendly through Rhodos);
🍃 First Seleucid Squadron in *Pamphylion Pelagos* (Friendly through Paphos or Tarsos);
🍃 Second Seleucid Squadron in *Aigyption Pelagos* (Friendly through Arados).

The *Aitolians* Mercenary Unit remains in the Second Punic War box since this war is still ongoing.

2.7.5. Inflation Segment

Next, Inflation *(3.7.7)* is applied:

🍃 Seleucid Treasury down from 1 to 0 T;
🍃 Macedon Treasury down from 4 to 2 Ts;
🍃 Ptolemies Treasury down from 5 to 2 Ts.

2.7.6. End of Turn Segment

Finally, all the Leader blocks (Macedonian Strategos 1 – ALEXANDROS, Ptolemies Strategos 2 – ANDROMACHOS, Seleucid King – ANTIOCHOS III, Ptolemies Rebel 1 – THEODOTOS) are removed from the map (and the associated Strategos markers from ALEXANDROS's and ANDROMACHOS's Leader cards), and all Leader cards in all Courts (including the Rebel Courts of ACHAIOS and THEODOTOS) are set to Fresh (straightened up).

The six Recurrent Event cards (including EV 4 'Northern Border Aflame' which was not drawn during this turn) and EV 1 'Winter Quarters' are set aside to rebuild the next turn's event deck with the addition of all Turn 2 one-off events. All Turn 1 one-off events have been revealed, and hence are discarded, but note that, had any of them not been revealed by the end of the Action Phase, these would have been included as well in the Turn 2 event deck.

The players are now ready to start the second turn. With everything that happened – including a lot of questionable decisions! – Kevin is still in the lead with 16 Total VPs (14 Territorial VPs and 2 Dynastic VPs), followed by Ryszard with 9 (10 Territorial VPs minus 1 negative Renown 🌙), with Morgane lagging behind with only 7 (9 Territorial VPs minus 2 negative Renown 🌙). Note that, among the many consequences of this brutal first turn, the Revenue drawn from PELOPONNESOS, THEBAIS and SOUSIANE will be halved since these Satrapies are Ravaged (so are THESSALIA and BOIOTIA-EUBOIA, but these two Satrapies are not currently Controlled by any player Kingdom – note also that the "Taxes Increased" markers in DELTA and BABYLONIA do not impact the Revenue Phase, only preventing the increase of Taxes twice in the same turn in a given Satrapy). On the other hand, the relative position of Ryszard has significantly improved, as he has neither lost nor gained any Satrapies but has interesting opportunities against the Rebels THEODOTOS and ACHAIOS and has wrestled dominance at sea from the Ptolemies. Meanwhile, Morgane's position in *Greece* is significantly weakened (though not impossible to recover), and Kevin is, of the three Kingdoms, the worst to wear, with the protective glacis of Egypt essentially lost, or at least gravely compromised by THEODOTOS's rebellion...

With different decisions and different luck, the turn could have gone completely differently in many ways – but this is the story of every game of *Hubris*, which it is now your turn to enjoy! :-)

ARDIAOI

ILLYRIA
1|2
6

LISSOS

TAULANTIOI

ILLYRIA

10 11 170-166
175-171
9 180-176 215-211
8 185-181 210-206
190-186 205-201
7 195-191 200-196
6 5

DYN. DYN. 2 3 4 5 6 7 8 9 10 11
0 1 2 3 4 5 6 8 9 10 11

THRAKE
1|2 1 1
3|4 4

ODRYSAI

BESSOI

PONTOS

HERAKLEIA
LYNKESTIS

MAKEDONIA
4|7 2|3 2|3
4|6 3

AMPHIPOLIS

LYSIMACHEIA

PERINTHOS

NIKOMEDEIA

APOLLONIA

PELLA

KYZIKOS

ITALIA

PHOINIKE

GOMPHOI

LARISA

ABYDOS

MYSIA
1 1
2|3 3

PERGAMON

LYDIA-
PHRYGIA
1|3 1|3
2|4

ADRIAS

AITOLIA-
EPEIROS
1 ½
1 5

THESSALIA
3|4 1 1
2|3 3

DEMETRIAS

PROPONTIS

APAMEIA
KIBOTO

SARDEIS

EPHESOS

AKARNANIA

AITOLIA

HERAKLEIA
TRACHIS

BOIOTIA-
EUBOIA
1|2 1|2 1|2
2|3 3

CHALKIS

MILETOS

IONIA
2 2 2
4 3

ROMAN SENATE

ACHAIA

ELIS

KORINTHOS

AIGAION
PELAGOS

KOINON
NESIOTON
1 1
2 4

ROMAN BELLIGERENCE

Aggression	Go to war on DR 5-6!
Very High	Casus Belli DRM +2
High	Casus Belli DRM +1
Medium (WAR)	No DRM
Low	Casus Belli DRM -1
Very Low	Casus Belli DRM -2
War Weariness	Make Peace!

SIKELIKON
PELAGOS

FREEDOM OF
THE GREEKS

MEGALOPOLIS

SPARTE

MESSENE

KYKLADES

RHODOS

RHODOS
1 1 1
4 3

KYDONIA

KRETE
1 ½
5

LYTTOS

KRETIKON
PELAGOS

STO
D6 Losse
1-3 None
4 1 Uni
5 2 Uni
6 Entire

SECOND PUNIC WAR

STEP I: INTER WAR

Rome victorious in First Punic War is pushing its newfound power on various fronts, from Illyria to Spain

Place current Roman Agenda on its FULL WAR side

Max.

Mercenaries through Hannibal's War events (no DRM)

Units sent by Macedon through Alliance with Hannibal (DRM)

**ROMAN AGENDA
ILLYRICUM**

FULL WAR

Scope of Action
ILLYRIA - Adrias

Allies Sought
None

Trigger to next Agenda (GRAECIA)
Any attack on Rome or Provoked CB by a Kingdom

LIBYKON
PELAGOS

KYRENE

AITOLIAN LEAGUE Aitolia	ACHAIAN LEAGUE Achaia Megalopolis	SPARTA Sparte	RHODES Rhodos	PERGAMON Pergamon (with Abydos)	PARTHIANS Parnoi Syrinx

LIBYES

KYRENAIKE
1 1
2 5

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TERR. | 13 | 14 | TOTAL | 16 | 17 | 18 | TERR | TOTAL | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30

12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30

EUXINOS

SINOPE

BAKTRIANE

BAKTRA

PAPHLAGONES

AMASEIA

PONTOS
0|½ 0|½ 8
0|1

ARMENIA
¼|1
1 8

ARAXENE

PARNOI

BITHYNIA
½
1 5

BITHYNOI

ARSAMOSATA

SOPHENE

PARTHYENE
0|½
1|2 5

SYRINX

TEKTOSAGES

GALATIA
0|1
5

MORIMENE

GAZAKA

TOUSTOBOGIOI

TROKMOI

KAPPADOKIA
½
1 4

MESOPOTAMIA
2 3

ATROPATENE
½
8

TAPOUROI

MATIENE

RHAGAI EUROPOS

MAZAKA

ANTIOCHEIA MYGDONIA

LAODIKEIA KATAKEKALIMENE

KILIKIA
1 1 1
3 3

KASTABALA

KARRHAI

ZEUGMA

EKBATANA

TARSOS

PISIDAI

ANTIOCHEIA

LAODIKEIA MEDIA

LYKIA-PAMPHYLIA
½ ½
1 5

SELEUKEIA PIERIA

SELEUKIS
2|3 1|2 1|2
3|5 3

PARAPOTAMA
8

MEDIA
1
1|2 5

PAMPHYLIA

SALAMIS

ARADOS

APAMEIA

DOURA EUROPOS

SELEUKEIA TIGRIS

PAMPHYLION PELAGOS

PAPHOS

KYPROS
3 2 1
3 3

SIDON

ELYMAIS
REVOLT

BABYLONIA
3 3
7 3

AIGYPTION PELAGOS

DAMASKOS

SOUSA

TYROS

BABYLON

SOUSIANE
1 1
3 4

KOILE SYRIA
2|3 2|3 1
4|7 3

PTOLEMAIS AKE

HIEROSOLYMA

DISPERSED BOX

PELOUSION

ALEXANDREIA

BOUBASTIS

PELOUSIAKON STOMA
1 1
2 3

SUBJECT | SUBJECT

FREE | FREE

GREEK | GREEK

MEMPHIS

DELTA
3|5 2|4 2|4
6/18
3

PTOLEMAIS

THEBAIS
13 1
1|4 5

H U B R I S

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3. SOLITAIRE RULES EXAMPLE

The player (Macedon) decides to begin the 220 Historical Campaign using two NPK bots – Ptolemies and Seleucids. They set up the scenario per the normal 220 setup rules, placing the NPK Ptolemies' *Royal Army* and *Siege Train* in DELTA per the NPK rules *(solitaire rule 5.2)*.
The Seleucid *Royal Army* and *Siege Train* always begin in BABYLONIA for a NPK Seleucids, while the player decides to place their *Royal Army* and *Siege Train* in MAKEDONIA. The remaining Kingdom units are set aside in each Kingdom's Force Pool, while the Roman Legions and Squadrons are left off map until needed.

They prepare the decks as per the normal rules, setting out the Courts for all three Kingdoms. With the Ptolemies and Seleucid Kings at War with each other, but both as NPKs, this simplifies the Revenue Phase as the player ignores both of their Revenues and only increases the Macedon Treasury by 8 Ts (12 Ts, minus the 4 Ts pocketed by APELLES), now up to 12 Ts.

The Roman Politics Phase is likewise done as in the normal 3-player game, with a roll of ⚅ resulting in no change.

The Mercenaries Phase has several changes, so the player follows the procedure as set forth in the solitaire rules *(solitaire rules 3.4)*. First, the *Aitolians* Mercenary Unit is resolved (if Macedon was a NPK, it would just go to them, but since the player is Macedon, it is resolved like a normal Mercenary). The player decides they are willing to Hire this unit and, since there are no NPKs with Aligned Places in the two Home Satrapies, they automatically gain the unit for 2 Ts (Treasury down to 10 Ts), placing it in MAKEDONIA. The *Galatians* are left on the map as no Kingdom can Hire them yet, with the remaining four Mercenaries all being Hired by the NPK Ptolemies. Because the Ptolemies are at War with the Seleucids, the first three are placed in KOILE SYRIA, while the fourth is placed in THEBAIS.


With the Mercenaries Phase done, the player draws the top card of the Event Deck, revealing Ev 13 – the start of the Second Illyrian War. This removes the Roman Alliance in Taulantioi and starts the War between Rome and ILLYRIA (flipping the RB marker to its War side). The player sets the card near the game board as the Pending Effects have yet to be Triggered.
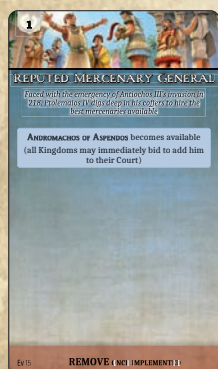
The next Event drawn is Ev 15 'Reputed Mercenary General'. This allows all NPKs and the player to bid for this excellent military Leader – ANDROMACHOS OF ASPENDOS. The player decides that he's not willing to risk paying 6 Ts for this Leader *(if he rolled ⚅ and neither NPK rolled higher, he'd be forced to pay that amount)*, so declines to roll for adding ANDROMACHOS to the Macedon Court.

So the player rolls a d6 for the NPK Seleucids (getting a ⚃) and a second d6 for the NPK Ptolemies (getting a ⚁), but since the NPK Ptolemies add 2 to their die roll – as indicated on the PAC, they secure the right to add ANDROMACHOS to their Court.

Ev 15 'Reputed General': Resolve as Mercenary with all Kingdoms; NPK Ptolemies adds a +2 DRM. If a NPK wins, add ANDROMACHOS to their Court.
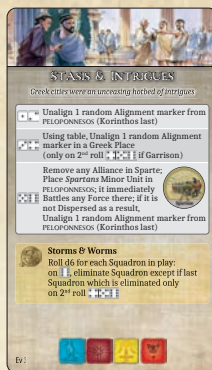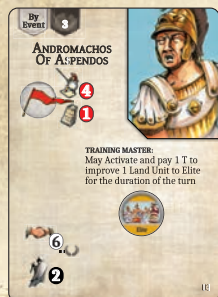
The next Event is the first Recurrent Event of the game: Ev 3 'Stasis & Intrigues'. First, the player rolls a d6 to see what aspect of the Event needs to be resolved. A roll of a ⚀ sees them consult the Stasis & Intrigue Table, rolling two d6 in sequence (getting a ⚀ and a ⚂), resulting in a potential removal of the Macedon Garrison in Chalkis. However, the 2nd roll is a ⚂ meaning the Garrison remains.

They then roll for their Squadron, the NPK Squadrons and the two Minor Squadrons on their Banners, with a net effect of the Ptolemaic Squadron in *Aigaion Pelagos* being returned to the Ptolemies' Force Pool.

The first activation is the NPK Ptolemies, who are at War with the NPK Seleucids. First, they check to see if the Ptolemies Core is at Full Control.

START | **All Satrapies in Core not at Full Control?** *(Seleucids ignore non-Seleucid Alignment marker on Seleukeia Pieria)*

This is DELTA (yes), THEBAIS (yes), PELOUSIAKON STOMA (yes), KOILE SYRIA (yes), KYPROS (yes), and KYRENAIKE (yes). Since all Satrapies in their Core are at Full Control, they skip this column and move to the next:

At War AND on Offense*?

This requires a d6 roll versus the Ptolemies King's Battle ⚔ rating of 3. However, there are two THMs that apply – a +1 THM for having ANDROMACHOS in their Court and a -1 THM for ANTIOCHOS III's ⚔ '4' being greater than PTOLEMAIOS IV's '3'. A ⚅ is rolled, which means the NPK Ptolemies will not be on the Offensive this activation and must resolve their activation using the next column.

At War AND NOT on Offense*?

...any **Mandatory/Must Play** Events or Leader Special Abilities currently in play *(4.2)*.

If none, [**roll 2d6**] and go to indicated box (if unavailable, continue down column as normal)

In most circumstances, this would require the player to roll 2d6 and move to the indicated box before beginning down the column (e.g. a roll of '6' would start at the 'Envoy action versus Enemy Powers' box).

However, the NPK Ptolemies have two Leaders now that have **Must Play** Special Abilities (in fact, the only two Leaders in the game – SOSIBIOS and ANDROMACHOS *per solitaire rule 4.2*). Per the ID# on the Leader Cards (P2 for SOSIBIOS and U3 for ANDROMACHOS), the player will check to see if SOSIBIOS Triggers his Special Ability first.

P2: MANDATORY: Until Triggered, check EGYPTIAN PHALANX each activation, Triggering on d6 ⚀ to ⚁ if at War, otherwise on d6 ⚀-⚂. Use DELAYING TALKS on d6 ⚀ to ⚂ when applicable.

As indicated on the PAC, the player must roll a d6 and see if they get ⚀ to ⚁; they do not, rolling a ⚃ instead. So SOSIBIOS does not use his Special Ability and the player must now check ANDROMACHOS.

U3: MANDATORY IF AT WAR: Use TRAINING MASTER once per Turn if at War and 3 or less Recurrent Events already drawn. Use at other times on d6 ⚀-⚁ (a NPK will never check to see about triggering a second time). Only check if available Troop to be made Elite.

The player notes that since this is the first Recurrent Event and no unit has been made Elite yet, the NPK Ptolemies will automatically Trigger this Special Ability without a need to roll. They Rotate ANDROMACHOS once and Trigger TRAINING MASTER to make the *Royal Army* Elite *(per solitaire rule 9.2)*. This ends the NPK Ptolemies' activation.

The next activation is Macedon. The player decides that he wants APELLES and his ⚔ of '4' (due to his OVERBEARING Special Ability) out of the Court, so declares a Campaign from an Origin of PELOPONNESOS (at Macedon Simple Control) to a Target of BOIOTIA-EUBOIA. This allows him to Muster the *Achaians* Minor Unit and he places this Unit on APELLES's Card, while placing the Chief Minister Block in BOIOTIA-EUBOIA. This costs 3 Ts,

so the **player** reduces the Macedon Treasury down to 7 Ts. There is no opposing Force and no NPK Port Cities (so no Sea Support), so the **player** simply rolls 4 Siege rolls against Apelles's ⚔ '2', getting 3 successes! This is more than enough to gain Full Control of Boiotia-Euboia, so the **player** takes the corresponding Satrapy Card and increases the Macedon Territorial and Total VPs by 2.

Next up is the NPK Seleucids activation. Like the Ptolemies, they also check to see if their Core is at Full Control. Other than the Ptolemies Alignment marker on Seleukeia Pieria (which is ignored per the column box), all of their Core is at Seleucid Full Control. They then check to see if they are on the Offense, with a roll of ⚀ being a clear YES! (in truth, anything but a ⚅ would have been a 'yes' for Antiochos III).

Moving down the second column, they have no **Must Play** Leaders and there are no **Mandatory Play** Events out (**Ev** 29 'Anabasis', being the main one for the Seleucids). They have no Leaders currently on the map, so they proceed to the fifth box:

Land Campaign if...	...es not Fully valid Origin able to reach ders with only in Core apies).	... in Group from Grouping Table, any Enemy Aligned Places could be targeted (valid Origin and 1+ Troop able to reach) and 1+ Leaders with 🏳 Icon *(Campaign only in Satrapies with Enemy Aligned Places).*

This requires a roll on the Grouping Table to see which Enemy the NPK Seleucids will Target (noting that they have two – the Rebel Achaios and the Ptolemies).

War with Seleucids	At War with Macedon		At War with Ptolemies	
	PC	3	MC	3
	MC	4-5	MP	4-5
	MP	6-7	PC	6-8
	SP	8-10	**SP**	**9-10**
	US	11	US	11

Seleucid Target in Seleucid Periphery (SP) [d6]
\ ⚀ to ⚁: Kilikia, Lydia-Phrygia, Rhodos^E, Ionia°, Mysia°, Kappadokia, Bithynia, Pontos, Lykia-Pamphylia, Galatia*
\ ⚂: Kilikia, Lydia-Phrygia, Galatia*, Mysia, Ionia, Rhodos°, Kappadokia, Bithynia°, Pontos, Lykia-Pamphylia^C
\ ⚃: Galatia^E, Rhodos^E, Lydia-Phrygia, Kilikia, Ionia°, Mysia°, Kappadokia, Bithynia, Pontos°, Lykia-Pamphylia

As per the rules *(solitaire rules, 6.5),* they use the leftmost column that applies – in this case, War with the Ptolemies. A 2d6 roll comes up as '9', meaning that the NPK Seleucids will target a Satrapy in the Seleucid Periphery (SP) grouping.

Rolling on the Satrapy Table of *Seleucid Target in Seleucid Periphery,* the player rolls a ⚁, which generates a sequence of Satrapies. The first, Kilikia, is ignored because it is already at Full Control by the Seleucids; however, the second Satrapy listed, Lydia-Phrygia, is currently controlled by the Rebel Achaios, so has several valid target Places. The NPK Seleucids will launch a Land Campaign targeting Lydia-Phrygia.

The player then checks:

1. that there is at least one valid Origin Satrapy – there are two: Kappadokia and Kilikia;

2. that there is at least one leader with a 🏳 Icon available (several in the Seleucid Court); and

3. that there is at least one available Troop (again, several available for the Seleucids).

The Origin is not critical as both allow the same number of potential Troops to be Mustered, so the player picks Kilikia. Looking at the PAC, the player determines that all three Places in Lydia-Phrygia will be Targets, as all three Places are enemy Places, (since the *Siege Train* is available and Antiochos III has a '3' ⚔, Sardeis is a valid target). No CB or War check is required, as it is a Rebel.

Next, the player consults the PAC to determine which Leader will be sent (an experienced solitaire player will immediately realize this will be the King, as there is a chance for Renown 🟣)... and, as commented on here, the PAC indicates that unless it's a mandatory use of the King or an existing Leader, the first determination is whether there is a chance for earning Renown 🟣. Since there will be a fight and a potential siege of a THM-2 Stronghold, there are two chances for Renown 🟣 – the NPK Seleucids will be sending Antiochos III to put down his upstart relative.

Consulting the PAC, the player notes that the King will always take the *Royal Army,* which gives the NPK Seleucids 1 Elite Troop versus 0 Elite Troops for Achaios. This meets the requirement of bringing a Superior Force, so no other Troops will be sent. The player also notes that Sardeis can only be captured by Antiochos III on a Siege ⚔ roll of ⚀, so he will also bring the *Siege Train.*

The player controls the Rebel, who Emergency Musters to defend with the *Katoikoi Asia Minor* Military Colonist – but the outcome is as expected. Achaios rolls well (a ⚀), but since he only inflicts 1 Hit, it isn't enough to Rout the Elite *Royal Army.* The player rolls a ⚄ for the Seleucid unit, which is still enough for the Elite unit to Rout the lone Rebel Troop, securing the Victory for Antiochos III and earning him 1 Renown 🟣. The *Katoikoi Asia Minor* Unit is placed in the Dispersed Box. The player notes that there will be four Siege Rolls (both because there are no Tribes and because of the THM-2 Stronghold City) and a free Plunder, so he places a Ravaged marker in the Satrapy and rolls four d6, getting ⚀, ⚀, ⚂, and ⚅. This is enough to successfully Siege all three Places, gaining another Renown 🟣 for Antiochos and gaining Full Control of Lydia-Phrygia (he places the Satrapy Card near the NPK Seleucid Court). Since he is left with no Units on his Leader Card and no Garrisons, Achaios, *per 2.9.3,* is eliminated as a Rebel and removed from play. His Alliance marker in Kyzikos is replaced by a Seleucid Alliance.

This ends the NPK Seleucids activation and the player draws the top Roman Activation Card (**R2**). This generates a strong Roman force of 2 Legions and 2 Squadrons at **FULL WAR**, but no Military 🏳 icon... so the Legions remain on their Consul in Italia.

The next card drawn is the second Recurrent Event, **Ev** 6 'Revolt!', which triggers a 2d6 roll to determine where the Revolt occurs. A roll of '11' results in the Tribe in Sousiane receiving a Revolt marker (as the City is a Garrisoned Stronghold). The player sets aside the Sousiane Satrapy Card from the Seleucid play area and reduces their Territorial and Total VPs by 1. There are no other on-map Revolts and the Seleucid King has already eliminated Achaios, so there are no on-map Rebels to resolve, so the player resolves *Intrigues at Court.*

The NPK Seleucid Court has no Plots as they only have Antiochos III Megas, Zeuxis, and Antipatros.

The NPK Ptolemies Court has high Intrigue 🗡️, with Ptolemaios IV Philopator, Sosibios, Agathokles, Theodotos, and Andromachos of Aspendos, but with Sosibios still at Court, they avoid Plots by totalling 14 Intrigue 🗡️ compared to Sosibios's '5' Intrigue 🗡️ rating.

Ptolemaios IV Philopator
LAZY:
Any Activation of Ptolemaios IV results in him becoming Spent

Sosibios
DELAYING TALKS:
If a Campaign is declared against a Ptolemaic-Controlled Satrapy and Sosibios is Available, may pay 5 Ts, Rotate and Check him for 🗡️ to cancel it. Enemy Kingdom must take a different Action.
EGYPTIAN PHALANX:
May Activate and pay 4 Ts to make the Machimoi Unit available for Muster

Theodotos
MASTER OF TERRAIN:
When defending Strategos, Satrapy is considered Rough Terrain; if Available and At Court during Battle, may be Rotated to negate effects of Rough Terrain
SURVIVOR:
If Theodotos would be removed from play during an Intrigues at Court or Succession Crisis resolution, he immediately Defects instead

Agathokles
BROTHER OF CONCUBINE:
While Ptolemaios IV ...

Andromachos Of Aspendos
By Event
TRAINING MASTER:
May Activate and pay 1 T to improve 1 Land Unit to Elite for the duration of the turn

Finally, the player looks to his own Macedonian Court and must run 2 Plots as his Court consists of Philippos V, Megaleas, Taurion, Leontios, Alexandros, and Aratos. Apelles is currently on-map in Boiotia-Euboia, having been sent from Court to avoid his 🗡️ '4', but this means Phillippos's lower 🗡️ rating ('3') will have to be used as the basis for determining the number of Plots.

Philippos V
When Aratos is a member of Macedon's Court
WINTER CAMPAIGN (t):
Immediately before the Action Phase ends, Philippos may Campaign once, even if he is Spent; however he may not Initiate War during this Campaign

Megaleas
APELLES'S CLIQUE:
If Apelles is removed from play (except through Ferryman of Souls), Megaleas is removed from play immediately

Taurion
GOVERNOR OF CORINTH:
May only undertake Envoy Actions in Peloponnesos, Boiotia-Euboia, and Aitolia-Epeiros

Leontios
CAPTAIN OF PELTASTS:
When Campaigning, +1 THM in Subjugation Attempts
APELLES'S CLIQUE:
If Apelles is removed from play (except through Ferryman of Souls), Leontios is removed from play immediately

Alexandros
CAPTAIN OF BODYGUARDS:
If At Court:
🛡️ The King gets an additional +1 THM to his 🗡️ Checks for the resolution of Plots involving him during Intrigues At Court
🛡️ During a Succession Crisis check, the King cannot be removed from play as a result of a Failed Check

Aratos
ACHAIAN STRATEGOS:
May only undertake Envoy Actions in Peloponnesos and Boiotia-Euboia
OLD ADVISOR:
When member of Macedon's Court, improves 🗡️ and ratings of Philippos V by +1

With 15 total 🗡️ compared to Philippos's 🗡️ '3', this is more than 4 times but not greater than 5 times the King's 🗡️. The first Plot pits two random Friends and results in Taurion Plotting against Leontios. Taurion rolls a 🎲 for No Success and Leontios rolls a 🎲, eliminating Taurion. The second Plot must pit a random Friend against the Chief Minister, even if he is on-map, and results in Alexandros trying to Plot against Apelles. While the player would not be opposed to eliminating Apelles this way, both Leaders roll 🎲 so neither succeed in their Plot. This ends the *Intrigues at Court* determination and the player proceeds to Activations.

The first Activation is for the NPK Ptolemies. The player consults the Detailed NPK Guidelines flowchart and notes that the entire Ptolemy Core (Group PC) is at Full Control, so they skip the first column and must resolve the 'On Offense?' check in column 2.

START | All Satrapies in Core not at Full Control? (Seleucids ignore non-Seleucid Alignment marker on Seleukeia Pieria) | At War AND on Offense*?

With Andromachos of Aspendos in their Court, Ptolemaios IV Philopator has a +1 on his 'On Offense?' roll, though also has a -1 due to the high 🗡️ rating of the Seleucid King. A roll of 🎲 means the Ptolemaic King is looking to attack the Seleucids this Activation and the player will resolve their Activation via the second column.

*On Offense (4.1)
Treat as 'no' if no King; otherwise On Offense if it is At War and succeeds at a Check against its King's Battle Rating (a natural roll of 🎲 is always a success), with the following THMs:
+1 if Available NPK King or Friend has a 🗡️ Rating of 4+
+1 if Enemy has a Defeatable Force in the NPK's Core
-1 if Enemy has an Undefeatable Force in the NPK's Core
-1 if Available Enemy King with 🗡️ Rating > NPK King's
-1 if at War with Rome

Ptolemaios IV Philopator

At War AND on Offense*?

...any Mandatory/Must Play Events or Leader Special Abilities currently in play (4.2).

First, the player checks for any Mandatory Events or Abilities. They have already used Training Master to turn the *Royal Army* Elite for the Turn, so the player only checks to see if NPK Ptolemies will use Egyptian Phalanx.

P2: MANDATORY: Until Triggered, check Egyptian Phalanx each activation, Triggering on d6 🎲 to 🎲 if at War, otherwise on d6 🎲 to 🎲. Use Delaying Talks on d6 🎲 to 🎲 when applicable.

Since they are at War, the Ptolemies will use this ability on d6 🎲 to 🎲, but the player rolls 🎲, meaning no Mandatory Ability use this Activation. There are no NPK Ptolemies Leaders currently on-map, so the player skips the next row and looks to resolve a Land Campaign against Enemy Aligned Places.

... any Satrapies with Enemy Aligned Places and on-map NPK Leader in those Satrapies (only in one of these Satrapies and only if defending Force Defeatable; use Region + Satrapy Tables if >1).

... in Group from Grouping Table, any Enemy Aligned Places could be targeted (valid Origin and 1+ Troop able to reach) and 1+ Leaders with 🚩 Icon (Campaign only in Satrapies with Enemy Aligned Places).

To resolve this box, the player rolls 2d6 and consults the Satrapy Grouping Table for Ptolemies at War with Seleucids.

A roll of '11' indicates that the NPK Ptolemies will attempt a Land Campaign into the Seleucid Periphery (SP) Group (but from the text in the box on the Guideline flowchart, they can only Target Enemy-Aligned Places). The order that they will look to Target is determined by a d6 roll on the Satrapy Tables, with a 🎲 being a sequence of Ionia, Mysia, Lydia-Phrygia, Kappadokia, Bithynia, Pontos, Lykia-Pamphylia, then Galatia (Rhodos and Thrake are ignored as they are Targets only for Envoy or only for a NPK Macedon, respectively).

		At War with Rome	At War with Seleucids
NPK Seleucids	PC	3	
	MC	4-5	
	MP	6-7	
	SP	8-10	
	US	11	
NPK Macedon	PC	3	PC	3
	MP	4-9	SC	4-5
	SP	10	SP	6-9
	SC	11	MP	10-11
NPK Ptolemies	SC	3	MC	3
	MC	4-6	MP	4-6
	SP	7-9	SC	7-9
	MP	10-11	SP	10-11

IONIA is already at Full Control by the NPK Ptolemies, so is ignored. MYSIA has a single Seleucid Alliance, so is a valid potential Target; however, the NPK Ptolemies have no Troops in THRAKE or MYSIA. Since there are no Troops that can reach a bordering Satrapy, there will be no valid Origin (this is a Land Campaign determination, not Overseas Campaign). The player scans the rest of the Seleucid-containing Satrapies in Group SP and notes that a NPK Ptolemies will never have a valid Origin Satrapy for a Land Campaign, so Group SP cannot be the Target Grouping.

With no valid Targets, the player returns to the Grouping Table and moves down the list… but with Group SP being the last entry, this means the NPK Ptolemies will not perform a Land Campaign after all *(solitaire rules – 6.5; 'If the last Group listed also has no valid Targets, return to the NPK Guidelines box and move to the next (lower) box in that column').*


… in Group from Grouping Table, any Enemy Aligned Places could be targeted (valid Origin and 1+ Troop able to reach) and 1+ Leaders with ⚔ Icon *(Campaign only in Satrapies with Enemy Aligned Places).*

… in Group from Grouping Table, any Enemy Aligned Places could be targeted and 1+ Leaders with 🏛 Icon *(Conduct Envoy action only against Enemy Aligned Places).*

The player then returns to the NPK Guidelines and moves to the next box in the second column: Envoy Action versus an Enemy.

They return to the Satrapy Grouping Table to determine which Group the NPK Ptolemies will Target for a Envoy action. A roll of '8' results in the Seleucid Core (SC) Group, with the order roll being a ⚁ (SELEUKIS, MESOPOTAMIA, BABYLONIA, MEDIA, SOUSIANE).

Ptolemies or Macedon Target in Seleucid Periphery (SP) [D6]

\ ⚀ to ⚄: RHODOS^E, THRAKE^M, IONIA°, MYSIA°, LYDIA-PHRYGIA, BITHYNIA, PONTOS, LYKIA-PAMPHYLIA°, KILIKIA, GALATIA^E*, KAPPADOKIA

\ ⚄: MYSIA, IONIA, THRAKE^M, LYDIA-PHRYGIA, RHODOS^oE, GALATIA^E*, BITHYNIA°, PONTOS, LYKIA-PAMPHYLIA, KILIKIA°, KAPPADOKIA

\ ⚅: THRAKE^M, LYKIA-PAMPHYLIA°, KILIKIA°, LYDIA-PHRYGIA, IONIA°, MYSIA°, RHODOS^E, KAPPADOKIA, BITHYNIA, PONTOS, GALATIA*

Ptolemies or Macedon Target in Seleucid Core (SC) [d6]

\ ⚀ to ⚃: SELEUKIS°, MESOPOTAMIA, BABYLONIA, MEDIA, SOUSIANE

\ ⚄: SELEUKIS°, MESOPOTAMIA, BABYLONIA, MEDIA, SOUSIANE, PARAPOTAMIA*

\ ⚅: MESOPOTAMIA, SELEUKIS°, PARAPOTAMIA*, BABYLONIA, SOUSIANE, MEDIA

There are definitely Enemy Aligned Places in SELEUKIS, including one Alliance and 3 Garrisons. Consulting the "*" note in the Envoy section, the player notes that since SOSIBIOS has 🏛 '4', even the Garrisons are valid Targets. So NPK Ptolemies conducts their Envoy Action against SELEUKIS.

First, the Leader must be chosen. There is no Leader with a Special Ability that applies to SELEUKIS, so the player selects the best 🏛 from among those with 0 or 1 ⚔ rating: i.e. SOSIBIOS. The rolls are ⚄ and ⚂, which are both within the Success threshold of 5 (🏛 '4' and automatic +1 bribe purchased). The results must be applied to maximize the number of Alignment markers removed and Alliances placed, so the player applies the ⚂ against the Seleucid Alliance in Arados, removing it, then applies the ⚄ against the now-Unaligned Arados, converting it to Ptolemaic Alignment. Note that the player could *not* have applied the '5' first against the Alliance, which would have been 'No effect' given the -1 THM against an Alliance, as this would not have maximized the number of Alliances placed (0 versus 1, above). SOSIBIOS is rotated once and the player then resolves the next Activation: NPK Seleucids.


START

All Satrapies in Core not at Full Control? *(Seleucids ignore non-Seleucid Alignment marker on Seleukeia Pieria)*

Activate Event or Leader Special Ability if …

…any **Mandatory/Must Play** Events or Leader Special Abilities currently in play (4.2).

Incite Rome to War if…

Lobby if…

Land Campaign with on-map, Available NPK Leader with 1+ Troop if…

…any Core Satrapies not Fully Controlled and on-map NPK Leader already in those Satrapies *(only in one of these Satrapies and only if defending Force Defeatable).*

Land Campaign if…

…any Core Satrapies not Fully Controlled, have valid Origin Satrapy, 1+ Troop able to reach Origin, and 1+ Leaders with ⚔ Icon *(Campaign only in Core Region Satrapies).*

Consulting the NPK Guideline flowchart, the player notes that the Seleucid Core is no-longer at Full Control due to the Revolt in SOUSIANE and the Ptolemaic Alliance just placed in Arados. This means the first column will be used to resolve the NPK Seleucids Activation. There are no Mandatory Abilities or Events to Trigger, so the player moves to Land Campaign with on-map Leader. The King is in LYDIA-PHRYGIA, but it is already at Full Control, so he is ignored (both as it is not in the Seleucid Core and it is already at Full Control). No other Seleucid Leaders are on-map, so the NPK Seleucids will resolve a Land Campaign into their Core.

The order of priority is determined via the Satrapy Tables with a d6 roll of ⚁. This results in a Satrapy order of SOUSIANE, MEDIA, BABYLONIA, SELEUKIS, MESOPOTAMIA (PARAPOTAMIA is ignored as already having one Place Aligned to Seleucid). This means the NPK Seleucids will Target SOUSIANE to retake the Tribe in Revolt.

The player then turns to NPK Guidelines to determine what Places are Targets (this is easy, as there is only one Tribe in Revolt) and the Origin (also easy, as both MEDIA and BABYLONIA are valid Origins with no game difference); the player picks BABYLONIA. They then determine which Leader will be sent. As the Tribe is a -1 Stronghold, both ANTIPATROS and ZEUXIS only have a Success Rating of 1 and would normally be ignored when selecting the Leader; this means the King would be sent, resulting in him being Spent. Since the NPK Ptolemies still have a strong force facing them and there is no chance for 🌙, the player could decide to override the system and send ANTIPATROS to SOUSIANE to attempt to put down the Revolt (needing a ⚀ out of four Subjugation rolls). However, he decides to follow the system and sends the King as the only Leader available that has a >1 chance to Subjugate the THM-1 Tribe.

Leader Selection (7.4)
(if King at negative 🌙, only Leaders with <50% chance to Rebel will be sent prior to Ambitious Generals; ignore any Leader that would need a '1' for success on potential Sieges or Subjugations in Target Satrapy, factoring in Siege Train availability)

The player rolls 4 Subjugations, getting ⚄, ⚁, ⚂ and ⚅… enough for 1 Success to clear the Revolt from SOUSIANE. The player rotates ANTIOCHOS to Spent and adjusts the Seleucid VPs (adding the SOUSIANE Satrapy Card back to their play area). Finally, the player takes his own Activation as Macedon and resolves the ongoing Roman War versus ILLYRIA.

4. CARD KEYS

4.1. Leader Card Keys

Royal Family Icon

End Turn

Start Turn

Succession Rank

Name of the Leader

6 — **2nd**

PERSEUS

Military Capability Icon

Picture of the Leader

Battle 4 rating

Siege 2 rating

4

2

Diplomacy Capability Icon

Diplomacy 3 rating

3

Special Abilities (SA)

DISLIKED IN ROME:
-1 THM for all ⚔ Checks involving Rome

Admin Capability Icon

Admin 3 rating

3

Background color (affiliation)

Loyalty 5 rating

5

Intrigue 4 rating

4

Leader ID# M11

Reminder that Loyalty is reduced by Renown value

4.2. Event Card Keys

4.2.1. Winter Quarters Card

WINTER QUARTERS

Title

Illustration

Ev 1

Event Card ID#

4.2.2. Recurrent Event Card

Silver Background = Recurrent Event

Illustration

Event Title

AITOLIAN AMBITION

The Aitolian League never relented in trying to extend its dominion in Greece

Background Text

If non-Roman Alliance in Aitolia, remove it. If not, roll:

⚀	Unalign 1 random Alignment marker from AITOLIA-EPEIROS
⚁	Place Ravaged marker in THESSALIA
⚂	Unalign 1 random Alignment marker from THESSALIA
⚃	Unalign 1 random Alignment marker from BOIOTIA-EUBOIA (Chalkis last)
⚄	Place Ravaged marker in PELOPONNESOS
⚅	Unalign 1 random Alignment marker from PELOPONNESOS (Korinthos last)

Event Text

Ambitious Generals
Check 👑 of every Friend on the map with King's 👑 as THM: every Leader that Fails Rebels

Game Mechanics Section

Ev 2

Event Card ID#

Activation Sequence

4.2.3. Succession Crisis Event Card

Steel blue Background = Immediate Event

LAGID SUCCESSION CRISIS

Repeated difficult successions after Ptolemaios III contributed significantly to Ptolemaic decline

Ptolemies Rotates King and Chief Minister once, then perform 3 adjusted ⚔ Checks (at least 1 must be King if one; rest either King or Chief Minister):

Event effect if Check Failed (👎) (no Successes obtained)

🚩 Remove King and Chief Minister from play (do not put the Succession Crisis card back in the deck)

Event effect if 1 Success (👍) obtained

👍 Remove Chief Minister from play. Check 👑 of every Friend with 👑 or 🍬 icon, the one failing with worst Success Margin Defects, bringing along half (round up) Places in 1 Satrapy of new Kingdom's choice if any (not DELTA)

Event effect if 2 Successes (👍👍) obtained

👍👍 Seleucids and Macedon may each pay 5 Ts to convert 1 Ptolemaic Place (not the Capital) of their choice to their Alignment

Event effect if 3 Successes (👍👍👍) obtained

👍👍👍 Remove all Ptolemaic Royal Family members (except the King) from play

Ev 9 **SET ASIDE once played**

What to do after resolving the Event

4.2.4. One-Off Event Card (Pending)

Copper Background = Pending Event

Turn of addition to the Event Deck

4

6

SAMOS NAVAL STATION

Philippos V seized the Ptolemaic naval station at Samos and the ships mothballed there

Triggering Condition

Triggered Text

If Kingdom Campaigns in KOINON NESIOTON or IONIA, and places a Garrison in either Satrapy:

Triggering Kingdom immediately receives 1 additional Squadron in *Aigaion Pelagos*

CB on 6+ against Triggering Kingdom (before increasing RB)

Casus Belli with threshold

A — Automatic CB when revealed

X — CB roll when revealed

X — CB roll if Triggered

X — Conditional CB roll

Ev 33 — **REMOVE WHEN TRIGGERED** — **RB +1**

Roman Belligerence Change

XXX — RB adjustment when revealed

XXX — RB adjustment if Triggered

XXX — Conditional RB adjustment

4.2.5. One-Off Event Card (Immediate)

Steel blue Background = Immediate Event

Turn of addition to the Event Deck

8

A

ROME DEMANDS HANNIBAL BE SURRENDERED

T Quinctius Flamininus, as an ambassador to the kingdom of Bithynia, demands that Hannibal, who has found refuge there after the Peace of Apamea, be surrendered into Roman hands. As King Prusias gives in, Hannibal commits suicide rather than go into captivity

(immediate) Event Text

If HANNIBAL is a Friend in a Kingdom's Court, that Kingdom must either go to War immediately with Rome (cannot be Forestalled) or remove HANNIBAL from play

A — *Automatic Casus Belli conditional on Kingdom refusing to remove Hannibal from play*

Ev 45 — **REMOVE ONCE IMPLEMENTED**

4.2.6. One-Off Event Card (Pending/Immediate)

Split Steel blue / Copper Background = Immediate/Pending Event

5

4

ACARNANIANS LYNCHED IN ATHENS

A crisis between Macedon and Athens soon threatened to draw in Rhodes, Pergamon and Rome

Immediate part of the Event (always and immediately implemented)

Remove any Macedonian Alignment marker on Athenai and Rhodos

Macedon loses 1 Dynastic VP

Increase RB by 1 level

Triggering Condition for Pending part of the Event

Pending part of the Event (only implemented if and when triggered)

If Macedon Ravages BOIOTIA-EUBOIA or successfully captures Athenai by Siege:

Macedon regains 1 Dynastic VP

Reduce Macedonian Influence on Roman Senate by 1 level

CB on 4+ against Macedon

Ev 34 — **REMOVE WHEN TRIGGERED** — **RB +1**

Roman Belligerence Change

4.3. Roman Activation Card Keys

*Total number of **Legions** available to the Consul for this War*

*Total number of **Squadrons** Available on map for this War*

ROMAN ACTIVATION CARD

LIMITED WAR

Diplomacy Icon (allows bringing a Minor Power into Rome's Alliance)

Part applicable under **LIMITED WAR**

4

FULL WAR

Military Icon (allows Rome to undertake a Campaign)

Part applicable under **FULL WAR**

4 **2**

R3

Roman War Card ID#

*Siege **4** rating used by Rome during the Campaign for this War*

*Battle **X** rating used by Rome for this Consul while this card is active*

4.4. Roman Agenda Card Keys

Name of the Agenda

ROMAN AGENDA
ILLYRICUM

FULL WAR

FULL WAR or LIMITED WAR

Scope of Action
ILLYRIA - *Adrias*

Scope of Action

Allies Sought
None

Sequence of Allies sought by Rome

Trigger to next Agenda (GRAECIA)
Any attack on Rome or Provoked CB by a Kingdom

Trigger Condition to next Agenda

4.5. Second Punic War Card Keys

Step

SECOND PUNIC WAR
STEP 2: HANNIBAL IN ITALY

Hannibal invades Italy, crushes Romans on the Trebia, the Ticinus and Lake Trasimene

Background Text

Flip and maintain current Roman Agenda to its LIMITED WAR side
Enables Ev 18 'Alliance with Hannibal'

Step Text

ROMAN BELLIGERENCE
cannot be higher than
Medium

Max.

Cap to Roman Belligerence (RB)

Cap to number of Roman Squadrons

5. COUNTER & WOODEN BLOCK LISTING

5.1. Track Markers

	Front	Back	
Game Turn			Game Turn
Macedon Total VPs			Macedon Total VPs
Macedon Territorial VPs			Macedon Territorial VPs
Macedon Dynastic VPs (Positive)			Macedon Dynastic VPs (Negative)
Macedon Treasury			Macedon Treasury (+30 Ts)
Macedon Predominant in Senate			Macedon Influent in Senate
Ptolemies Total VPs			Ptolemies Total VPs
Ptolemies Territorial VPs			Ptolemies Territorial VPs
Ptolemies Dynastic VPs (Positive)			Ptolemies Dynastic VPs (Negative)
Ptolemies Treasury			Ptolemies Treasury (+30 Ts)
Ptolemies Predominant in Senate			Ptolemies Influent in Senate
Seleucids Total VPs			Seleucids Total VPs

	Front	Back	
Seleucids Territorial VPs	TERR.	TERR.	Seleucids Territorial VPs
Seleucids Dynastic VPs (Positive)	DYN.	DYN.	Seleucids Dynastic VPs (Negative)
Seleucids Treasury		+30	Seleucids Treasury (+30 Ts)
Seleucids Predominant in Senate	PREDOMINANT		Seleucids Influent in Senate
Roman Belligerence Rome at War	AT WAR	AT PEACE	Roman Belligerence Rome at Peace
Freedom of the Greeks		FREEDOM OF THE GREEKS Ev36	Freedom of the Greeks

5.2. Map Markers

	Front	Qty	Back	
Macedonian Garrison		x30		Macedonian Alliance
Macedonian Rebel Garrison		x8		Macedonian Rebel Alliance
Ptolemaic Garrison		x40		Ptolemaic Alliance
Ptolemaic Rebel Garrison		x8		Ptolemaic Rebel Alliance
Seleucid Garrison		x60		Seleucid Alliance
Seleucid Rebel Garrison		x10		Seleucid Rebel Alliance

	Front	Qty	Back	
Roman Garrison		x40		Roman Alliance
Ravaged	RAVAGED	x15	REVOLT!	Revolt!
Ravaged	RAVAGED	x10	TAXES INCREASED	Taxes Increased
Ravaged	RAVAGED	x6	UNALIGNED	Unaligned
Guaranteed by Rome		x3	ROME GUARANTEE	Guaranteed by Rome
Aitolian Civil War			AITOLIAN CIVIL WAR Ev49	Aitolian Civil War
Macedonian Strengthened Defenses		x5	-1 Strengthened Defenses	Macedonian Strengthened Defenses
Macedonian Temporary Capital marker	Temporary		-1 DYNASTIC	Macedonian Temporary Capital marker
Ptolemaic Strengthened Defenses		x5	-1 Strengthened Defenses	Ptolemaic Strengthened Defenses
Ptolemaic Temporary Capital marker	Temporary		-1 DYNASTIC	Ptolemaic Temporary Capital marker
Ptolemies 3 Satrapies in *Europe* & *Asia Minor*	3+		In *Europe* and *Asia Minor*	Ptolemies 3 Satrapies in *Europe* & *Asia Minor*
Seleucid Strengthened Defenses		x5	-1 Strengthened Defenses	Seleucid Strengthened Defenses
Seleucid Temporary Capital marker	Temporary		-1 DYNASTIC	Seleucid Temporary Capital marker
Seleucids 3 Satrapies in *Europe* & *Asia Minor*	3+		In *Europe* and *Asia Minor*	Seleucids 3 Satrapies in *Europe* & *Asia Minor*

5.3. Court Markers

	Front	Back	
Macedon Defeated Once by Rome		**MACEDON DEFEATED ONCE BY ROME**	Macedon Defeated Once by Rome
Ptolemies Defeated Once by Rome		**PTOLEMIES DEFEATED ONCE BY ROME**	Ptolemies Defeated Once by Rome
Seleucids Defeated Once by Rome		**SELEUCIDS DEFEATED ONCE BY ROME**	Seleucids Defeated Once by Rome

5.4. Leader Card Markers

	Front	Back	
Macedon King At War with Ptolemies King	WAR	PEACE	Macedon King At Peace with Ptolemies King
Macedon King At War with Seleucids King	WAR	PEACE	Macedon King At Peace with Seleucids King
Macedon At War with Rome	WAR	PEACE	Macedon At Peace with Rome
Ptolemies King At War with Macedon King	WAR	PEACE	Ptolemies King At Peace with Macedon King
Ptolemies King At War with Seleucids King	WAR	PEACE	Ptolemies King At Peace with Seleucids King
Ptolemies At War with Rome	WAR	PEACE	Ptolemies At Peace with Rome
Seleucids King At War with Macedon King	WAR	PEACE	Seleucids King At Peace with Macedon King
Seleucids King At War with Ptolemies King	WAR	PEACE	Seleucids King At Peace with Ptolemies King
Seleucids At War with Rome	WAR	PEACE	Seleucids At Peace with Rome

Wooden block & Sticker		Front	Back
	Macedon King		**K KING**
	Macedon Chief Minister		**CM CHIEF MINISTER**
	Macedon Strategos 1		**S1 STRATEGOS 1**
	Macedon Strategos 2		**S2 STRATEGOS 2**
	Macedon Strategos 3		**S3 STRATEGOS 3**
	Macedon Rebel 1		**R1 REBEL 1**
	Macedon Rebel 2		**R2 REBEL 2**
	Ptolemies King		**K KING**
	Ptolemies Chief Minister		**CM CHIEF MINISTER**
	Ptolemies Strategos 1		**S1 STRATEGOS 1**
	Ptolemies Strategos 2		**S2 STRATEGOS 2**
	Ptolemies Strategos 3		**S3 STRATEGOS 3**
	Ptolemies Rebel 1		**R1 REBEL 1**

Wooden block & Sticker		Front	Back
	Ptolemies Rebel 2		**R2** REBEL 2
	Seleucids King		**K** KING
	Seleucids Chief Minister		**CM** CHIEF MINISTER
	Seleucids Strategos 1		**S1** STRATEGOS 1
	Seleucids Strategos 2		**S2** STRATEGOS 2
	Seleucids Strategos 3		**S3** STRATEGOS 3
	Seleucids Rebel 1		**R1** REBEL 1
	Seleucids Rebel 2		**R2** REBEL 2
	Seleucids Rebel 3		**R3** REBEL 3

	Front	Qty	Back	
Renown +1	1	x14	2	Renown +2
Renown +3	3	x10	4	Renown +4
Renown -1	-1	x9	-2	Renown -2
Hostage in Rome	HOSTAGE IN ROME	x3	HOSTAGE IN ROME	Hostage in Rome

5.5. Rome Consuls

Wooden block & Sticker	
	Consul for Ptolemies
	Consul for Seleucids
	Consul for Macedon

5.6. Major Power Units

	Front	Qty	Back	
Macedon *Royal Army (elite)*	Royal Army		Any Satrapy with Aligned Place — Royal Army	Macedon *Royal Army (elite)*
Macedon *Siege Train*			Any Satrapy with Aligned Place	Macedon *Siege Train*
Macedon Squadron	Macedon Sq.	x3	Macedon Sq.	Macedon Squadron
Ptolemies *Royal Army*	Royal Army		Any Satrapy with Aligned Place — Royal Army	Ptolemies *Royal Army*
Ptolemies *Siege Train*			Any Satrapy with Aligned Place	Ptolemies *Siege Train*
Ptolemies Squadron	Ptolemaic Sq.	x4	Ptolemaic Sq.	Ptolemies Squadron
Seleucids *Royal Army (elite)*	Royal Army		Any Satrapy with Aligned Place — Royal Army	Seleucids *Royal Army (elite)*
Seleucids *Siege Train*			Any Satrapy with Aligned Place	Seleucids *Siege Train*
Seleucids Squadron	Seleucid Sq.	x4	Seleucid Sq.	Seleucids Squadron

	Front	Qty	Back	
Roman Legion (normal)		x7		Roman Legion (normal)
Roman Legion (weakened when **Ev** 52 applies)		x6		Roman Legion (weakened when **Ev** 52 applies)
Roman Squadron		x2		Roman Squadron

5.7. Military Colonist Units

	Front	Back	
Katoikoi Asia Minor			Katoikoi Asia Minor
Katoikoi Lower Satrapies			Katoikoi Lower Satrapies
Katoikoi Upper Satrapies*			Katoikoi Upper Satrapies*
Kataphraktoi (elite)			Kataphraktoi (elite)
Cleruchs			Cleruchs
Machimoi			Machimoi
Neo Macedonians			Neo Macedonians

5.8. Minor Units

	Front	Back	
Achaians*			Achaians*
Philopoemen (elite)			Philopoemen (elite)
Aitolians			Aitolians
Parthians (elite)			Parthians (elite)
Spartans			Spartans
Pergamon*			Pergamon*
Eumenes (elite)			Eumenes (elite)
Pergamene Squadron			Pergamene Squadron
Rhodian Squadron (elite)			Rhodian Squadron (elite)
Carthaginian Squadron			Carthaginian Squadron

5.9. Mercenary Units

	Front	Back	
Aitolians			Aitolians
Arcadians			Arcadians
Cretans			Cretans
Galatians *(elite)*			Galatians *(elite)*
Illyrians			Illyrians
Mysians			Mysians
Pirates			Pirates
Bastarnai *(elite)*			Bastarnai *(elite)*

5.10. Unit Markers

	Front	Qty	Back	
Macedonian Force Marker		x3		Macedonian Force Marker
Ptolemaic Force Marker		x3		Ptolemaic Force Marker
Seleucid Force Marker		x3		Seleucid Force Marker
Trained by Aristomachos *(elite)*		x2		Trained by Aristomachos *(elite)*

5.11. Unit Legend

Front — **Back**

- Troop illustration
- Elite
- Name
- Siege Train Icon
- Winter Quarters note
- Kingdom color
- Mercenary Icon
- Standard
- Home Satrapies
- Heartland Satrapy
- (*) Subject to Replacement
- Home Satrapy
- Special Entry Rules
- Inflicts double Hits
- Winter Quarters note
- Weakened Legion (no +1 THM)

HUBRIS

TWILIGHT OF THE HELLENISTIC WORLD, 220-165 BCE

LEARNING TO PLAY